

HINDRANCES

Addicted: Your hero suffers a paralyzing addiction to some harmful substance or source. Lack of the substance for a day drops willpower to 0 until the substance is administered. If a chance to get the substance arises, the hero must make a desperate Willpower action or seize the opportunity at once. There are also crippling long-term effects to addiction, but they're beyond the province of a game. Examples: Cloak (life energy), Iron Man (alcohol), Morbius (blood).

Amnesia: You have lost most of your memories and cannot recall who, when or where they're from. Trying to recall information or Intellect skills he or she once knew is a Daunting Willpower action. If the action fails, you cannot use any Intellect skills, but can try again at another time. With assistance, enough information on hand, or with the Concentration skill, the difficulty can be reduced one level. Examples: Wolverine

Bad Press: You have a bad reputation that causes others, including law enforcement agencies and other heroes, to mistake him for a villain. Your Willpower is considered 0 when attempting to use persuasion against anyone without firsthand experience of your good deeds.

Bruiser: Your hero couldn't hit the broad side of a barn, but will level it if he or she does. When your hero tries a physical attack, he or she must use Agility rather than Strength when determining the action score. This changes the attack's trump suit to Agility as well. If the hero hits, calculate damage normally based on his or her Strength score. Your hero must have a minimum of 11 Strength and a maximum of 4 Agility to possess the Bruiser hindrance. Examples: Hulk, Juggernaut, Rhino.

Burnout: Using your powers burns out your body, draining 1 point of Strength permanently each hour until the body dies at 0 Strength. This hindrance is usually only possessed by those who can switch bodies or regain the loss by some other means (otherwise they don't last for very long, or they almost never use their powers).

Contender: You are renowned for an ability, skill, or power and both heroes and villains wish to test their own skill against your own. To take this hindrance you must have a skill at World Class, an ability score of 11+, or a power intensity of 11 or higher. Examples: Hulk (Strength), Quicksilver (Lightning Speed), Hawkeye (Archery).

Depression: You suffer from clinical depression. For everyday of game time, draw a narrator's card. If it's negative, your Intelligence and Willpower is 0. If you were depressed on the previous day, draw two cards and pick the worst.

Destitute: You have no possessions except the clothing on his back and perhaps his weapons. You cannot assume he has even the simplest of necessities, even food and shelter. Moreover, he has no job and for various reasons seems unemployable. You have 0 Willpower for all Wealth actions. Examples: Cloak & Dagger, the Morlocks, Vermin.

Fatally Vulnerable: Your hero suffers damage from the touch or absence of a common substance. After enough exposure or deprivation, he or she will die. You have 0 defense against the source of the damage, and will lose one card (or 5 health) per exchange of contact. During exposure, your

hero may not heal wounds regardless of powers or the aura on the Narrator's card. Once no longer exposed to or deprived of the substance, your hero heals normally - but if you drop to 0 cards while under the effects of the hindrance, the hero dies. Fatally Vulnerable characters are killed at 0 Health if in contact with the source. Examples Dracula (sunlight, running water), Attuma (lack of water).

Frenzied: Your hero loses control in battle, falling into a killing rage which can endanger allies. If the frenzy takes hold, he or she won't accept surrender and will fight to the death. Your hero has 0 Intellect, and must succeed in a desperate Willpower action in any exchange where there are still conscious foes to fight. Once in the frenzy, your hero cannot stop attacking, pull punches, or do anything to lessen damage; only by making a new desperate Willpower action can you quell the rage. If anyone restrains the hero, you must make a desperate Willpower action to avoid making that individual the target of your hero's next attack. A Frenzied character never succeeds in these actions. Examples: Wolverine, Venom.

Genetically Unstable: You are a clone or mutant, and their DNA is not entirely stable, leading to unpredictable, painful and random (if temporary) mutations. In stressful situations, the narrator draws a card. If the draw is negative, their DNA goes into spasm. You will have physical stats reduced to two for the duration of the attack (except for purposes of taking damage) or may be increased wildly, depending on the mutations. Whatever happens, you can only take very limited actions for aura duration. Any power may be increased or decreased by the value of the narrator card, or disappear completely. If their powers are increased they must make a daunting Willpower check to control them. At Narrator's discretion, they can develop a related or totally new power with the loss of the original. This can become permanent at narrator's discretion, but generally all changes are only temporary.

Grounded: You're stuck somewhere for good. The place cannot be where the game normally takes place. You are only allowed to be away from the place for a few hours at a time, and will be instantly transported back by the place itself or by someone performing a fairly common action when that time has passed. Examples: Captain Britain (England).

Guilt-Ridden: Your hero is plagued by guilt over a past failure, usually involving death or serious injury. Whenever he or she is placed in a similar situation, the hero falls to 0 in all ability scores. Examples: Giant-Man (making sentient robots), Rogue (absorbing memories).

Hateful: Your hero has a consuming hatred for something (not just a single person). He or she will go far to find the object of revulsion and destroy it. If Your hero doesn't rush to obliterate the object of antipathy upon encountering it, he or she is reduced to 0 in all abilities. Examples Bastion (mutants), Punisher (criminals), Man-Thing (fear).

Inaccurate: You cannot aim – at least, not as well as most people. When you make a ranged attack, you cannot play cards until after you succeed in an attack. Thus, cardplay is treated like a variable damage bonus, not assisting in the attack.

Karma: You follow 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. Anytime you attack, you gain the hindrance of Unlucky for an aura duration afterwards. If anyone attacks you, for an aura duration afterwards, that character gain 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 you caused by his actions bring about the Unlucky Factor.

Kid: Your hero is under 13. Beyond the obvious disadvantages (can’t drive, can’t vote, can’t reach the top shelf), the hero has a 0 intellect for any Intellect action. This hindrance is ignored if he or she has a skill that reduces difficulty for the purpose of that action. Examples: Franklin Richards, most of Power Pack.

Lightweight: Your hero is superhumanly strong, but has little impact when he or she strikes a foe. When your hero succeeds at a physical attack, Strength is 0 for totaling damage. Thus, the Strength score can affect only whether the attack succeeds, not damage. Cards are used as normal for figuring damage. Your hero must have an 11+ Strength to have the Lightweight hindrance. Examples: Loki, Enchantress.

Monstrous: Your hero doesn’t look remotely human, or is so disfigured that normal humans (those with 0 Edge) run in fear on sight. Your hero has a 0 Willpower when trying to convince someone with an Edge of 0 not to flee. Those with the Monstrous hindrance needn’t make action against others’ Monstrous appearances. Examples: Man-Thing, Nightcrawler.

Naive: Your hero is innocent of the ways of society. He or she trusts in the inherent goodness of all creatures and assumes that all others do as well. Your hero has 0 ability scores for making and dodging surprise attacks, and you must always declare your hero’s actions first. Examples: Longshot, Silver Surfer.

Nemesis: You have an enemy that may turn up at any time to specifically harass him or her that has a personal vendetta against you, which is not easily resolved. Examples: Mister Fantastic (Doctor Doom), Spider-Man (Green Goblin).

Non-Corporeal: Your hero does not have a physical body. This reduces his or her Strength and Agility to 0 unless he or she somehow in mental control of a real body. This hindrance does not provide this control, however. While non-corporeal, the hero cannot be affected by physical attacks. Examples: Proteus, the Shadow King.

Obsessive: Your hero has a consuming passion for something or someone, and strives to satisfy this desire. If your hero doesn’t rush to the object of desire upon encountering it, he or she is reduced to 0 in all abilities. Examples: Arcade (games), Kraven (hunting).

Overconfident: Your hero is without fear- but not in a good way. Failing to believe he or she can be harmed, your hero won’t use full abilities and weapons until things get very bleak. Any card you play with a value of 7+ is treated as a 0 of that suit, and you can’t declare pushes. This hindrance vanishes when you are reduced to 2 or fewer cards (or below 10 Health). Examples: The Leader, Ultron.

Panicky: Your hero can’t distinguish minor threats from major ones, and acts impulsively without husbanding resources. Any card you play of 4 or less is treated as if it were a 0 of that suit; Edge cards still apply, but they have 0 value. Cards pulled off the deck after you play trump count as full value. Panicky characters gain no value from Narrator draws of 4 or less. Examples: Songbird (Screaming Mimi), Toad.

Phobic: Your hero is terrified of something, and will flee the dread object. If your hero doesn't run away from the object of fear upon encountering it, he or she is reduced to 0 in all abilities. Examples: Dracula (garlic), Mole Man (sunlight).

Disability	Restriction
Acrophobia	0 in all Abilities when in you may get injury from falling, generally anything higher than 10 feet.
Aquaphobia	0 in all Abilities when there is a potential of drowning, such as being in the ocean, lake, river, or even a bathtub.
Arachnophobia	0 in all Abilities when around spiders, not necessarily people with spider-like powers.
Claustrophobia	0 in all Abilities when in an enclosed space, including elevators, closets, and phone booths.
Cynophobia	0 in all Abilities involving dogs or rabies.
Mysophobia	0 in all Abilities involving disease, germs, or contamination.
Pyrophobia	0 in all Abilities involving fire.

Physically Disabled: Your hero suffers from physical misfortune which makes a common action such as seeing or walking difficult to perform. (A disability corrected by a power, such as Daredevil's radar-offset blindness, is not a hindrance.) This hindrance reduces an ability to 0 in certain situations:

Disability	Restriction
Amputee	0 Strength for actions involving the missing limb or limbs.
Blind	0 Agility in fights, cannot make or dodge unseen surprise attacks.
Deaf	0 Agility for actions involving actions from behind or surprise.
Mute	0 Willpower for offensive actions which involve speech
Paralyzed	0 Agility in fights and movement
Unable to walk	0 Agility in fights and movement

Even if cured, your hero suffers a long period of adjustment. He or she can't have a score in the affected ability greater than the number of months since losing the disability. Examples: Rick Jones (unable to walk), Alicia Masters (blind).

Possessed: You have at some point in the past been exposed to malignant forces of evil. These can be astral, demonic or whatever. Every day or whenever under stress the victim must make a daunting willpower check opposed by the Willpower of whatever possesses you or be taken under the influence of the possessing entity. The details of what this entity is and what it wants should be left to the narrator. The entity can possess you purely to torment him by making him see or hear things that aren't there, or may be a full possession of you. While possessed you have only as much control as the possessing entity allows him to have. If the entity wishes the character to do something totally against his nature he can make a challenging Willpower (Willpower) test to regain control, but only if he didn't make some sort of pact with the possessing force.

Programmable: You can be reprogrammed easily (probably even remotely), changing your Calling to Soldier and losing control of your actions. If your programming changes, the Narrator can choose to direct your actions. You still perform the actions and choose cards to play. If the Narrator thinks you are not following the directions, he or she can substitute the Narrator card for your cardplay.

Schizophrenic: During stressful events or during isolation, draw a Narrator's card for the afflicted player. If it is a negative aura, you hear a random number of voices talking to them. They usually say unpleasant things and generally torment the victim. These voices are experienced as totally real, and the player should react as if they are real, and they are telling the truth. As time goes on, these voices will get more frequent and nastier. A psionic with psychiatry or psychology can make an unfathomable (willpower) check to see if they can correct it. Anyone else attempting to cure it makes an Impossible (Willpower) test. Though the effects can be lessened through medication, this leads to the hindrance Addicted.

Susceptible: Your hero is especially vulnerable to a single form of common attack, such as mind control, fire, or cold. If you're playing a Susceptible hero, your hero has 0 defense against such an attack. Examples: Iceman (fire), Sub-Mariner (dehydration).

Transformative: A common occurrence causes your hero's personality to be subsumed by a persona that the hero finds repulsive. A desperate Willpower action must be made every exchange to avoid the change. Your hero may not remember what occurs while transformed. If you're playing a Transformative hero, you lose control while changed - the Narrator may ask you to continue playing, but has final say over your actions. Examples: Hulk, Werewolf, Puck, Ghost Rider.

Triggered-Powerless: Your hero loses all of his or her powers when within firing distance of an object or material - or when separated from it. If you're playing a Triggered-Powerless hero, all affected powers are reduced to 0 intensity and lose all special features when this occurs. This can occur if the hero is a high-tech hero, and loses his or her equipment. If the condition is rectified, powers return at 1 intensity per exchange, or when the equipment is restored. This hindrance can only be chosen if the hero has a power of at least 10 intensity. Examples: Annihilus (loss of cosmic control rod), Dracula (stake through the heart).

Uncreative: You cannot come up with strategies in fights. This gives you 0 Intellect in fights. In addition, you always respond with the simplest and most apparently logical actions regardless of consequences. The Narrator can direct your actions if he or she believes you're considering the consequences of your decisions too closely.

Unlucky: Your hero is plagued by bad luck. When your hero will be affected by the narrator's draw (for example, if the hero is wounded and would regain cards on a positive draw), the narrator draws two cards and applies the worst. Characters with Unlucky hindrance also cause this effect, with the card applied being the one worst for that character. If individuals on both sides of a conflict have this hindrance, they cancel each other out. Examples: Spider-Man, Rick Jones.

Unregenerate: You do not heal as normal beings do, and cannot restore health until healed or repaired. This is usually because you are a machine, cyborg, robot, etc. but is occasionally the result of a diseased humanoid. You do 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.