CRUSADERS

The Roleplaying Game of Superheroic Action

Designed and written by **Olivier Legrand**

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LGS

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INTRODUCTION

Welcome to Crusaders!

Crusaders is a superheroic roleplaying game (RPG) with a distinctive 80s feel in terms of setting, system and spirit – with a few additional twists…

Setting

Crusaders is set in the **Super Eighties**, an alternate version of our world during the 1980s, with superpowered heroes and villains, weird science, super-technology, magic, evil masterminds, aliens, secret organizations, stellar empires, undersea kingdoms, alternate dimensions and other staples of the superhero genre.

Like many superhero titles from the 80s, *Crusaders* tries to mix the dynamic action of Silver Age comics with more realistic elements, such as corporate greed, hidden government agendas, moral issues and, of course, social stigma against minorities (in this case, mutants or other parahumans).

Spirit

These rules use many terms inspired by comic book culture: player-characters are called **heroes**, the referee or game master is known as the **editor** and the scenarios played by the group form the **episodes** of a continuing **series**.

The comics which inspired the design of this game are obviously too numerous to mention. *Crusaders* also owes a massive creative debt to several classic superhero RPGs from the old days, especially those which used random superpower tables.

System

The rules of *Crusaders* are not as complex or clunky as those of most real superhero RPGs from the 80s tended to be but try to recreate the spirit of this era by combining some of the more emblematic features of old school games (like percentile rolls or random superpower tables) with a modern approach to game mechanics, favoring dynamic action and heroic drama over tactical simulation or so-called realism.

The *Crusaders* system only uses one type of dice: ten-sided dice (d10s), in the form of percentile dice (d100). Also note that, unlike many real RPGs from the glorious eighties, *Crusaders* does **NOT** require the use of graph paper, miniatures, maps or pocket calculators.

Time for some super-action!

I. HEROES

Birth of a Hero

Creating a *Crusaders* character follows four very easy steps: **Origins**, **Powers**, **Attributes** and **Characterization**. Each of these steps is detailed below.

Ready? Let's go!

Step 1: Origin

All heroes have an Origin, which explains how they gained their powers.

To determine your character's Origin, roll 1d100 on the following table and flip-flop the result to give you a choice between two results. Thus, rolling 2 and 4 gives you the choice between two Origins: Freak Accident (24) or Genetic Mutation (42).

Double results (11, 22, 33, etc.) mean you either choose the result you want on the table or invent a new one.

A character's Origin will determine what powers he may have (see p 8).

Origins Table

01-05	Alien / Extraplanar
06-10	Android / Golem
11	Choose / Invent
12-16	Arcane Studies
17-21	Artifact of Power
22	Choose / Invent
23-32	Freak Accident
33	Choose / Invent
34-43	Genetic Mutation
44	Choose / Invent
45-54	High Technology
55	Choose / Invent
56-60	Immortal / Demigod
61-65	Lost / Hidden Race
66	Choose / Invent
67-71	Masked Hero
72-76	Mythic / Fantastic Being
77	Choose / Invent
78-82	Power Endowment
83-87	Psionic Talent
88	Choose / Invent
89-93	Robot / Cyborg
94-98	Special Project
99-00	Choose / Invent

Alien / Extraplanar: Heroes with this origin come from another planet or dimension. Their powers may represent innate alien abilities or some form of equipment (player's choice).

Android / Golem: Androids are sentient, synthetic humanoids created by advanced bio-engineering, while golems are the creations of magic or weird science: animated statues, Frankenstein-like creatures, etc. Heroes with this Origin must have a Physique of at least 16.

Arcane Studies: The character is a sorcerer, who has studied the secrets of a magical tradition: wizardry, voodoo, alchemy, mystic Tao, shamanism… His various powers reflect his mastery of the mystical arts. Heroes with this Origin must have a Psyche of 16 or more.

Artifact of Power: The hero's powers come from one or several magic items (enchanted sword, power ring, mystic jewel etc.).

Freak Accident: Heroes with this origin gained their powers as a consequence of a scientific experiment gone wrong or accidental exposure to radiation, chemicals, cosmic rays etc.

Genetic Mutation: The character is a mutant or *homo superior*, blessed (or cursed?) with inborn superpowers.

High Technology: Most of the hero's powers come from a single high-tech device (such as a suit of power armor, a unique vehicle etc) or from several hi-tech gadgets and gimmicks.

Immortal / Demigod: The hero is of divine or semi-divine blood; he may be an Olympian demigod or come from any other pantheon or mythos - Norse, Egyptian, Aztec, Gaelic, etc.

Lost / Hidden Race: The hero comes from one of Earth's hidden or lost civilizations, such as Atlantis, Lemuria Subterrania, sunken Mu, a Prehistoric Valley à la "lost world" etc.

Masked Hero: All the hero's special abilities come from arduous training, exceptional skills or gadgetry, rather than from superpowers.

Mythic / Fantastic Being: The hero is a fantastic creature or a magical entity – such as a ghost, a djinn, a nymph, a werewolf, an elf, a demon or an elemental spirit.

Power Endowment: The character has been granted her powers by a "higher source", which may be a deity, a cosmic entity or some other being of immense mystical or cosmic power.

Psionic Talent: The character was born with psychic powers, like telepathy or telekinesis. Heroes with this Origin must have a Psyche score of 16 or more.

Robot / Cyborg: The hero is either a robot (a self-aware, mechanical construct produced by advanced technology) or a cyborg (a human with cybernetic limbs, organs, body parts or implants). Most of his powers come from their cybernetic body and circuits. Heroes with this Origin must have a Physique of 16 or more.

Special Project: Heroes with this origin gained their powers as the intended result of a special scientific experiment, super-soldier project or some other secret program - usually involving military, governmental or corporate funds.

Choose / Invent: Select an Origin, invent a new one or mix two into one: your hero could be an Alien granted a Power Endowment by a space god, a mystic possessed by an astral entity, the clone of an ancient warrior brought back to life by modern science, an Atlantean with an Artifact of Power, an artificially evolved animal or a sentient plant given humanoid form by some ecological miracle... In the *Crusaders* world, every mad, beautiful idea is welcome!

Step 2: Powers

Once the character's Origin has been determined, the player must determine the hero's powers. In game terms, powers are divided into four different categories:

Physical Powers allow heroes to perform normally impossible physical feats. Typical examples include flight, energy projection, super speed, super strength etc.

Mental Powers include abilities such as telepathy, telekinesis, astral projection, psi blasts etc. They may reflect inborn psychic gifts, mystical disciplines or magical spells.

Force Powers allow characters to alter or manipulate their physical environment. Examples include magnetic manipulation, force fields, weather control or ice powers.

Super Skills are not superpowers *per se* but include all sorts of talents and areas of expertise reflecting extraordinary innate gifts, specialized training or both, such as martial arts, acrobatics or scientific genius.

Each hero receives **five power rolls**.

Each of these allows you to make one roll on the **Powers table** of your choice, taking into account the restrictions (if any) tied to the hero's Origin (as detailed next page).

To determine a power, roll 1d100 on the appropriate table and flip-flop the result to give you a choice between two powers.

Thus, a roll of 74 on the Physical Powers table will give you the choice between Intangibility (47) and Super Strength (74).

These flip-flops may be made immediately after the roll or once all the rolls have been made, allowing the player to fine-tune the results. Rolling the same power twice or more also allows you to take the *supreme* version of this power (see chapter III).

As with the Origins table, double results (11, 22, 33, etc.) let you choose a power from the table or invent a new one, with the help and the approval of the editor.

You may also select the table *after* rolling, choosing among the possibilities allowed by the hero's Origin. Thus, depending on the table you use, a 47/74 could mean Intangibility or Super Strength, Psychic Sense or Telekinesis, Force Field or Mass Alteration, Martial Artist or Scientist.

Players also have access to the following **special power options**:

Power of Choice: Spend one of your power rolls (or discard one of your rolled powers) to select a power of your choice.

Supreme Power: Spend one of your power rolls to upgrade one of your hero's powers to its *supreme* version.

Intensive Training: Trade one of your power rolls for 4 extra attribute points. No score may exceed the maximum of 24.

Privileged Background: Burn one power roll to make your character independently wealthy (an heir to a fortune, a millionaire tycoon, a celebrity, the ruler of a small country, a high-ranking diplomat etc.).

Connections: Spend one power roll to give your hero either *friends in high places* (government officials and other influential or people) or *shady contacts* (streetwise informants, individuals involved in illegal activities, etc.), taking into account the hero's profile and background.

Each **option** can only be taken **once**.

CRUSADERS

NAME

ALIAS ....
ORIGIN ....
RANK .... STATUS ....
MOTIVATION ....

BACKGROUND

PHYSIQUE   PROWESS   ALERTNESS   PSYCHE

VITALITY TOTAL

EQUIPMENT

POWERS

NOTES

HERO POINTS   VICTORY POINTS