

Rules

The System

The system being used is Steve Perrin's Superworld, which is still available as a PDF from Drivethrurpg. It is a Basic Roleplaying Game which means it has a lot of similarities with RuneQuest and older editions of Call of Cthulhu. Unfortunately there is no character sheet available to use with Roll20 so physical character sheets are needed.

Note that the best way to understand these rules is to read through them.

NB The Companion of Superworld includes changes to powers and all of these take precedence over the basic rules.

Steps

1. Generate characteristics by rolling 2D6+6 for the following seven characteristics:
 - STR
 - CON
 - SIZ
 - INT
 - POW
 - DEX
 - APP

NB You can adjust any stat by adding or subtracting up to 2 points. These points have to be taken from or moved to another characteristic. No characteristic can be adjusted by more than +/- 2 points.

For example: Jeff wants a higher DEX so he adds 2 points by subtracting them from his SIZ.

Note that you cannot raise a characteristic above 18 or lower it below 8 using this method.

2. Roll 3D6+3 to generate EDU. This is an indication of how educated your character is. Use the higher value of this or the average of your rolled characteristics to determine how many points you have for your non-super skills (see page 10 of the PDF under SKILLS).

For example: Gary rolls a total of 110 points of characteristics. One seventh of 110 is 15.7 which rounds up to 16. However he rolls an 18 for EDU which gives him 18 skill points.

You cannot lower or raise this characteristic using the mechanism under step 1 but you can lower it using the Handicap “Lower characteristic” found on page 72 of the PDF. This represents the disadvantages of being uneducated or living in poverty.

You can also raise it using hero points with each hero point being worth 3 EDU points. If you are trying to hit a specific value you can spend 1 hero point and take fewer than 3 points.

For example: Jeff rolls an 18 for his EDU but he wants a 20 for his final characteristic. Spending 1 hero point he raises his EDU to 20 ignoring the extra point which vanishes.

If your character concept requires a high EDU you can use skill points to raise it on a one for one basis. Note that this does not provide more skill points.

EDU Value	Educational Attainment
5	Kindergarten
6-11	Grade School
12-14	Junior High
15-17	High School
18-20	Undergraduate
21+	Masters

You’ll make rolls on 5 x EDU to determine whether you know some random fact. 5 x INT will be used for figuring things out.

3. Add up these numbers to determine how many hero points you have. If your total is less than 91 reroll your lowest characteristic until your total is at least 91. If you are unhappy with this result please feel free to reroll¹.
4. Credit Rating. Rather than use the salary levels found in the main rules book which will frankly, rarely, if ever come up we’ll use Credit Rating in the same manner as it’s used in Call of Cthulhu. If you have an occupation you follow in your secret identity just assign a

¹ Just don’t Scott Rempel it.

Credit Rating based on the ranges found on pages 41-42 in the 7th edition Call of Cthulhu rules.

5. When buying levels of powers remember that the limits that apply are based on your original rolled characteristics, NOT your super-characteristics.
6. 1 is the minimum cost for SIZ based powers no matter how small your character is.

Types of Heroes

There are a number of things to keep in mind when creating a character concept:

1. The game is starting in the year 1932 in a world that resembles but is not the same as ours. Technology is fairly similar but Wonder Men and Women can use weird science to create effects that should be impossible by the tech level of the world. Regular scientists usually cannot replicate these effects.
2. Socially the world is slightly ahead of where our Earth was in 1932. Racism isn't quite as strong, the residential school system never existed and a lot of the land in Canada is controlled by First Nations, Métis and Inuit. Blacks are not treated as poorly as they were (are) in our world and are generally freer. Most of the African and Caribbean countries are independent. Asians are treated better in Canada anyway. China, India and Japan are all independent world powers. Women are accorded more respect and opportunity as well.

Given all this white men of European descent still run things in most of the world. It's just more likely to see people of colour, the Indigenous and women doing what would have been in the 30's white men's jobs and having status and prestige.

3. There are basically two generations of superheroes pre- and post- Great War. The original generation of heroes, basically anyone old enough to have fought in the Great War are a different breed than those who have emerged post-War. The first generation tend to be scarred and cynical. The post-War generation tends to be less cynical and hopeful. However...
4. There are three classes of heroes:
 - a. Men and Women of Wonder who can disappear in a crowd. If they take off their costumes they are indistinguishable from the man and woman on the street. This class of hero has the easiest existence.
 - b. Men and Women of Wonder who are basically human in shape but are incapable of disappearing into a crowd. They may be too tall, too broad, too small, have too many limbs, weirdly distorted heads due to all the brains, horns, etc. These heroes have a harder time of it but are generally accepted by the public. They do tend to experience prejudice and are more cynical.
 - c. Men and Women of Wonder who are so distorted that monster is the category assigned to them. These are quite rare as they tend to die either from being incapable of surviving their change or birth or at the hands of their neighbours.

The latter happens less often in the more developed countries but it was quite common post Halley. Many of these sorts of heroes fought in the Great War. They are invariably terribly bitter.

5. What sort of heroes exist? Note that superpowers should be derived from comet influence. Heroes like Batman who derive their powers from gadgets aren't really appropriate nor is a heavy reliance on equipment. If in doubt ask.

Craig's Lists aka What's in the Companion?

These extremely helpful lists were provided by the equally helpful Mr. Russell. They show you where the changes to the main rules occur in the Companion.

Part I: When you're considering Powers, Advantages, etc. in the *Superworld* rulebook, consult the *Companion* for changes:

Rule changes to POWERS: p. 5-9

1. Absorption
2. Defense
3. Dimension Shift
4. Emotion Control
5. Energy Projection Special Effects
6. Fortune
7. Gimmick
8. Illusion Projection
9. Invisibility
10. Martial Arts
11. Mimic
12. Micro SIZ
13. Reduction
14. Resistance
15. Resistance to Transformation
16. Snare
17. Teleport

Rules changes to POWER ADVANTAGES: p. 9-10

1. Energy Field Formation
2. Wall
3. Impaling
4. Power Transfer
5. Radius Effect
6. Rapidfire
7. Simultaneous Attacks

Rules changes to SKILLS: p. 10

1. Intro and List

Rules changes to POWER DISADVANTAGES: p. 10-11

1. Action Rank Delay
2. Burnout Chance
3. Failure Chance
4. Vulnerable Devices

Rules changes to HANDICAPS: p. 12

1. Energy Limit
2. Special Vulnerability

Part II: The Companion also lists new Powers, Advantages, etc.:

New POWERS: p. 14 - 23

Aura Defense

1. Aura Enhancement
2. Cancellation
3. Clairvoyance
4. Cosmic Consciousness
5. Hex
6. Immunity
7. Infection
8. Lightfoot
9. Mental Image
10. Microscopic Vision
11. Mind Exchange
12. Paralysis
13. Possession
14. Power Sense
15. Quake
16. Resurrection
17. Self-Awareness
18. Shield
19. Siphon
20. Special Senses
21. Tongues
22. Transform

23. Ultraviolet Vision
24. Verification
25. Wall
26. Weather Control

New POWER ADVANTAGES: p. 23-25

1. Concealed Weakness
2. Energy Field Formation (New Fields)
3. Full Potency
4. Guided Attack
5. Ignore Protection
6. Indirect Attack
7. Permanent Effect
8. Ranged Power

New SKILL: p. 26

1. Library Research

New POWER DISADVANTAGES: p. 26

2. Decreased POW effect
3. Decreased Critical
4. No effect
5. Restricted Equipment
6. Uncontrollable

New HANDICAPS: p. 27-28

1. Adverse Effect
2. Bonus Points
3. Decreased Previous Experience
4. Sponsorship
5. Uncontrolled Change

Rule Clarifications

Flight

One level of flight allows a Wonder to move:

- 600 meters in a melee round when flying in a straightline or
- 120 meters in a melee round while flying in combat maneuver mode.

Assuming a Wonder has three action ranks they would move either

- 200 meters an action rank (in straightline flight), or
- 40 meters an action rank while in combat maneuver mode.

The only actions that can be combined with Straightline Flight are instantaneous actions or Smash or Passing attacks².

Note that neither type of flight can be combined with Full Actions or Melee Round actions.

Fliers can stop moving and hover to use Full Actions. This causes their speed to drop by one flight level.

Fliers can never use Melee Round actions unless they stop completely by landing or falling. Fliers moving faster than level 1 flight must slow down to level 1 before landing or take full damage based on their speed, etc.

Note that you can switch from one type of flight to the other in successive action rounds depending on what you want to do. There is no drop in flight levels caused by this.

- **Flying Speeds greater than 1 level**

If you possess multiple levels of flight it takes an instantaneous action to increase or decrease your speed by one level.

Every two levels of speed reduces any maneuvering roll multipliers by 1.

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Environment	1-2	3-4	5-6	7-8	9-10
Enclosed Space with Occasional Obstacles	x5	x4	x3	x2	x1
90 Degree Turn	x4	x3	x2	x1	x1
180 Degree Turn	x1	x1	x1	x1	x1

² At half skill chance.

Actions

There are five types of actions that can be performed in a melee round:

1. Melee round actions which take up the entire melee round and can only be combined with Instantaneous actions.
2. Full actions which take up an entire action rank and can only be combined with Instantaneous actions.
3. Semi-actions which take up three quarters of an action rank and can only be combined with Quarter moves or
4. Quarter Move (or Quarter Action) which takes up one quarter of an action rank and can be combined with an Instantaneous action or another Quarter Move.
5. Instantaneous actions which can be combined with any other action

The following table lists actions by type.

Melee Round Actions	Full Action	Semi-Action	Quarter Moves	Instantaneous
Takes entire melee round to perform or instantaneous action.	Takes entire action rank to perform. Can be combined with an instantaneous action.	Can be combined with a quarter move or an instantaneous action.	Can be combined with a semi-action, another quarter move or an instantaneous action.	May be combined with any other action
Climb	Astral Body	Combat flight (semi-action)	Acrobatics	Adaptability
First Aid	Combat Flight (normal)	Energy Projection	Alter SIZ	Change flight speed +/- 1 level
Recover hit points	Leap	Melee Attack	Animate	Defense
Lose Absorbed point of damage	Observation	Move (semi-action)	Break free of Mental/Emotional Control	Draw device
Recover reduced hero point	Retrocognition	Pick up large, unwilling object	Break free of Snare	Drop weapon
Regenerate	Spot Hidden	Set for Aura attack	Change/Reload Weapon	Knockback
Wait until next chance to break free of Mental/Emotional Control	Spot Weakness	Set for Boost	Combat Flight (quartermove)	Land/take off
	Straight Flight	Set for increased chance of hitting	Dodge	Mindblock
		Swing	Fall prone	Parry
		Use recharge	Force field	Passing attack
			Get up	Pick up small

Melee Round Actions	Full Action	Semi-Action	Quarter Moves	Instantaneous
Takes entire melee round to perform or instantaneous action.	Takes entire action rank to perform. Can be combined with an instantaneous action.	Can be combined with a quarter move or an instantaneous action.	Can be combined with a semi-action, another quarter move or an instantaneous action.	May be combined with any other action
				object
			Mimic	Smash
			Open door, curtain, etc.	Speak
			Pick up large, willing object	Supersense
			Quarter move	
			Recover from stun	
			Telekinesis of an inanimate object	

Movement Rates

This table shows movement rates. It provides the following information:

1. Movement – type of movement.
2. Rate in meters – per melee round in every case except Leap which is listed in action ranks.
3. Action – this section shows how the rate varies depending on the type of action you are performing.
 - a. Normal – this is equivalent to a Full Action.
 - b. Semi-action.
 - c. Quarter Action.

Note that Run and Swim can also be performed as a Straightline move. This quadruples the distance travelled, 96 meters per melee round running and 48 meters Swimming. Only Instantaneous actions can be combined with these and Passing and Smashing attack chances are halved.

Movement	Rates in meters	Action		
		Normal	Semi-action	Quarter Action
Walk	12 per melee round	4 meters	3 meters	1 meters
Run	24 per melee round	8 meters	6 meters	2 meters
Climb	3 per melee round	NA	NA	NA
Leap	Special*	See notes	NA	NA

Movement	Rates in meters	Action		
		Normal	Semi-action	Quarter Action
Swim ³	12 per melee round	4 meters	3 meters	1 meters
Flight (straight) ⁴	600 meters per MR	120 meters	NA	NA
Flight (combat) ³	120 meters per MR	40 meters	30 meters	10 meters

Leap

Leap works differently than other movements. Leap is a full action so it can only be combined with an instantaneous action or a Smash attack! The base distances leaped are:

- 2 metres horizontally, and
- 1 metre vertically.

These distances are modified depending on the STR of the Wonder. For every ten points of STR a Wonder has over SIZ rounded down another metre of horizontal distance and ½ metre of vertical distance is added.

For example. Jeeves has a STR of 86 and a SIZ of 24. This is at least 60 points of difference so Jeeves can jump 8 metres horizontally and 4 metres vertically.

To this is added his Wondrous Leap power which adds 15 metres to his horizontal and 9 metres to his vertical jumps! So Jeeves leaps 23 metres horizontally and 13 metres vertically. This is how far he can Leap in an action round.

If he spends the entire melee round leaping the distance is multiplied by 12. So he can Leap 276 metres horizontally in a melee round OR 156 metres vertically. Either move takes an entire melee round and can only be combined with an instantaneous action or a Smash attack.

Other Clarifications

- **Locate**

Since Locate states you must be familiar with the person you're trying to locate you must use Observation on a person in three separate encounters before you can consider yourself familiar with them. If you roll a critical on your Observation roll it counts as 3 observations. A special roll counts as two rolls.

³ This has been changed from 10 meters a melee round in the rules to make the math easier.

⁴ Per level of flight.

The power lets you know the exact location of a person but provides no details on where they are. For example: So and so is 300 m to the northwest and 15 m off the ground. So they're either flying or in a building.

- **Smash Attacks**

Wonders do not take damage from their own Smash attacks if they hit their intended target. If they miss a smash attempt and hit the wrong thing they take ½ damage. If they are grapple parried and thrown they take full damage.

You cannot be insubstantial while building momentum for a smash attack. If you're planning on building your speed up you have to be material for the whole build-up.

For example: Mighty Mite is flying along at top speed while insubstantial when he sports his arch-nemesis, the Ring Master. He wants to smash him but good. He will have to take 10 action ranks to reach top speed for a right smashin'.

- **X-ray Vision**

Using X-ray vision is Instantaneous but using it with a skill like Observation or Spot Hidden is a Full Action.

Neutralium and How It Works

Even the tiniest piece of Neutralium has the potential to disrupt a Wonder's powers. Wonders instinctively avoid contact with it. A roll of POW x 1 is required if a Wonder wishes to touch some or even go close to a piece, within a metre. Wonders automatically sense its presence. Neutralium cuts through all Wondrous powers like force fields, armour and even insubstantiality.

Neutralium ore and the refined product work exactly the same way. Each piece has a POT of 4D6. This is compared to the POW of the Wonder on the Resistance Table and if the Wonder loses all of their Wondrous powers are neutralized until such time as the Neutralium is removed from their body/presence. In many cases this may have a fatal effect on the Wonder. Each piece of Neutralium must be resisted individually.

The grenades used by the RCMP deliver 1D6 pieces of Neutralium shrapnel into a Wonder affected by them.

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