

**Marvel Superheroes Adventure Game  
(SAGA Rules) FAQ  
Version 1.5**

**Contact Information & Disclaimers:**

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I really appreciate any user feedback. If you noticed any errors, or have questions or comments about these statistics, please let me know by sending a clearly labeled (i.e. - won't be mistaken for Spam) e-mail to: [MSHAGLibrarian@wmconnect.com](mailto:MSHAGLibrarian@wmconnect.com).

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**Summary & Description:**

As with any unofficial FAQ, there are bound to be some differences in opinion, as well as some accidental errors, which may lead to some confusion on the reader's part.

Whenever possible, the actual published rules of the game are the only source for the answers to the FAQ (i.e. house rules and opinions are omitted on purpose). However, even despite this precaution, there will be certain situations that arise that demand an interpretation (i.e. a judgment call) from the Narrator and the FAQ assumes that your Narrator interprets the rules in exactly the same way as I have. Obviously, it is possible that he or she does not interpret the rules in the same way. While this article may give him or her new ideas and perspectives, it bears no more weight than the Narrator assigns to it, so don't be upset if he decides to disagree with this document.

Please also note that 'maximum possible scores' are exactly that: maximums. They are not averages, highest averages, highest probable scores, or highest scores achieved with any regularity, they are the absolute highest score it is *possible* to get.

- 1) *What is the maximum Action Score possible?*
- 2) *What is the maximum defensive score possible? The maximum defense possible?*
- 3) *What is the maximum Ability Score or Power Intensity possible?*
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- 19) *Exactly which powers are covered under the Mental Control skill?*
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- 21) *My Narrator says that Cyclops can't toss a Buick, no matter how high his trump gets. Why can't he?*

**1) Q: What is the maximum Action Score possible?**

**A:** The short answer is – technically – 169. This assumes an almost impossibly hypothetical series of things to be true. For the purposes of this explanation, we'll use Strength, but it will work for any ability or power if you switch out the trump suits accordingly. You would have to have an edge of 5, and a 30 in the ability/intensity in question to achieve that score. Second, you'll need a hand that contains the following cards: 4 fives of any non-Strength suit (the maximum number and value of cards you are allowed to play within edge), the 10 of Doom (you are allowed one card above edge), any Strength card (to use as a push and trigger trump), and any other card of any other suit (because of the push, you need one card in your hand to stay conscious). Third (and most ridiculously) you'll need every other Strength card in the deck to be on top with no other cards of any suit between them. And lastly you'll need the 9 of any non-strength suit to be immediately after the last Strength card. First, you can play the four 5s because they are not above your edge. Second, play the 10 of doom as your one card above your edge score. Then, play your Strength card as a push and declare trump. You draw for trump and continue to do so until you get a non-trump card, which will be the 9 of the non-strength suit for a total action score of 169.

The maximum action score possible drawing only one card for trump is 48.

**2) Q: What is the maximum Defensive Score possible? The Maximum Defense possible?**

**A1a:** Assuming that 'like defenses' do not stack, the maximum non-variable opposition score (defensive score) is 60 and it is possible for two attributes; Strength and Willpower (30 Willpower, +30 Psi-Screen) (30 Strength, +30 Body Armor).

**A1b:** Assuming that 'like defenses' do stack, the sky is practically the limit for defense. An example of 'like defenses' would be that you have 'Resistance to Mental Control' as a stunt under more than one power (say, Emotion Control, Telepathy, and Psychic Blast for example) of the same suit. If a defense has exactly the same words, but a different source (power vs. equipment) or trump (resistance as its own power is a Strength trump, resistance as a stunt of a power is the same trump suit as the power; usually Intellect) then I do not consider them to be like defenses.

**A1c:** Assuming that *only* 'unlike defenses' stack, the maximum possible defense is higher against an energy attack than any other kind. Versus Energy, the maximum score is 210 without equipment (30 Strength score, +30 Body Armor, +30 Resistance as a power stunt, +30 Resistance as its own power, 30 Absorption, 30 Force Field, and 30 Energy Reflection). Versus Kinetics and Physical attacks, the maximum defense is 180 (no Energy Reflection).

**A1d:** If you do not allow 'stacking' of any kind other than is explicitly outlined in the rules, the maximum defensive score is 90 (30 ability score, 30 Force Field, and 30 of any one defensive power {resistance/body armor/psi-screen/etc.}).

**A2:** Of course, Invulnerability gives you *infinite* defense versus a specific damage type by ignoring *all* damage of that type, regardless of intensity; and all of that for the bargain price of 10 points during hero creation.

**3) Q: What is the difference between a Defensive Score and Defense?**

**A:** Defense is the total defense against an attack. Generally, the term ‘Defense’ means the number of damage points negated by your inherent toughness (Strength, Body Armor, etc.). ‘Defensive Score’ is a term that I coined myself, and includes all non-variable opposition to an attack (a Narrator card or Doom Bank cards would be an example of a non-inherent -- a.k.a. variable -- factor of opposition). For example, Psi-Screens work versus non-damaging mental attacks; you add the Psi-Screen bonus to Willpower to determine your total inherent opposition. Resistance does not add to opposition; it merely *negates damage*. This subtle difference comes into play when attacking a character.

- For example, let’s say our hero is attacking with a basic Psychic Blast and his foe has Resistance to Mental Control. Our hero must make an easy Psychic Blast (Willpower) action to damage his opponent. After that action is resolved (if successful) we would take the total action score and subtract the total of his Willpower and his Resistance. Anything left over is the damage suffered.
- However, if that foe had Psi-Screen instead of Resistance, the scenario would be slightly different. Our hero would have to make an easy Psychic Blast (Willpower + Psi-Screen) action. After that action is resolved (if successful) we would take the total action score and subtract the total of his Willpower and his Psi-Screen. Anything left over is the damage suffered. Obviously, the chances of the attack failing are much larger with this method.

#### **4) Q: What is the maximum Ability Score or Power Intensity possible?**

**A:** Short answer: 30. The rules state that the highest ability score or power intensity normally attainable -- either regularly or through an Ability Boost power/stunt or Power Amplification -- is 30 (but most are limited to only 20).

The one exception to this rule (apparently) is the Hulk, whose ‘Hulking Out’ power allows him to increase strength ‘without limit’ – which presumably means even beyond 30. I assume that the term ‘without limit’ truly means without a limit as all other materials make a point of saying “with a limit of 30” or something to that effect.

#### **5) Q: Is it possible to inflict wounds upon a character with ‘Invulnerability to Everything’?**

**A:** Maybe. This one all comes down to your Narrator’s interpretation of ‘Everything’ and also his interpretations of Resistance and Invulnerability. It is up to each Narrator to decide for himself how to handle this, but it is important to keep in mind what the game creators intended when they wrote it.

Originally, ‘Everything’ was intended as a way to save space on roster sheets for such powerful beings as the cosmic gods known as the Celestials or the ancient draconic alien Fin Fang Foom. It wasn’t, strictly speaking, supposed to make a being untouchable. Having Resistance or Invulnerability to ‘everything’ is not common (In fact, I can’t even think of anyone else with resistance or invulnerability to ‘everything’ on their sheets off the top of my head.), but it is still far easier to list ‘everything’ rather than typing out the entire list of available resistances or invulnerabilities and that’s assuming you aren’t going to change the list at all from the one in the Game Book – something the game creators assumed you would do.

So, if your Narrator rules ‘everything’ to include only those official invulnerabilities listed in the rulebook, then *yes*, Invulnerability *can* be nullified and therefore the character *can* be injured once the invulnerability is removed.

However, if your Narrator rules that ‘Everything’ means literally anything and everything whether listed under Invulnerabilities or not, then *no*, nothing can ever be done that *damages* the character in any way.

Some Technicalities of Note:

- 1) Invulnerability itself is a power with an intensity of 10 and thus, it could be cancelled by Nullification (and rather easily, comparatively speaking).
- 2) Resistance and Invulnerability negate *damage*, not actions. For Example; Invulnerability to Mental Control will prevent your hero from being damaged by the Psychic Blast power, but will not prevent him from being rendered unconscious from the Sedation stunt.
- 3) The text under the Invulnerability power states clearly that the Narrator may choose to allow other invulnerabilities at his own discretion. So I repeat; it is entirely up to the Narrator whether he wants to include Nullification as an option under Invulnerability.
- 4) Attacks by some powers may assess damage against an Ability (Life Drain) or power (Power Theft) rather than health. It is up to the Narrator how to handle this.

**6) Q: Does a character with ‘Invulnerability to Everything’ or ‘Resistance to Everything’ have Resistance or Invulnerability to custom-made powers?**

**A:** Maybe. This, again, is up to the Narrator. He may wish to assume that the game makers wanted such creatures to be resistant or immune to all methods of attack and rule that this includes even custom-made powers thought up after the game came out.

However, he would be equally justified in assuming that if a power is so rare and unique as to be limited to one or two beings in the known universe, it isn’t very likely that another being would have formed a resistance or immunity to that power, especially as a racial ability. It’s possible, certainly, but not probable.

Generally, I assess what the character is supposed to be and judge from that. In the case of the Celestials, the Invulnerability to Everything was probably intended to make Celestials truly untouchable. However, in other cosmic beings (Fin Fang Foom, The Watchers) it is merely intended to make them extremely difficult to harm, so a weakness or two is to be expected.

**7) Q: Does a character with ‘All Skills’ have all skills in the game, even custom-made skills?**

**A:** Maybe. This is yet again a matter for the Narrator to decide using common sense and simple logic. A lot of this decision will have to do with the nature of the hero and/or the nature of the skill.

If the hero is a member of the Watchers or the Celestials, then it is probably safe to assume that he has the skill, no matter how unique or obscure. Those types of beings have been studying the totality of intelligent civilizations since basically the dawn of time. It is unlikely that anyone anywhere has ever done anything that they haven’t seen before.

However, even a skill collector like the Taskmaster isn't very likely to have a skill like Curling (that stupid game that involves heaving a heavy stone down a patch of ice with brooms). I mean, aside from being useless, it would be downright embarrassing. (Granted, even the Taskmaster doesn't have 'All Skills' but he was the best example of a humanoid skill collector I could think of.)

**8) Q: Does the 'Energy Control' skill affect the 'Energy Blast' power?**

**A:** According to Marvel's own official rules errata; yes, it does. You should change the power's trump suit to Intellect, and ignore the line in the rulebook under the Energy Control skill that says that it does not affect energy blasts; it *does* affect them. You should also omit the last line in the Energy Blast power description. If you wish to play with the game as it was before the errata, Energy Blast is an Agility trump and is affected by the Marksmanship skill. The Marksmanship skill affects your ability to aim with almost anything that is projected - including most powers and non-firearms equipment (like Spider-Man's Webshooters) in addition to standard firearms.

**9) Q: Can you dodge a psionic attack?**

**A:** No, a psionic -- a.k.a. psychic -- attack (such as a Psychic Blast or Sedation attack) cannot be *dodged* in the same way that you can duck under a punch or jump over an energy blast. However, it can be *resisted* by such powers as Resistance to Mental Control or Psi-Screen and is almost always opposed by the target's Willpower score, as well. What all of this means is that while a psionic attack may automatically *hit* an opponent, it does not automatically *damage* or *affect* that opponent, since successfully defending against the attack makes the attack fail. It's simply that the game mechanics make this failed attack more akin to a gun misfiring than to physically dodging a bullet.

**10) Q: Is it possible to have an Ability Score of 0? 30?**

**A:** While certain effects may lower an ability score to 0 or above 20 for a temporary period of time, a player-created hero cannot have a base Ability Score of less than 2 or more than 20 in any ability. Nor can he have a power with greater than 20 intensity. That is, of course, according to the official rules in the 'Hero Creation' section -- located in the very back of the Game Book. House Rules may vary by Narrator.

**11) Q: There is an asterisk after an Ability Score on my hero or villain's roster sheet. Why?**

**A:** Asterisks are designed to get your attention. In official Roster Books, if heroes or villains have an asterisk by any of their Ability Scores, it usually means something is going to change it or cause it to behave in an unusual manner. This could mean one or more of a dozen things. A detailed list of the most common reasons follows.

- They have a hindrance that affects ability scores. The following Hindrances may affect Ability scores: Addicted, Bruiser, Frenzied, Guilt-Ridden, Hateful, Kid, Lightweight, Naïve, Non-Corporeal, Obsessive, Physically Disabled, Phobic, and Transformative.

- They may have a limit on powers or abilities, like Captain Britain and Meggan, whose powers and abilities are linked with the soil of Britain or some 'aquatic' heroes/villains, whose abilities drop while not in water.
- They have an alter-ego with different ability scores, such as the Hulk, Tigra, Thor, and all the Asgardian gods while they stayed on earth. Another example might be Heralds of Galactus, whose statistics are given a permanent boost.
- There is more than one version of your hero. It is possible that your hero has undergone such dramatic changes as to necessitate various versions of the hero – examples include the Thing/'the Spiky Thing'/Ben Grimm or Savage Hulk/Bruce Banner/Green Hulk/Gray Hulk/Smart Hulk. Alternately, your hero may have picked up the mantle from a previous hero of the same name - like the Black Knight or the Ghost Rider - whose differing ability scores are listed after the asterisk. (Just to give a completely fictional example, the wording would look like this: 'The original Mr. Marvelous had Strength 13C and Agility 4D' - this would tell you that all the powers and abilities for the first Mr. Marvelous were the same as the current one, with the exception of his Strength and Agility, which differ as stated.)
- The hero's abilities are for some other reason variable. This might be because he is a Non-Corporeal hero who possesses other people's bodies like Proteus or The Shadow King. Or he could even be a piece of sentient equipment whose Ability Scores depend on the wearer, like the Asgardian artifact known as the Destroyer.
- They have a power or equipment that allows them to change their ability scores on a permanent or practically-permanent basis. Examples include Juggernaut's Gem of Cytorrak and Crimson Bands of Cytorrak, Thor's Belt of Strength, or the alien 'symbiotic suits' that created Venom and Carnage. Such characters usually use the statistics listed in their Power Star. However, since some people like to run 'what if he lost his powers?' campaigns - and also because some of them are too powerful to be defeated unless they are powered down first - their 'powerless' statistics are listed after the asterisk. Typically, heroes with shorter-term changes – such as Colossus and Iron Man – have the variable scores denoted in parentheses, not with an asterisk.

**12) Q: What's the deal with Elementals? Can't a guy just summon an army of super-powerful elementals and smash everyone? If not, why bother?**

**A1:** Yes, as originally explained, elementals could be overpowering. However, as the game makers actually intended it, the elementals would never be significantly more powerful than the character that summoned them. Summoned elementals share the power's intensity equally (rounding down) amongst the total number of elementals. This was not explained in the Game Book, but was later clarified in errata.

**A2:** If a character with Fire Control 18 summoned a single elemental it would have Strength and Agility of 18X. However, if he were to summon a second one, each of the

two would have Strength and Agility of 9X. A third would drop all three to 6X and so forth.

**A3:** There are a few reasons that a character might want to do this. A character can gain a slight advantage by way of the piling-on loophole, or he might want to match a swarm of enemies with a larger number of defenders. Also there are things that require Strength to do. No matter how you look at it, elementals add one more tool to the hero's problem-solving toolbox.

*The Pile-on Loophole.* The character in our example could create a fire blast at intensity 18, or a fire elemental with 18 strength. In terms of raw attack power, he hasn't gained anything. However, by creating two elementals (each with Strength 9), and attacking the same target, the elementals can invoke the pile-on rule and each one gets a +2 bonus to his attack. Additionally, cards may be played to each elemental, increasing your chances of good card play. For example, the player gets the chance to draw for trump on each elemental, assuming he has the appropriate cards to play to each. This makes it possible -- though not necessarily probable -- to make a slightly higher score than with only one attacker. However, this method makes it tougher to hit big foes, so it's best reserved against swarms of weaker foes.

*Some things require Strength.* It doesn't matter how high our hero's Fire Control intensity is, he'd be hard pressed to build a fortress with it. Even with stunts like Updraft, he would lack the fine motor control necessary to construct his headquarters. But lifting that two-ton slab of concrete into place is no problem for the giant fire elemental with Strength 18.

### **13) Q: What's the deal with Magic? Why doesn't everyone learn it?**

**A:** Well the answer to both questions is the same; Magic isn't all that it's cracked up to be. Read through the following paragraphs to get a better idea of what, exactly, magic can and cannot do. For even more information on Magic, check out the Hero Creation FAQ; it contains a question concerning Magic.

The first misconception is that Magic grants you all Intellect and Willpower powers at Magic's intensity automatically. That's not quite true. First you must reach intensity 10 Magic before you gain this mimicking ability at all. Secondly, you don't actually gain any powers; you can simply duplicate the effects of that power with your Magic. While this may seem like semantics, it's actually an important distinction.

The First Limit of Magic is that a magical spell is still considered magic, regardless of what the spell does. In other words, Magic duplicates the *effect* of the other power, but not the *actual power*. This means that Resistance to Magic protects against any and all Magical effects (See Example 1). However, other resistances work against only those particular spells that simulate powers they would affect if the source were not Magic (see Example 2).

- Example 1: A creature that is immune to Magic, but weak against Cold will still be immune to a Magical spell that simulates Cold Control because the creature is immune to Magic in general, regardless of its form.
- Example 2: A creature that has Resistance to Fire will be resistant to a Magical Fire spell, because he is resistant to Fire of any kind. However, he would not fare so well against a Magical Energy Blast spell, because he is not resistant to Magic in general.

The second, and probably biggest, misconception about Magic is the idea that you can duplicate anything any Intellect and Willpower power can do. This also is not quite true. The Second Limit of Magic is that you can simulate only the *base power* of Intellect and Willpower powers; you cannot simulate the stunts of that power.

- Example 1: A mage with Magic 12 could erect a personal Force Field at intensity 12, but could not cast an Expanded Field or Force Bolt at all.
- Example 2: A mage with Magic 10 could contact one single person as if he had Telepathy 10, but could not form a Team Link or perform a Psychic Probe.

The Third Limit of Magic is that Magic cannot give a mage more skills or improve his ability scores. A mage cannot simulate the effects of Ability Boost, for example. Nor could he use a Power Duplication or Power Theft spell to gain more skills or improve his ability scores, though he could still copy or steal other powers. And no, your mage cannot copy the powers of someone with Power Duplication and use the copied power to copy Abilities. Copied powers are still magic-based and as the rulebook says, ‘no spell can give the hero skills or greater ability scores.’ (MSHAG Game Book pg. 164, under Magic).

The Fourth Limit of Magic – and probably the subtlest of all the limits – is that Magic must follow the rules and limits inherent to the powers. Certain powers can only be taken at minimum intensities, for example. Reality Warping and Luck Control, for instance, must be taken at no less than intensity 15. Mages with Magic 14 or less, therefore, cannot duplicate those powers. Furthermore, the Narrator may label certain powers as ‘off-limits’ if he decides that they are too powerful to become so common. Reality Warping, Cosmic Energy Control, Time Travel, and Luck Control are all quite powerful and therefore likely to be restricted.

Finally, the Fifth Limit of Magic is that all magical spells are spell-focused (duh!) and thus they all have the Spell-Focused limit. This means that you cast the spell as your action for the exchange, and that the effect of the spell goes off as a *contingent action* at the end of the exchange. This means that your opponent’s actions will be resolved completely (including damage dealing) before the effect of your spell kicks in. Your opponent can get in one shot before your force field goes up, for example. Or he could Ability Boost his Strength (and thus gain defense) before your Energy Blast spell hits him.

**14) Q: My power says that I can gain another power as a stunt. How does that work?**

**A:** Certain powers would appear to grant you other new powers, but like with Magic, this is a misconception. Some stunts share their name with a power and then have a description of ‘you gain [power name].’ This does not add the power at that intensity to your roster sheet: you cannot gain stunts of that power, and the trump remains unchanged. Like Magic, it allows you to simulate the effect of the other power, though it does not change the source or grant you the power itself.

- Example 1: Magnetic Control can allow you the Flight stunt. This does not actually grant you Flight at Magnetic Control’s intensity. This allows you to simulate Flight as if you had that power at the same intensity as your Magnetic Control. You cannot gain Stunts of Flight and the trump for your Flight is Intellect, not Agility (the trump of the true Flight power).

- Example 2: Telepathy can allow you to gain the Psi-Screen stunt. This does not actually grant you the Psi-Screen power at Telepathy's intensity. This allows you to simulate Psi-Screen as if you had a personal Psi-Screen at Telepathy's intensity. You cannot gain stunts of Psi-Screen (such as Psi-Field).
- Example 3: A hero with Resistance to Stunning would resist any stunning attack, regardless of its source, whether as the main power or as a stunt of another power (Magnetic Control or Phasing, for example).
- Example 4: A hero with Resistance to Magnetism would be able to use his Resistance against a Magnetic Stun Blast because it is still a Magnetic attack.

### 15) Q: What's the deal with the Bruiser Hindrance?

**A:** The Bruiser Hindrance, when summarized, states that the hero 'uses Agility to hit foes' – which can be confusing for some gamers. A Bruiser doesn't actually use his Agility score for everything. If you have the Bruiser Hindrance, you use the Agility score when determining the action score for the purposes of determining success only – this includes using Agility cards (NOT strength cards) for trump. If the attack is successful, you then use the Strength score (NOT Agility) to determine damage. The easiest way to do this is to add the Strength Score to the Action Score you generated to determine success and then subtract your Agility Score. This will leave you with the correct Action Score to determine damage. Don't forget to subtract for defenses.

1. Example 1: Let's take Juggernaut: he has Strength 19D, Agility 2X, Edge 2, Hand Size 4, and the Bruiser Hindrance. Hypothetically, let's pretend that he has in his hand the following cards: 5 Intellect, 6 Willpower, 4 Agility, and 6 Agility. Let's say Juggernaut is trying to hit Cyclops: Strength 6D, Agility 6B, Edge 3 & Hand Size 5, and the Narrator card (added to his actions) is 5 Strength.

Balling up your fist and hitting someone is normally an easy Strength (Agility) action. However, because of the Bruiser Hindrance, it becomes an easy Agility (Agility) Action.

Juggernaut needs to overcome the difficulty (4), Cyclops' Agility (6), and the opposition score (5), for a total score of 15. No problem for his 19 Strength, except that – you guessed it – he has the Bruiser Hindrance, so he has to use his Agility Score, only a 2. He plays his 6 Agility card, draws for Trump, and gets the 1 of Intellect for a total Action Score of 9. Not bad, maybe, but not good enough. Cyclops dances nimbly out of the way (and probably attempts a counteraction with his 'Optic Blast'). Better luck next time, Juggs.

2. Example 2: Let's take the Incredible Hulk: he has Strength 20C, Agility 3X, Edge 3, Hand Size 5, and the Bruiser Hindrance. Hypothetically, let's pretend that he has in his hand the following cards: 5 Doom, 3 Strength, 3 Agility, 6 Agility, and 7 Agility. Let's say the Hulk is trying to hit Juggernaut for picking on poor Cyclops in the previous example. Juggernaut: Strength 19D, Agility 2X, Edge 2 & Hand Size 4, and the Narrator card (added to his actions) is 1 Agility.

Balling up your fist and hitting someone is normally an easy Strength (Agility) action. However, because of the Bruiser Hindrance, it becomes an easy Agility (Agility) Action.

The Hulk needs to overcome the difficulty (4), Juggernaut's Agility (2), and the opposition score (1), for a total score of 7. No problem for his 20 Strength, except

that – as you’ll remember – he has the Bruiser Hindrance, so he has to use his Agility Score, only a 3. He really wants to teach Juggernaut a lesson, so even though he figures the goal will be low (Juggernaut is pretty slow, after all), he decides to really unload on him. Hulk plays his 3 Agility and 3 Strength cards (neither is over his Edge) and then plays the 7 Agility card (which is over his Edge), then draws for Trump, and gets a 2 Agility (Which is still Trump), draws for Trump again, and gets the 8 Intellect for a total Action Score of 26. That’s way higher than the 7 difficulty. But wait! The Narrator decides that since Juggernaut is dodging (an Agility action) he gets to draw for Trump, too. He draws for Trump, gets the 5 Agility (which is still trump), draws again, and gets the 8 Willpower. That’s enough to raise the goal to 20, but not enough to save his hide. As Hulk is fond of saying ‘Hulk Smash!’ and Juggernaut is in for some pain.

Here comes the tricky part: Damage. First, let’s total up Hulk’s action score; just remember the formula *To-Hit Action Score + Strength – Agility = Damage Action Score* and you’ll be fine. Normally, this would just be the 26, but the Bruiser Hindrance complicates things. We add on Hulk’s Strength (20) and get 46. Then we subtract his Agility Score (3) so that he isn’t ‘double-dipping’ from his abilities and that leaves us with 43. Hulk deals 43 points of damage on the attack, Juggernaut’s defense absorbs 26 points of it, and the remaining 17 points are subtracted from Juggernaut’s Health total, bringing it down to 8.

**16) Q: When and how often can I declare a push? When do I redraw a pushed card?**

**A1:** This was confusing for some people because the rule was never spelled out in a point-blank way. Sometimes it sounded like you could push whenever you want to and sometimes like you could push only once, and others still that you lose all your powers when you push, negating the possibility of pushing it again. From what I gathered, that’s all partially true.

The *first time* you declare a push during an adventure, you may declare a push at any time, regardless of whether or not you are at full health. *After* you have declared a push, you may not push again until *after* you have regained full health or hand size (though the hero doesn’t necessarily have to be at full health when the second push is declared).

Think of it like a switch with two positions: Able and Off. You may push whenever your switch is in the “Able” position, but pushing turns it to “Off.” Once you have pushed, you cannot push again, until you reach full health, which “resets” your switch to the “Able” position. After that point, even if you are injured and fall below full health, the switch is still in the “Able” position until used again.

Furthermore, certain powers limit your ability to use *the pushed power* at all until at full health or hand size. However, you may still use your other powers and Abilities as normal.

- Note 1: Some Narrators may further restrict your ability to ‘push to the limit’ – allowing you to push only once, only while at full health, or only during combat. I would hesitate to allow any player to push more times than his Edge during any one adventure.
- Note 2: ‘Pushing to the limit’ can be quite overpowering; raising a hero’s power intensity or Ability Score by as much as 10 points. As a single, powerful burst of

effort and adrenaline that might be semi-believable. As something a hero does repeatedly, it completely warps the idea of what a hero is capable of.

**A2:** A pushed card is treated as if it were wounds, so technically you *never* 'redraw a pushed card' you only draw for wounds. You do not have to discard that amount again, but the pushed card is treated like wounds and is not redrawn when you redraw your played cards. You do not redraw any cards at any time other than the cards you would normally be entitled to draw through healing (whether through Narrator draw or Regeneration). In other words; when you get a card back, you're drawing to replace wounds, not to replace the pushed card. You never get a draw specifically to replace the pushed card. For example, on the next positive Narrator draw, you would draw *only one card* as per usual. You would NOT draw one card for health and one card to replace the pushed card.

**17) Q: A character has more than 4 skills for an ability. How did this happen?**

**A:** More often than not, this is simply an oversight on the part of the creator, or an exception made by the Narrator of the character's campaign. However, there are certain circumstances that could unfold that would allow a character to have more than four skills in one or more abilities. The ability to have more than four skills in an ability is called Genius. In the original rules set, there is only one type of genius: Scientific Genius. Scientific Genius is the unique ability to have an unlimited number of Intellect skills, so long as you have an Intellect of 8 or higher and all of your skills are *science* skills. However, in the optional rules expansion released as "The Reed Richards Guide to Everything" a couple of alternate Genius abilities similar to this are outlined. These unique genius skills allow a character to start out with as many as 8 skills in the favored ability if he meets certain requirements. So long as the character continues to maintain the requirements for his genius, there is no limit to the number of skills he can collect in that ability. But what happens if the hero breaks these rules with a response bonus?

Example: Let's take Doctor Octopus, for example. He has Scientific Genius and 5 *science* skills. There would be no limit to the number of *science* skills the player could add to his hero sheet without losing his scientific genius. But let's say that the player running Doc Ock has earned a response bonus and wants to take Otto in a new direction. Tired of getting his hat handed to him by Spidey, Dr. Octavius decides to take some karate lessons and picks up the Martial Arts skill. Doc Ock keeps his 5 science skills, but cannot gain any more Intellect skills because he no longer meets all of the requirements for Scientific Genius and his current number of Intellect skills (5) exceeds the maximum allowed (4).

**18) Q: Exactly which powers are covered under Resistance to Mental Control?**

**A:** Resistance to Mental Control offers resistance to mental control, including all mental control powers: these include Emotion Control, Hypnosis, Mental Control, Pheromones, and Plant Control. This also includes stunts or effects of any Willpower-based power that produces a mind-controlling effect, but not to the power in general. For example, a hero with Resistance to Mental Control would have resistance to a magical mind-control spell, but would not have resistance to magic in general. A hero with Resistance to Mental

Control would also have resistance to manipulation using the Willpower ability, including the use of skills like Manipulation and Mesmerism.

**19) Q: Exactly which powers are covered under the Mental Control skill?**

**A:** The Mental Control skill covers “all non-sensory powers with a Willpower trump suit.” Non-sensory powers are powers that *do not* allow you to sense something. Animal Control, Emotion Control, Hypnosis, Illusion, Image Summoning, Luck Control, Mind Control, Pheromones, Plant Control, Psi-Screen, Psychic Blast, and Reality Warping are included in this category. Additionally, Telepathy and Magic are covered under this skill. Technically, Ability Boost and Chi are included in this category, too, but the skill doesn’t do anything to affect the way they work.

**20) Q: Exactly which powers are covered under the Observation skill?**

**A:** The Observation skill covers “all sensory powers with a Willpower trump suit” and additionally, allows you to notice when something is unusual or out of place. Sensory powers are any powers that allow you to sense something. Additional Sensors, Cosmic Awareness, Danger Sense, Detection, Empathy, Enhanced Senses, ESP, Radar Sense, and Telepathy are all sensory powers. Additionally, Magic is covered under this skill.

**21) Q: My Narrator says that Cyclops can’t toss a Buick, no matter how high his trump gets. Why can’t he?**

**A:** In short, because he’s not strong enough. Tossing a car is a Superhuman (24) Strength action. The rules state that a character must be superhuman (11+) in an ability score to achieve a Superhuman or higher result (GB pg. 59).

One possible loophole is the Push. If a character *Pushes to the Limit*, the pushed ability is raised by the amount of the card pushed. If this is enough to raise the character to a Superhuman level (11+), then the character can perform the Superhuman action. This is like the stories of a mother who, with a surge of adrenaline, finds the strength to lift a car and save her trapped child. However, like these stories, such a feat is a tale for the ages, and shouldn’t happen often.