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# Advanced Velocity Rules

by Gary Mei

## Advanced Movement, Falling, and Knockback Rules for the HERO System

One of the oddities in the *HERO System* are the falling, knockback, and movement rules. Most of the *HERO System* seems to use exponential damage rules; every doubling of kinetic energy adds +1 DC to an attack. Falling, Knockback, and movement damages are generally linear. Falling damage is +1 DC per inch of velocity. Move Through damage is +1 DC per 3" velocity and Move By damage is +1 DC per 5" velocity. Knockback is +1 DC per 1" velocity.

This leads to some strange results. A 120 mm tank cannon does about 8d6 RKA or 24 DCs of damage to a target. An object falling at terminal velocity does 30 DCs of damage to itself and anything it hits (up to its Def + Body of course). Realistically, a man sized object being hit by a tank shell would take far more damage than if it fell at terminal velocity.

If we want to convert velocity to exponential damage, we must understand the underlying mathematics. Kinetic Energy =  $(1/2)mv^2$ . So every doubling of velocity would mean four times the kinetic energy when impact occurs. Four times the impact would thus equate to +2 DC damage if exponential damage were in effect.

### New Falling Damage Table

Since terminal velocity is 30", it would equate to 11d6 damage. This may seem to be fairly low, but it's actually the equivalent of a punch from someone who can lift 50 tons!

Velocity	DC
<1"	1
1-2"	3
3-4"	5
5-8"	7
9-16"	9
17-32"	11
33-64"	13
65-128"	15
129-256"	17
257-512"	19

If you want a little more lethality to falls, there are a few options.

- Since velocity damage is at 30", which is very close to the top end of its bucket, you can simply add a few inches to terminal velocity and declare that it is 35" or so. This will lead to 13d6 damage, which is a trifle more lethal versus Normals. This would be the equivalent of a punch from someone who can lift 200 tons.
- Use the current falling rules for Normals and the new falling rules versus exceptional or powered characters.
- Handwave the results so that unimportant and/or unexceptional characters die instantly unless the PCs can save them.

It is of course simple to have a more fine-tuned table where the top half of any bucket takes 1 DC less damage. So 17-24" would take 10d6 damage and 25-32" would take 11d6 damage.

### Advanced Movethrough and Moveby Rules

It is easy to extrapolate the above table for Movethroughs and Movebys. We'll go by the theory that a normal person who moves at 6" can add +2d6 damage with a Movethrough and +1d6 damage with a Moveby.

Velocity	V/3 DC	V/5 DC
5-8"	2	1
9-16"	4	2
17-32"	6	3
33-64"	8	4
65-128"	10	5
129-256"	12	6
257-512"	14	7

The OCV penalty would be 2 less than the DC bonus for Movethroughs (minimum -1 OCV penalty) and 1 less than the DC bonus for Movebys (minimum -1 OCV penalty). Using this table, there is no need to halve strength damage for Movebys to keep game balance. DCV penalties would remain -3 for Movethroughs and -2 for Movebys.

Any martial arts maneuver that adds +v/3 would use the Movethrough table, and any that adds +v/5 would use the Moveby table for added damage.

**MOKEN SEA  
GYPSY PLOT  
SEEDS**

Before the Moken will trade a McGuffin with the players, they insist that the players rescue a member of their people recently kidnapped by pirates. Can the players rescue the abducted Moken?

While trading general supplies with the Moken people, a female of the tribe asks one of the male players to hunt dinner for her. Unbeknownst to the player, he spears a sea turtle requiring that he now marry one of the tribe. How will the player get himself out of his predicament?

A valuable clue forces the players to find the location of the Moken Sea Turtle cave. The cave is considered extremely sacred to the Moken people. How will the players convince the Moken shaman to reveal the location to them?

## You Gotta Have Culture by Joshua Keezer

### The Moken Sea Gypsies

Within the waters of the Andaman Sea exists the nomadic tribe of the Moken. The origins of the Moken are mostly unknown. Even the origin of their unique language remains a mystery. It is believed, but has yet to be confirmed that Moken ancestors are responsible for cave paintings found throughout the Mergui Archipelago.

For nine to ten months out of the year, the Moken travel the Andaman Sea, trading with villages and cities along the coast as well as other traders on the water. During the remaining time, the Moken stay on one of several island villages to wait out the winter weather. Moken characters should have *AK: Mergui Archipelago* and *Marine Navigation* to represent their extreme life style.

The Moken travel the seas on large, handcrafted boats called Kabangs. Moken families live out of their Kabangs during the times they travel the coastline. New Kabangs are only made when it becomes necessary to replace a decrepit boat or if a younger member has started his own family. All Moken participate with the making of this boat and as a result all Moken possess the skill *PS: Kabang Building* as a full background skill or greater. Kabangs vary in size but should be treated as DEF 3 and BODY 11.

The Moken are expert traders and should possess *Trading* to represent their excellent haggling skills. Despite their nomadic nature, the Moken live a fairly modern lifestyle. Aboard a Kabang, a Moken would have an assortment of Recent technology level equipment and even possibly a Rare item or two [Pulp Hero page 299].

The Moken actively resist outside religions, holding preference to their shamanistic ways. In particular, the sea turtle is extremely symbolic in their culture. Sea turtles are captured live and the Moken eat the turtle in a group. When a diver spears a sea turtle, it means he is now required to marry. Players and GMs should feel free to create other symbolic elements to the sea turtle. For example, a man and a woman sharing the meat of a sea turtle could be the Moken wedding ceremony. When building a shaman character, they should have at least 6 points in appropriate knowledge skills related to the shamanistic elements of the sea gypsies.

The Moken are extremely proficient swimmers. The sea gypsies are so adaptive in the water, that they can see better underwater than your average person. This can be represented with *Accustomed Diver: +2 PER* with Sight

Group (4 Active Points); Only while underwater (-1). "Total Cost: 2 points." The Moken wear diving goggles to improve their vision further. Most divers in the tribe will possess a pair of homemade goggles. Characters built as divers from the tribe should consider the skill *PS: Spear Fishing* and bonuses to *Swimming*. Some of the more expert swimmers could possess *LS: (Extended Breathing: 1 END per Turn)*.

The Moken are a very flexible group of people to use in a Pulp campaign. As traders, they could come into possession of something rare or useful to the players in a campaign. Their travels make them experts of the Andaman Sea and they could help players find a particular place within the Archipelago. Or the players could simply come to the Moken to seek out one of the shamans.