

Triumphant Super Heroic RPG

Rules errata, notes and additions

It was never intended that there would be hard and fast rules for the powers in Triumphant! The rules were loosely expressed so that creative GMs and players would come up with their own uses and twists for their powers. However, it is apparent that some of them could do with a little more meat to the bones and others don't work as well as they should as written. Therefore, this document has been put together to make a few rule changes, flesh out or clarify some of the powers and to add some new character options. These changes and additions will find their way into the rulebook as soon as possible.

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Damage using skills

Minions and Superior Minions - half damage from skills (fighting, shooting, taunts etc) is rounded down
PCs & NPC Villains – half damage from skills is rounded up

Powers

Absorption: The energy blast you gain from absorbing it is one use only and can be used in the same round that the power was absorbed as long as the character hasn't yet attacked.

Density Control: Density control is the ability for a character to alter his or her density. The ability to decrease one's density is often called *Intangibility*, and means that the user can't affect or be affected by solid objects. Which also means the Superior can walk through walls. The increasing of one's density usually involves becoming more solid and a hardening the user's body, to the point where the Superior is impervious to attack. In this case, the character is so solid that he is also unable to move or take any other action. A limitation would be that you can only do one or the other; not both.

Drain: Each step above a d4 in Drain causes the one use bump to a trait to gain an extra use before it fades away. So, you get one use at d4, two at d6, three at d8, and so on.

Duplication: Whilst the duplicates appear exactly the same as the original to normal senses; a character with Super Senses could tell which is which, with an appropriate opposed roll.

Elasticity: Like most powers, this one can be used to defend against almost any attack, with proper justification.

Enhanced Senses: This power now includes Power Sense (the character can tell what powers another Superior has) and Magic Sense (the Superior can detect magic and the use of magic).

Fast Healing: Choose any one condition that this applies to (usually Health, but it doesn't have to be). Using this power to regenerate, as long as you defend or do nothing only in the round, you can automatically bump a condition that has been damaged. If you can make an "*Amazing*" task roll, you can restore a second point (this means you can't restore a second point with only D4 in the power). If you attack or take other similar physical actions in the round, you need to make an "*Amazing*" fast healing task roll to receive one die bump. At the end of a scene, you automatically recover your max die/2 every minute – even if your condition has been reduced to zero. Fast healing is an innate and continuous power; it is a part of your being, although limitations could apply – for example, there could be types of damage that do not recover in this way, such as entangling, acid or fire damage.

Immortality: Is no longer a power. It is now a *Benefit* (see new *Benefits*).

Invulnerability: If you put more than D10 into invulnerability, you can (with the GMs permission) broaden the category of your Invulnerability. To get a completely new Invulnerability, you do need to buy the power again though (with another D10).

Magic: Magicians cannot cast a spell to gain the effect of a power and use that power in the same round (see new *Enhancement: Fast Spell*). So, to defend against powers and skills, the spell must be up already. However, Magic can be used normally as a defence against other Magical attacks.

Omnilingualism: Is no longer a power. It is now a *Benefit* (see new *Benefits*).

Power Mimic: No roll is needed to mimic another power, but you do have to observe it in use. Once seen, you can mimic the power, but the limit is the lowest of your own die in the power or the die level of the power you want to mimic. So, Dr. Imitator with Power

Mimic D6 could observe Swift, with D8 Flight, and gain Flight, but he would be at D6. Later, he sees Swift move really quickly (Super Speed D4) so he would be able to use that power, but would be limited to D4 too.

Power Sense: Is no longer a separate power. It is now included within *Enhanced Senses*.

Shapeshifting: Shapeshifting potentially allows you to gain certain powers too - Armour, Claws, Flight might all be appropriate, depending on what you can shift into. However, your combined powers cannot exceed the Max Die of your shapeshifting powers. So, if you have D8 Shapeshift, you could have D4 Armour and D4 Natural Weapons, D8 Flight or any combination that adds up to 8.

Super Speed: The character acts really quickly and this applies to all movement he can make. However, if he chooses, as a *Limitation*, he can apply Super Speed to just one of his movement rates. E.g. A character with Athletics D6 and Flight D6 with Super Speed D6 could run at 120 mph, swim at 30 mph and fly at 1,000 mph. Or he could apply his Super Speed just to Flight (*Limitation*), and it would be bumped to D8 and his Flight speed would then be 2,000 mph. In addition you can roll your Super Speed die with your Priority Die and take the best result.

Technokinesis: A character with this power could use it to attack/control another characters gadgets/powered armour. It is resolved as an attack against the item in question.

Enhancements/Limitations:

Counterattack: You can counterattack at most once per round.

Power Package: An attack which weakens one of the powers in the package may potentially weaken others at the GM's discretion.

(New) Enhancements

Array: This usually applies to items but could be stretched to include standard powers; instead of one item, you can have a number of similar items; usually (though not always) projectile or thrown weapons like arrows, grenades, throwing stars and so on. With array, most will be the Superior's "standard" items (with which the character attacks as normal) but there will likely be several that are designed to have differing effects (limitations and/or enhancements). You could have explosive ones, knockout gas, deafening, blinding, incendiary, entangling, stunning, as well as non-combat ones; arrows designed to carry a message, flares, arrows with grappling hooks and lines and so on. An additional power can be used per die level. So one power at d4 and so on. Each die level gains two uses of each power. So at d6, the item array would have two additional powers at 4 uses each per adventure (unless the character can restock his items).

Fast Spell: This enhancement allows a magic user to cast a spell and use it to attack (or defend) within the same round the spell was cast. The spell is cast on the magician's priority but the attack comes at the end of the round unless the magic user becomes incapacitated in the interim.

Spacewarp: The enhancement is to either *Flight* or *Teleport* and requires that your character also has *Life Support*; once you are clear of any gravity wells, you can really accelerate up to inter-planetary (or even inter-stellar) speeds at the GM's discretion.

Note: When using your powers, you can always choose to roll a lower die type if you wish.

New Limitations

Ammo: Your power has a limited number of shots or uses. This means the character can only use the power a maximum of 3 times during the scene.

Linked power: Connects two powers together. Therefore you can only use one of these powers in a round, so you can't attack with one and defend with the other. Once one is used, both are used.

Overcharge: The use of a specific power taxes your energy reservoirs and the power can only be used every other round.

Superior I.D: You need to be in your *Superior Identity* to have access to this power.

(New) Benefits

Companion: You have a loyal sidekick or pet (person, animal or other creature) that helps you fight crime. You build your companion as a superior minion although companions are more likely to have powers too.

Omnilingualism: Your character can understand and speak in any language.

Immortality: Your character simply can't die or has only a limited means of being killed. This needs to be discussed with the GM to work out the parameters of the benefit, as well as the reason for why or how the character is immortal.

New Drawbacks

Lacks Confidence: The character has no faith in his own abilities and believes everyone else is better or more powerful than him. It might also mean he thinks that his powers will always fail him at the most crucial time. This could lead him not to use his powers as often as he otherwise would or to stop using them the minute they fail to achieve a result he was trying to achieve.

Overconfident: Because the character believes she is unbeatable, she often goes into far more dangerous situations than she is actually capable of handling. She will also give her opponents a head start or an advantage (or give up an advantage) if she feels she can beat them too easily (which is quite often).

Rival: This is usually a love or work rival; not normally an enemy (although it may turn into something more), but someone who is constantly trying to outdo or outwit your character. It might even be a friend (possibly working behind your back) to win over your love interest or win a business contract. It's normally something from your mundane ID and they may or may not know about your alter ego.

Minions

Minions are the cronies or underlings of the villain. They often appear in large numbers and individually do not constitute a threat but en-masse can potentially cause problems. Minions can also represent ordinary people; innocent bystanders, beat cops, shopkeepers, tradesmen, nurses, low-rank demons, zombies, a pack of wolves and so on.

Human minions rarely have powers (if they do, they have been given to them by their boss) although some supernatural minions might have the odd one or two at D4 instead of skills. They have one condition (called simply condition) and that is at D4. Minions receive 2-4D4 to spend on skills; all at D4 (minions receive no die bumps except when ganging up).

Superior Minions

These might be the villain's lieutenants or people who are a bit better or more experienced than ordinary minions, such as a veteran cop, a grizzled army sergeant or the leader of a gang of petty criminals. Superior Minions don't often have powers but they tend to be more resilient and more capable. They are still no match for a superhero though.

Note: The damage caused by minions and superior minions from fighting or shooting is halved and is always rounded down.

Thoughts on movement in Triumphant!

Triumphant! is a deliberately abstract system designed to emulate the fantastic action seen in comics and movies and not to recreate the real world. With only 7 die steps making up the characteristics of everything in the game, any attempt to assign actual real-life movement speeds to these is likely to reveal some completely wonky results. However, because some players have asked, here are some tables designed to give you some very approximate ideas of speeds for various different types of movement. Please treat these tables as a bit of fun only – your games should not become bogged down in statistics – no-one knows exactly how fast Superman flies or the Flash runs and therefore your players shouldn't assume these figures are absolute either. These numbers should be treated as the approximate range of speeds within each die type, not as absolute. If one character with Athletics D6 can potentially run at 12 mph, it does not mean that he can always run at that speed or that he can run at that speed for an extended period. He might even be able to go a bit faster for a short burst. This explains why sometimes a character with D6 in running will outrun someone with D8.

Speed of movement

The die type gives you the speed you can normally run, fly, swim or whatever. Depending on circumstances, you may need to make a die roll to maintain this top speed for extended periods or to perform manoeuvres whilst moving at this pace. Or you could make a roll to see if you could achieve a burst of faster speed, maybe for a short time. Otherwise it can be assumed you can normally reach and keep up these speeds. For vehicles and so forth, their speeds are approximately within the range suggested by the die type but, of course, common sense must be used. There are examples of Jet Fighters that can reach faster speeds than suggested; but they are unlikely to perform at these speeds all the time and certainly not perform aerial acrobatics at their absolute top speeds. Anyway, onto the tables:

Athletics	Run (mph)	Swim (mph)
D4	8	2
D6	12	3
D8	24	4

Flight	Mph
D4	50
D6	100
D8	150
D10	200
DD6	400
DD8	600
DD10	800

Tunnelling	Soft	Medium	Hard	Very Hard
D4	5	3	2	1
D6	10	6	4	2
D8	15	9	6	3
D10	20	12	8	4
DD6	25	15	10	5
DD8	30	18	12	6
DD10	35	21	14	7

Super Speed	Multiplier
D4	x5
D6	x10
D8	x20
D10	x40
DD6	x100
DD8	x300
DD10	x500

Example Aircraft

Commercial Helicopter I	Flight D4 or D6	
Military Helicopter	Flight D8	
Light Aircraft	Flight D4	
Commercial Airplane	Flight D6	
Passenger Jet	Flight D6 with	Superspeed D4
Military Jet I	Flight D8 with	Superspeed D6
Military Jet II	Flight D10 with	Superspeed D4

Option #2

Some people don't like Super Speed being dependent upon a character's Athletics skill. I think it works, because at "Street level" a running speed of say 120 mph is pretty nippy (D6 athletics, D6 super speed). It does depend on how you see the game though.

An alternative would be to create Super Running and Super Swimming Powers, which enable a character to run or swim at the speed of the Flight Power.

Super Speed would then multiply these base numbers, as above.

Option #3

Stick with the rules as written in the Triumphant! Rulebook.