

New Limits & Hindrances **Version 1.0**

Contact Information & Disclaimers:

This unofficial resource was created for use with the Marvel Super Heroes Adventure Game™ SAGA Rules. While every effort has been made to make these statistics as accurate as possible, the statistics contained herein are unofficial and represent only one man's opinion on the characters and their capabilities. If you 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. While the game is currently out of print, I do encourage you to make every effort to locate and utilize any official materials that you can. For the most part, they are first-rate materials.

Disclaimer 1: I have no official connection with TSR, Wizards of the Coast, Hasbro, Marvel Comics, or any other company or entity that owns the intellectual property rights to the characters or game mechanics. No connection – either expressed or implied – is intended.

Disclaimer 2: The Marvel Super Heroes Adventure Game™ SAGA Rules is Copyright © and Trademark™ TSR, Property of Wizards of the Coast, a Hasbro Company. No official or copyrighted materials relating to the Marvel SAGA game are contained within this document.

Disclaimer 3: Characters, Character Names, and the distinct likenesses thereof are Copyright © and Trademark™ their respective owners and are used without permission.

For more information and game materials, please see the Marvel Superheroes Yahoo Group (<http://games.groups.yahoo.com/group/mshag/>) or my website (<http://www.freewebs.com/mshaglibrary/>).

Summary & Description:

The best thing about Marvel SAGA is its openness to house rules, and the best thing about house rules is sharing them with others. Nothing feels better than helping out your fellow gamers by sharing the solution to a problem you've had. After all, chances are that others have had or will have that same problem.

New Hindrances

You'll find a lot of common real-life ailments, illnesses, and afflictions (or at least my take on them) in my Hindrances section. The game book gives many good examples and gives you a vague idea on how to make more, so I've taken that step for you. Many of these are just what you need to bring a more humanizing element to the game. Some people don't feel they are limiting enough, while others feel they are too limiting. As always, feel free to adjust them.

Note: most of these Physically Disabled Hindrances are more closely related to the Physically Disabled - Legacy Virus Hindrance than the original "permanent" Hindrances. Just so you know that I had a base model for these and didn't create them out of whole cloth. Not that this would necessarily be a bad thing to do.

Double Damage

Your hero takes Double Damage from successful attacks of a certain type (such as fire, cold, or physical). Unlike the Susceptible Hindrance, this does not affect defense; an attack of this type is defended normally. However, if any damage does get through, the damage total is doubled.

Karma

Your hero follows the golden rule: Do unto others, as you would have them do unto you. This is because of Karma's rule of three: whatever you send out, you shall receive three times over. This is a double-edged sword. While whatever your enemies do to the hero is visited upon them, so too is whatever the hero does to his enemies reflected back upon himself. Anytime your hero attacks, for an aura duration afterwards, he gains the Unlucky Hindrance. If anyone attacks your hero, for an aura duration afterwards, that character gains the Unlucky Hindrance. "Automatic" attacks, such as damage inflicted by a force field with feedback or by quills when someone attacks you do not count as "attacks" for the purpose of this Hindrance. Only attacks that the hero caused by his actions bring about the Unlucky Factor.

King of the Hill

Your hero has the reputation for being the best of the best at some activity or skill. Just like the game, everyone wants to unseat your hero and become King of the Hill himself. Your hero receives frequent challenges and surprise attacks from contenders to the crown. If your hero should lose one of the challenges, he loses this hindrance and passes it off to the person that defeated him. Unfortunately, all that time in the limelight has had an effect. Your hero must make a Desperate (20) Willpower action or gain the hindrance Obsessive (Regaining the Crown).

Game Note: Narrators should throw in surprise attacks at inopportune times to increase challenge, and from inept opponents to create moral dilemmas.

Physically Disabled - Diabetes

Your hero cannot produce enough insulin on his own and must receive injections at least every 12 to 24 hours. (-1 in all powers / abilities per exchange after that period without insulin). If this reduces any of your hero's abilities / powers to 0, he must make a daunting Willpower action or fall unconscious. Even if your hero falls unconscious, his

abilities & powers continue to fall until he receives medical attention. He only awakes after receiving serious medical care. After your hero receives his care, his powers and abilities return at the rate of +1 intensity per day until fully healed, but this process can be sped up by a skilled physician or some high-tech drugs. A First Aid action will stop the hero from losing any more powers / abilities, but will not restore health / cards until he receives insulin.)

Note: I had considered merely using the Addicted Hindrance and making the addiction to insulin, but I didn't feel it was sufficiently limiting to drop Willpower to zero and have all his other scores at normal level. I thought, well, if he has diabetes and he hasn't got his insulin on time, his strength isn't going to stay at 17, and surely he won't be hopping around with a 14 agility if his blood sugar is too low. And if he has already had his shot, he's not going to go chasing after another dose of insulin whenever he sees one. If you feel it would be better to use Addicted - Insulin, go right ahead.

Physically Disabled – Hypochondria

Your hero gets really sad sometimes. We're not talking "Oh, my mother has died. Now I am sad." kind of sad. We're talking "Oh, I have chipped a nail and I don't think I can go on!" kind of sad. (Anytime your hero receives wounds he must make a Willpower action of at least two levels above his Willpower or he loses 1 point of Willpower or one point of a power with a Willpower trump suit or both, at the Narrator's choice. This can be either until the end of the adventure or it can be 'permanent' until it is healed at the Narrator's choice. Either way, that Willpower is gone for at least the immediate future. Another hero or character with a means - such as the Psychiatry skill or Telepathy power and Psychic Surgery stunt - can help them to regain this lost power, but the battlefield will hardly be the place to sit down and express your feelings.)

Note: I really liked the idea of this loss of Willpower being semi-permanent, but my players didn't. I ended up using the end of adventure option, assuming the hero sought help "off-camera" or between adventures. Use whatever works best for you.

Physically Disabled - Hypoglycemia

Your hero must eat regularly (roughly every 3-4 hours) or he starts to become ill. Symptoms may include weakness, fatigue, nausea, tremors, and eventually unconsciousness. (-1 in all powers & abilities per exchange after the allotted time period without food. If this reduces any of your hero's four primary abilities to 0, he must make a daunting Willpower action or fall unconscious. He only awakes after receiving medical care. A First Aid action will stop the hero from losing any more powers / abilities, but will not restore health / cards until he receives nourishment.)

Note: if your adventures only span a few hours, this Hindrance won't be very limiting. Ideally, an adventure with this Hindrance will last at least 8 hours, possibly longer.

Physically Disabled – Inhuman Anatomy

Your hero's anatomy is not like that of a human, making many normal physical actions impossible. This hindrance does not affect heroes whose anatomy is humanoid, but merely cosmetically different (green skin, gills, feathered skin, etc.). This hindrance applies only to heroes who have anatomies vastly different than human (flippers, wings, or legs in place of arms and hands, etc.). Most animals are assumed to have this

hindrance. Example 1: Horses can drag heavy loads or carry weight on their backs, but cannot do arm curls, bench press, or lift weights. Example 2: Dolphins are very fast and agile, but cannot perform feats of manual dexterity with their flippers. Anytime the Narrator decides an action is difficult - or even impossible - for your anatomy, you will face extra opposition, if you are allowed to attempt at all. For example: for a human, dialing a known phone number is an Automatic Intellect action, but for a dog, it would be a Challenging Intellect action, at the very least.

Physically Disabled - Narcolepsy

Your hero has sudden, uncontrollable bouts of sleep. Any time the Narrator's draw is of the Doom suit your hero falls asleep for an aura duration. Alternately, you the Narrator could reduce the number of times this happens by making a supplemental condition, such as: the draw is of the Doom Suit and higher than the character's Willpower (or another ability).

Note: I know this sounds a little silly at first, but I have found that it really makes for some interesting role-playing if you can handle it maturely.

Physically Disabled – Poor Vision

Your hero requires corrective lenses in order to see properly. If your hero is ever caught without them, he has 0 Willpower for any actions involving sight or visual observation. Furthermore, he faces a penalty of two levels of difficulty performing any actions that involve sight, regardless of suit, for as long as he is without them. There are times when your hero would be most likely to not have the glasses on; in the shower, in the pool, and in bed come to mind, but those are just a few. However, don't think that the hero gets away scot-free just because he's wearing the glasses at the start of the fight.

Anytime the hero performs any action that involves rough movement (jumping, climbing, falling, rolling, diving, etc.) the Narrator draws a card. If that card is of a negative aura, the glasses slip off. It is an Average Willpower action to find these, given that there is a logical chance of them being found (don't forget that the hero is at 0 Willpower for this action, but the average action includes the two level penalty). Obviously, if they fall off while you are dangling over a ravine, you probably aren't getting them back. And don't forget that looking for those darned glasses is your hero's action for the exchange. I doubt the villain will sit around and wait for your hero to find his glasses; he'll be moving in for the kill.

Anytime there is damage to the hero's head (punched in the face, for example) the Narrator draws a card. If the card is of the Doom suit OR of a negative aura, the glasses break. If the card is BOTH of the Doom suit AND of a negative aura, the hero sustains physical damage by the breakage (glass in the eye or a cut on the cheek, for instance) and must discard the doom card's value in wounds (ignoring all defenses).

Due to the fragile nature of glasses, your hero should probably carry a spare, but don't expect to get them on without consequences. It takes a full exchange to replace your broken glasses with your spares, and that means no actions and no counteractions while you're doing it. If your hero wears contacts, he'll only lose a lens on the Negative Doom draws (instead of damage) but he won't be able to find the lost contact lens at all. That means he will be "flying blind" for the rest of the adventure.

Unregenerate

Your hero does not heal as normal beings do, and cannot restore health until healed or repaired. This is usually because your hero is a machine, cyborg, robot, etc. but is occasionally the result of a diseased humanoid. Your hero does not gain back cards lost to damage on a positive Narrator draw, but does regain cards lost to a push. Robots without this Hindrance are considered to have a basic “self-repair” program and those with Regeneration to have an advanced repair program. Characters with this Hindrance cannot gain Regeneration and vice versa.

Vulnerable

Your hero has superhuman strength, but is not superhumanly resistant to injury. For purposes of defense, use half the hero's Strength score (rounded down) instead of his full strength score. In order to take this hindrance your hero must have Strength 11 or greater. This Hindrance may be selected for a piece of technology; if so, use the hero's natural defense score for defense (the hero gains no defensive bonus because of the armor, even if it boosts his strength score).

New Limits

If your players are always looking for new ways to challenge their heroes, then new limits are just what the Narrator ordered. Here are some of the most common limits that cropped up during my games.

Ability-Linked

Your hero's power is linked with one of his Abilities. Your hero uses the corresponding Ability score in place of the power's intensity to determine success of an action. This limit is handled like the Bruiser Hindrance (see the Bruiser Hindrance for more information). After success or failure is resolved, a successful attack deals damage based upon power intensity as per normal. In order to qualify for this limit, the relevant ability score must be lower than the limited power, and cannot be greater than 10.

Age Specific

The power works only on people of a specific age or age group, such as children, teens, adults, or the elderly. Generally, the age groups are as follows: children (11 or younger), teens (12-21), adults (22-54), or the elderly (55 or older). These groups can be limited further, or made to a specific age range, as necessary. The age or age group should be listed in parentheses after the limit.

Example 1: Limit: Age Specific (Children Only).

Example 2: Limit: Age Specific (12-16 year olds only).

Beasts Only

The power works only on non-human earth animals. This could be further limited to certain sub-groups such as Mammals/Birds/Reptiles, or Vertebrates/Invertebrates, or to smaller sub-groups such as Primates/Cetaceans, or even to one specific animal, such as Bears Only.

Burnout

Your hero's body cannot handle the stress that his powers induce. Each time he uses the power (whether successfully or not) he loses 1 point permanently from a pre-selected statistic. This loss may be from an Ability score (like Strength) or from the Power Intensity or any other Narrator-approved statistic. Alternately, this power reduction could occur only on a push (however this is much less limiting).

Fatiguing

The power is physically draining to use. Anytime your hero uses his power at any intensity above his Strength, he must make a challenging (12) Willpower action or lose one card to fatigue. If your hero uses the power at full intensity, this action is daunting (16). If your hero pushes, he automatically loses one card to fatigue in addition to the push card.

Note: Narrators may wish to disallow this limit to those with high Strength or Willpower scores, or bump up the save difficulties to correspond with the hero's abilities.

Gender Specific

The power works on beings of only one gender - either male or female.

Inactive

Though the power is of a type that is normally active constantly (Regeneration, Resistance, Invulnerability), this limit makes the power “off” by default, requiring an easy power action to activate it. The benefits of this power begin on the exchange following this successful action and last for an aura duration.

Increased Difficulty

The power or a stunt of the power is more difficult to use than the normal Easy or Average action. All power-related actions are penalized by one or more levels of difficulty; designated by a number in parentheses after the limit.

Example: Limit: Increased Difficulty (+2). This would make what would normally be an Easy power action into a Challenging power action (2 levels more difficult).

Malfunctions

This limit adds a random factor to the game, but mostly to the hero. Your hero doesn't always do what he means to do. Sometimes his powers just go a little haywire and... Oops: the energy blast that should have clobbered your enemy KO's your teammate instead! There are many ways to handle this limit, if you just change it a bit to fit each power.

Here are some examples:

Random Effect: This limit is designed for any of the powers which are activated to do some effect, such as any of the basic Control powers. Variations that may be more appropriate for your power appear below. Your hero's power doesn't always do what you want it to do. The narrator draws a card, if it is positive, then the power works as planned. If neutral, it does a random effect that may or may not be beneficial to your hero (at your narrator's discretion). If negative, the power does a random effect that is not beneficial to your hero (at your narrator's discretion).

Examples: A hero with the Regeneration power, the Healing stunt, and the Malfunction limit tries to heal a teammate. The narrator draws:

- *A positive card.* The hero's action is resolved as normal.
- *A neutral card.* *This effect may or may not be helpful to the hero.* The hero's action may, at the narrator's choice do one of the following effects (or similar). Heal the hero's teammate. Heal someone other than was intended. Do nothing. Damage your hero. Damage the teammate.
- *A negative card.* *This effect will never benefit the hero.* The hero's action may, at the narrator's choice do one of the following effects (or similar). Damage the hero. Damage the teammate. Do nothing. Heal an enemy.

Random Ability: This limit is designed for powers like Ability Boost and Chi, which in some way alter an ability score. If the limited power would alter an ability score, the narrator draws a card. The power affects the ability corresponding to the suit of the drawn card instead of the selected ability. If the drawn card is of the Doom suit, the effect *reduces* the selected ability by that amount instead. If the power would normally drain an ability score (like certain Life Drain stunts), it would *raise* the ability score, instead.

Random Change: This limit is designed for powers like Animal Form or Body Transformation, which allow a hero to change the basic shape or composition of his body. Your hero does not always change into what he wants to, but into some other random form of the Narrator's choice. Your hero may have wanted to turn into a wolf, but he turned into a rabbit. Not exactly something that will strike fear into that minion's heart. Oh well, at least he can still run away. Use the same basic principle as before. If the draw is positive, he does what he means to. If neutral, he makes some random change. If negative, he makes a negative change, such as was outlined before.

Personal Field

Your hero cannot project his force field further than 6 inches from his body and cannot use his field offensively except to punch. This limit negates the ability to take many stunts. This limit is designed for the Force Field power.

Note: In most cases, this limit is assumed for powers that grant the Force Field as a stunt of that power.

Race Specific

The power works only on beings of a particular race, such as Skrulls, Kree, Mutants, Humans, Asgardians, etc. Alternately, the power could be ineffective against beings of a particular race. Examples: Telepathy (Limit: Race Specific - Heliopolitans Only) would allow you to communicate only with the Egyptian gods. Whereas Energy Blast (Limit: Race Specific – Non-Mutants) would mean your energy blast affects anyone except mutants. Treat whatever race(s) your power is ineffective against as if they have Invulnerability (to the power).

Note: Narrators should make sure that whichever race is chosen is appropriate for the campaign. If you're playing your average Earth campaign, having a Stun Blast that works only against Humans would not be sufficiently limiting, since they are the most populous race on the planet. But for a star-faring campaign, where you are likely to run into dozens if not hundreds of different races, the same Stun Blast would be far more limited. If a limit is not sufficiently limiting, but you still wish to use it, you may prefer to list it as a Unique Trait rather than a limit (this difference may have hero creation or in-game implications, so choose carefully).

Self-Destructs

Your hero's power sometimes makes catastrophic feedback, instantly disabling the hero. Whenever your hero uses this power, the Narrator draws a card. If it is of the Doom suit, your hero immediately falls unconscious, regardless of the consequences (flying heroes fall, concentration-sustained efforts fail, aura-duration effects end, etc.). Turn in all cards to the Narrator. Any Doom suit cards go to the Doom Bank and all other cards are discarded normally. Your hero regains cards as per normal according to the recovery rules.

Shared Intensity v1.0

This is a limit designed for technology-based "powers" such as powered armor or

weapons. This is to simulate a single “power source” which must be rationed among functions. The power(s) can be used in any combination of intensities up to a total of the maximum intensity of the item.

For instance: an intensity 16 item with the Shared Intensity limit and the Force Field and Energy Blast powers would be able to use either or both of the two powers at any intensity up to and including a sum of 16. Example, using Force Field at intensity 8, the armor could only produce up to an intensity 8 energy blast. Using only one power or the other, the power could be used at intensity 16. Cards and pre-cardplay modifiers may be played to any of the shared powers, but normal cardplay rules apply (running out of cards = KO and cards are not redrawn mid-action).

Shared Intensity v2.0

This is a limit designed for technology-based “powers” such as powered armor or weapons. This is to simulate a single “power source” which must be rationed among functions. Whenever more than one power is used, each of the powers is reduced by 2 points per additional power being used.

For instance: an intensity 16 suit of powered armor with the Shared Intensity limit and the Force Field and Energy Blast powers would be able to erect an intensity 16 Force Field. However, should he then attempt an Energy Blast, both the Energy Blast and the Force Field would drop to intensity 14. If the suit had Flight and the scenario was attempted while flying, all three powers would be reduced to 12, and so on. Cards and pre-cardplay modifiers may be played to any of the shared powers, but normal cardplay rules apply (running out of cards = KO and cards are not redrawn mid-action).

Staggered

This limit is designed for powers that increase a statistic - like Power Amplification, Ability Boost, etc. – and limit the way the power is used. Your hero’s power does not boost the target statistic all at once; it is meted out at a rate of +1 intensity per exchange until the maximum is reached.

Example: A Character with Strength 6 and Ability Boost 6 (Limit: Staggered) would not jump straight to 12 Strength. Each round that his Ability Boost is active, he will gain +1 Strength until the maximum score (in this case, 12) is reached.

Sympathetic Loss

This limit creates a trade-off between two abilities and is designed for powers like Ability Boost. For instance, if your hero has Ability Boost (Strength) and Sympathetic Loss (Intellect) then your hero loses 1 point of Intellect for every 1 point of Strength he gains via his Ability Boost. This cannot lower an ability score below 0 (see: Size Alteration, page 181 MSHAG Game Book for details). This Limit cannot be chosen if the loss would occur anyway.

For example: with the Size Alteration power, you hero could not choose Sympathetic Loss (Strength or Agility) because these would be lost anyway. He could however have Sympathetic Loss (Willpower) or Sympathetic Loss (Intellect). This would make him lose 1 Willpower or Intellect for every point of intensity he used his Alteration.