Suggestions for house rules and interpretations where the written rules are unclear or obviously incorrect. I'm also looking to compile a list of questions for Mike Stewart from this document.

I've put the basics for Attribute Checks, rolls To Hit etc on the Victorious Reference Sheet.

Page 17 Might: *"That is, the basic (normal Strength) damage die of 1D4…"* - Although contradicted elsewhere this figure seems reasonable for a standard punch. Possibly use 1D2 for a normal person. It also seems reasonable to allow Might to function as the Blast power on page 15 by allowing either the increase of die steps or number of dice rolled (the question of why you would is as yet unanswered, but it makes sense to me for these two abilities to work in the same way).

Page 14 Absorption:
● *"The Hero can absorb 1 die rank of damage of a particular type of attack per rank. The points absorbed are moved either to an attribute or power (determined at Hero creation) and remain there for the duration of the combat scene. Absorption is defined as any damage that penetrates armor, Force Screens or in vulnerabilities* [sic]. *Suggested forms of attack to be absorbed are Cold/Ice, Electricity, Heat/Fire, Kinetic, Magick, Plasma, Psychic, Radiation and similar elements."*

Edit 29/04/22: The die type increases per rank, so rank 3 would be 1D10 absorption. The power is always on (requires no action to activate) and the points absorbed remain until the end of the entire combat. Each use of the power potentially stacks points, although the cumulative total disappears all at once at the end of the combat regardless of which round the points were added.

Page 33 and Page 48 Victory Points: We are definitely not using these correctly, in part because of a cockup in the book, noted in this errata entry:
● *"The awarding of Victory Points currently implies that if characters don't do anything overly-unheroic they automatically get a Victory Point.* **This should be clarified as the GM awards a vp in game whenever an extraordinary event happens and is resolved well by the hero(ine).***"* I've corrected the entry:
● **Page 33 Victory Points** Corrected Text**:** *"Victory points are a feature of those who are either Good or at least Neutral in alignment and behave appropriately for such a moral outlook.* **Genteel Magistrate's will award Victory Points to player characters whenever an extraordinary event happens and is resolved well by the hero(ine)** *which can then be used to affect dice rolls, enemy reactions and level advancement. Please see page 48 for details on the awarding and use of Victory Points."*
● **The line on page 48 stating *"…one VP is awarded to each Hero at the end of a gaming session, unless the Heroes act in a particularly unheroic manner…"* is INCORRECT.**

Edit 29/04/22: **Page 35 Heroes and Experience**: I think we've been using the wrong Experience Point levels. The table on page 35 shows *"…the base experience for a person*

Along with the error in the Victory Points rules this means we've really been levelling too swiftly.

Page 13 Prime Skill: *deep breath*
- *"**Prime (Variable)**: This skill represents additional training of the chosen attribute to a level of mastery which is unusual compared to the norm. Though rare, it is possible for normal people to attain this ability and so it is considered a skill instead of a supernatural power. When purchasing this skill, the Hero selects one of his attributes. "Saving throws" with that attribute, at the Genteel Magistrate's discretion, receive a bonus based upon the number of points in the skill. If the "saving throw" succeeds, inflicted damage that has gotten past any defenses is reduced by one-half. Each additional rank allows the Hero to select an additional attribute to be influenced by this skill, but each attribute can only be selected once."*

The skill description there does not suggest that the Prime skill makes an attribute a Prime attribute. Unfortunately, page 10 (section 3, "Choose the Hero's Skills) says, *"In addition to these skills, the Hero automatically receives one instance of the "Prime" skill (see Skills, page 12) and must choose one of the six attributes generated in step 2 above. Whichever attribute is chosen will act as the character's 'Prime Attribute'."* If this is correct then each attribute picked when the Prime skill is acquired later goes from having a Challenge Base of 18 to a Challenge Base of 12, on top of which, at GM discretion, the total rank in Prime skill is added to Saving Throws made on the attribute. Does this make the Prime skill a cheap way of supercharging all of the attributes?

Things to consider: we've been levelling way too fast, so it should take longer to get another rank of Prime skill. Concentrating on Prime skill is at the expense of new or boosted Powers and other Skills. Although Prime attributes have a Challenge Base of 12, characters do not add their level when attempting something they're not skilled in and may not be allowed to try at all at GM's discretion (see page 47, Adding Character Level to Checks: *"The Hero does not add his level to the attribute check roll. Instead, the Hero rolls a D20 and adds the appropriate attribute modifier only."*). Also on page 47 we have this: *"It is important to note that having the skill or supernatural power always has the best results when used by a Hero with that specific ability. A Hero with Acrobatics can leap and somersault with efficiency, while someone attempting the same without the skill might make a passable jump but never on the scale of the aforementioned acrobat."* From a roleplaying point of view, the "natural talent" of a Prime attribute isn't the same as knowing what you're doing.

Edit 29/04/22: Looking through the character sheet in chapter 6 it's clear that most characters have Prime of 2 or 3 even if they are Level 6 or thereabouts. It **is** possible to have all 6 Attributes as Prime: Sherlock Holmes (Page 110), a Level 10 character, has that. On the whole I suspect that if we revise our experience and VP use then the apparent problem may take care of itself.

Regarding Victory Points, I wonder if it would work to say that you cannot have more Victory Points in reserve than your Level number. That might make hoarding less of an issue. We should also consider using them in play more often, which is why I noted the various uses of them on the Reference Sheet.

Page 38 Combat: There seems to be a lack of clarity as to what **BTH** is and how to calculate it. In the Combat section it is short for Base To Hit and no indication as to where to

find it, but the following page has it as Bonus To Hit and indicates that it is the Skill Level being used for the attack. I believe that **Base To Hit** is the correct term and it is equal to the Skill Level being used for the attack.

<mark>Edit 30/04/22</mark>: Found this question and answer on the Troll Lord forums:

- *" trying to figure out the BtH bonus for Victorious classes. If I had to guess it would be +1 BtH per each level."*
- Yes, that is correct. If you desired, you could reduce that as a Shortcoming to provide additional powers/skills. For instance, +1 every other level would be a rank 1 Shortcoming, +1 every three levels as a rank 2, etc.

Page 23 Heroic Classes: Key easily missed points are that the attribute distribution, Skills and Powers shown for the class are suggested but not mandatory. You can choose others, but importantly you may not be able to afford all of those shown.

Page 12 Skills: Important to remember, a Skill lets you add a bonus to your check in addition to the Attribute modifier but this is not as simple as +1 per level. Here's the text:

- *"Regardless of the skill, it allows the Hero with the given skill to add their Hero Skill Level to any skill checks as well as any attribute bonus they might have in the relevant attribute. Repeated ranks of the skill may be bought, but such purchases grant a progressively decreasing bonus to the skill. For instance, a skill bought allows the Hero to add their class level to the skill check as well as their attribute bonus (AB), if any. Buying another rank in the same skill allows the Hero to add their Hero Skill Level +AB +3. A third rank purchase allows adding to the skill check their Hero Skill Level +AB +3 (for the rank 2), and +2 for the third rank. Rank 4 in the skill grants a +1 to the skill check (Hero Skill Level +AB +3 (Rank 2) +2 (Rank 3) +1 (Rank 4). Any further increases to the Hero's particular skill level only grants an additional +1 per rank invested."*

Knockback: Mike Stewart's Knockback rules are appended below. Does basing Knockback on damage that gets through armour and invulnerability, rather than actual points that hit the character, seem as though it gives characters with Invulnerability a huge advantage, even without taking Invulnerability to Knockback? Haven't played with the numbers yet.

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Victorious Errata 04/Aug/2021 by Mike Stewart
The following are points referenced by Victorious fans that need clarification. The document is split into two sections, with the first being certain points that need clarification and the second being elaborations of rules that work but are difficult to understand.

I. Clarifications

- For determining experience points, the formula of "number of power slots times 100" should be "number of power ranks times 100"
- The awarding of Victory Points currently implies that if characters don't do anything overly-unheroic they automatically get a Victory Point. This should be clarified as the GM awards a vp in game whenever an extraordinary event happens and is resolved well by the hero(ine).
- The Roguery skill should be clarified that the various sub-skills have variable attributes used for the rolls rather than simply Dexterity for everything. Players are

suggested to either allow the Genteel Magistrate to arbitrate which attribute is used for a given skill, or use the Castles & Crusades Rogue skills as a baseline.

- In the skills section, Charisma is listed as the attribute for the Fine Arts skill, and Wisdom is listed for the Thespian skill. This should be reversed.
- As noted in the *Castles & Crusades* rules, a -4 unskilled penalty should have been included in the Combat section for use of weapons a hero is unskilled with.
- A Perception skill is listed as a skill in the classes section, but there is no actual Perception skill in the rules. This should be removed as a recommended skill.

II. Elaborations
- Prior Engagement: There is a word confusion in the description of results of the Prior Engagement test. The 3d4 result is based on the failure of the test made on the roll of a D20. In such a case, a failure of the roll means the heroine cannot join combat for 3d4 rounds due to the Prior Engagement. If the fail is a critical failure (i.e. a "1") then the heroine cannot join this combat scene at all due to the PE.
- Something that is inferred in the rules but not explained fully is that certain powers (Psycho-Kinesis, Telepathy, Magickal powers, etc.) all have an obvious effect when they are used. A corona of energy, a bolt of bright light, or some such is a given, and the specific effect should be determined by the GM and the player during character creation. Now, this doesn't mean that a character concept with invisible supernatural power effects can't be designed. However, in such a case the cost is an extra power rank as noted in the rules for things like blasts, Force Screens, etc.
- Under the Bestiary section, change the Ghosts entry to have Telekinesis changed to Psycho-Kinesis

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First off, apologies for the typos and missing section. A bit of confusion at the printers had the non-edited file being printed in lieu of the corrected file. <sigh!>

As to your q's:

"Armor Power: Supposedly "Damaging Things" refers to reading the Battle Suit power. Nothing actually says this, nor does anything in the Battle Suit section explain how Armor is damaged/repaired considering that nothing I can find in the book explains how to deal with "In such a case, the remaining damage is inflicted on the Armors structure; see the Damage section for details." How much structure? How is it repaired?"

A critical hit of a natural "20" on a Battlesuit defines damage to a part of the suit. This is determined by the Genteel Magistrate by a random rol. Normally with 4 slots that'd be a D4 and result in 1 rank of reduction to the suit. This was an optional rule (aren't they all?) that I've found distinguishes the Battlesuit over other packages.

Repair is a narrative bit on the part of the GM, but a good rule I use in my home game is 1 week per rank to be repaired, reduced by 1 day for each attribute bonus of the repairing Contraptionist. Spending a Victory point shaves 1 week off this. If you want to be really tough, require an INT check for each repaired rank or add another week.

"Battle Suit: Starts with four powers...for how many slots? Is it 1:1?"

½ cost, much like the Gadget. Thus a Battlesuit starts with a minimum cost of 2 ranks.

"Also, The Contraptionist, only has 2."

Like most powers, a reduction of slots means a reduction of cost. In that case, 2 slots = 1 power rank cost. You're right though in that should've been made clearer.

"None of the statblocks in "The Good and the Bad" seem to follow the "Each power in the battle suit is ranked at one-half the total number of powers put into the battle suit..." so there are no good examples of how to handle Battle Suits."

Please keep in mind those initial costs are just that, initial for character generation. When suits are improved beyond a rank 1 power slot or as the character increases in level the costs change to 1 for 1. Thus a 6th level Battlesuit wearing hero will mathematically look a bit different from a 1st level Battlesuit wearer. That's because s/he has 5 more slots to allocate.

"Speaking of...why the intelligence limit? What about a super that lacks super-intelligence using a suit designed by someone else ala War Machine or Rescue?"

It's a bit arbitrary, but its there to keep a INT 12 Contraptionist being equal (Gadget or Battlesuit-wise) to an INT 22 Contraptionist. In such a case the INT bonus of the designer is used instead of the wearer. As ever, with the approval of the GM to make sure this isn't a mode of Min/Maxing. Unless you want that, of course!

"Combining Packages: Gadget says, "The gadget package cannot be combined with any other packages..." can any package be combined with other packages?"

If you want to, but I'd recommend against it. Not only does it increase math, it can devolve into constant sub-sub-sub powers. Remember if you do, a power MUST cost at least 1 rank no matter how much its jiggered.

"Benefits and Limitations of powers in Packages: Simple, how does it work? Ironclad Mark 2B Suit 6 for example does it I assume with it's Lightning Speed being reduced to 1, even though 8 powers are in it. But what about having a Theme 2 but wanting one of the powers to have a benefit without increasing the rank of the theme or other powers?"

Treat the power on its own. Pay for the supernatural powers through the suit. Once you do that, start adding the cost/benefit to each individual power as if it were a single unpackaged power. Don't forget though, when it comes to packages a power that affects one power in the package affects them all at once! That's one of the limits to packages.

"Temporal Damage: More of a critique I guess, but there should really be explanation of certain terms like this in a place like a glossary. The definition of "Temporal" damage used in Victorious is uncommon enough that buried in the Invulnerability power should not be the only place explaining what it actually is..."

Absolutely right. This should be at least in the "Damaging things" section. It was in the corrected print file but as noted above the ball got dropped when getting to the printer.

On a side note, my wife and I had 24 hours to get the corrections for all 5 books (!) before finally going to the printer. Then, the corrected files never got used! :P

Mike, still grumpy about that… ;)

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Knockback

This is an optional rule to be used in Victorious combats. It does provide more of the superheroic flair to battles between the SuperMankind and as such is encouraged to give verisimilitude to your chronicles. Whenever a hero(ine) is struck in combat and takes damage, the character will make a Constitution saving throw with the Challenge Level being the number of hit points of damage that are inflicted upon the victim. That is, HPs of damage that get past any and all defenses. In such a case, a failed saving throw means the struck character is thrown back a number of feet equal to the hit points of inflicted damage x 5. Example: The villainous Gruesome punches the dashing hero Gauntlet. He inflicts damage, but only 4 hit points gets through to the hero. Gauntlet's player then makes a Constitution saving throw and adjusts the target number by +4 (damage). Gauntlet fails his roll, and is thus thrown back 20 feet (4X5=20). If there are any friends, foes, or items behind him, they may be struck by Gauntlet's flying form and damaged as if struck by flying debris (GM's decision).
Please note that a character can buy Invulnerability to Knockback, so that number will go against the HP of damage insofar as Knockback is concerned. If someone's Invulnerability bonus is higher than the HP/Knockback number, then no save is required and the character stands her ground!
The victim of Knockback will of course land in a prone position unless either Acrobatics or Super-Movement: Flight is used. The use of the Acrobatics skill is described in the Victorious rulebook, and Flight uses the same die roll to avoid landing on one's face and instead using momentum to fly in an arc and back towards the foe.
This system will inevitably result in characters being thrown around into buildings, bystanders, and each other. As such, it will mean that combats will take longer than usual, but if you want the thrill of smashing a villain through the bricks of the Bank of London or hammered into the Hudson river, then using the Knockback rules can't be beat!

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You might note that **Lightning Speed** is the only supernatural power that requires a minimum attribute score. I originally didn't have it that way, but a couple of the playtest groups insisted on it, saying it didn't make sense otherwise. Looking back on it, I'm coming to the conclusion I should have stood my ground. Oh well! :)

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Everything works in a 1-2-3 format. Thus 1 supernatural power equals 2 skill slots equals 3 Victory points. So one Shortcoming equals one power slot...and thus the formula. Skill bonuses work in reverse, with the first skill rank giving +3, then the next +2, then +1 for additional ranks. Slows up on the stacking!

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BTW, to anyone reading...where the book refers to "skill level" that should read as either class or hero level. Skills come in ranks so that's how to tell the difference!

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When I first started writing Victorious, I thought of the initial 3 primes a character got in C&C as the starting power slots for V. After playtesting went on, the feedback I got was that most people felt a PC should start with at least 1 prime, with the option to buy more. Thus the current system.

Primes were originally in the Supernatural powers section, but I've always thought of primes as the training of the attribute, while the initial 3-18 number is raw talent; thus a skill. Plus, if I made primes a skill instead of a power, it makes it easy to run a Chaos/Grim setting by simply stating that starting PCs don't get Supernatural powers. This way, primes are still available instead of saying "Supernatural Powers are verboten except for primes." :)

As for Charisma, let's face it... Most superheroic types in 19th century Scientific Romances or 20th century Comics are high CHA folks. So, there needed to be a sort of game rule to encourage this without simply requiring it. I prefer the former approach to the latter whenever possible. As for skills, don't forget that the 1 starting skill point is modified by their INT attribute bonus before any attribute buy-ups are used. BTW, thank Serleran for that one. <G>

As noted in the rules, just think of 1-2-3 in that 1 power slot equals 2 skill slots equals 3 Victory Points. You'll also note that only Good types get VPs; another rule to encourage playing heroes without mandating it.

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" trying to figure out the BtH bonus for Victorious classes. If I had to guess it would be +1 BtH per each level."

Yes, that is correct. If you desired, you could reduce that as a Shortcoming to provide additional powers/skills. For instance, +1 every other level would be a rank 1 Shortcoming, +1 every three levels as a rank 2, etc.

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Victorious has Victory Points. Specifically any player with VPs can spend them not only on their own character, but on others as well; even if it's not their turn.

At my table, anyone can announce at any time they are spending a Victory Point. Granted, few people have so many VPs that it slows down play, but it does mean that if you have VPs you can spend them to aid a comrade in distress, to destroy a villain's perfect moment, or even save an NPC mundane from an unfortunate death.

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