MODIFIERS TO HIT

If target Dodges successfully - 2CS, - 40	CS. or – 6CS	Opponent held or partially held	+ 1CS
For Multiple Attacks on a single roll	- 4CS	Attack from ambush	+ 1CS
Target moving faster than 10 areas/round	- 4CS	Aiming Attack	+ 1CS
Agility Attacks in melee	- 3CS	Shooting Attack with Gun Skill	+ 1CS
Target less than 1/4-inch tall	- 3CS	Thrown Weapon with Thrown Weapon Skill	+ 1CS
Target between 1/4-inch and 1 inch tall	- 2CS	Fire Bow with Bow Skill	+ 1CS
Target between 1 and 6 inches tall	- 1CS	Blunt Weapon Attack with Blunt Weapon	+ 1CS
Shooting through objects to hit target	- 2CS	Skill	100
Target moving between 5 and 10 areas/round	- 2CS	Sharp Weapon Attack with Sharp Weapon	+ 1CS
Unintended targets in Ranged Attacks	- 2CS	Skill	+ 103
With any weapon beyond 1 area	- 1CS	Oriental Weapon Attack with Oriental Skill	+ 1CS
With any Power beyond maximum range	- 1CS	Shooting or Thrown Attack with	+ 1CS
Target moving up to 5 areas/round	- 1CS	Marksmanship Skill	. 100
Underwater	- 1CS	Melee Weapon Attack with Weapons Master	+ 1CS
	- 1CS	Skill	+ 103
Distance Attacks in rain	- 1CS	Slugfest Attack with Martial Arts B	+ 1CS
Fire Bow without Bow Skill	- 1CS	Grappling Attack with Martial Arts C	+ 1CS
Distance Attacks in night conditions		Thrown Object Attack with Thrown	+ 1CS
Distance Attacks in fog conditions	- 1CS	Objects Skill	+ 103
	· 1CS, + 2CS,	Blindsiding Attack	+ 2CS
areas before striking	or + 3CS	Luring target	+ 2CS
The state of the s	CS or + 2CS	Specialized Weapon Attack	
Catching attempt that gets "Miss" result	+ 1CS	Grappling Attack with Wrestling Skill	+ 2CS + 2CS
Target between 7 and 16 feet tall	+ 1CS	Point blank range	+ 3CS
Target between 17 and 22 feet tall	+ 2CS	Flying character who is diving	
Target over 22 feet tall	+ 3CS	r lying character who is diving	+ 4CS

MODIFIERS TO DAMAGE MODIFIERS TO FEAT

cessiul Block	- 605, -405,	Unsuccessful Multiple Combat	
	or -2CS	Actions attempt	
mes up to 2 areas away	- 6CS	Character at less than full Endurance	-
mes up to 1 area away	- 3CS	Dark conditions	-
cks in cold (-0 F) weather	- 1CS	When in partial hold	-
apon's Material Strength greater	r +1CS	When Dodging	-
an character's Strength		Successful Multiple Combat	-
successful Block	+ 1CS	Actions attempt	
ecific attacks against Enhanced	Senses + 1CS	In hot (90+ F) weather	-
CORP. N. S. CO. VOLUME AND	THE THE WAY	In cold (-0 F) weather	-
AREA OF A SEPTEMBER 1997 AND THE SEPTEMBER 19	AND THE AND	Aided by character of similar power	

FEAT CHECKS

To see what kind of result is needed for a FEAT, check the Intensity of the FEAT against the attribute that is going to be used.

Automatic: If the Intensity is lower than -3CS, the FEAT is considered Automatic.

Green FEAT: If the Intensity is between -3CS and -1CS, a Green FEAT is required.

Yellow FEAT: If the Intensity is equal, a Yellow FEAT is required.

Red FEAT: If the Intensity is +1CS, a Red FEAT is required.

Impossible: If the Intensity is +2CS or over, the FEAT is considered Impossible.

Impossible FEATs are optional except for Resource and Popularity FEATs.

MATERIAL STRENGTH

	AND THE STATE OF T
Feeble	Cloth, glass, brush, paper
Poor	Normal plastics, crystal, wood
Typical	Rubber, soft metals (gold, brass, copper), ice, adobe, computer chips
Good	Brick, aluminum, light machinery pieces, asphalt, high strength plastics
Excellent	Concrete, beta cloth, iron, bullet-proof glass
Remarkable	Reinforced concrete, steel
Incredible	Solid stone, Vibranium, volcanic rock
Amazing	Osmium steel, granite, gemstones
Monstrous Unearthly	Diamond, super-heavy alloys Adamantium steel, certain mystical and enchanted elements
Class 1000+	Virtually indestructible, such as Cap's shield or Thor's hammer

COMBAT SEQUENCE

1) The Judge determines actions.
2) The Players determine and state actions.
3) Initiative is rolled.
4) Pre-Action rolls are made.
5) Actions of the side that has initiative are made and resolved.
6) Actions of the side that lost initiative are made and resolved.

FALLING

1st Round: 3 Areas per round 2nd Round: 6 Areas per round 3rd Round: 10 Areas per round 4th Round +: 20 Areas per round

1	Strength	Leap in	Feet/Areas(c	r Floors)
		Up	Across	Down
Š	Feeble	2' /0	2' /0	3' /0
ì	Poor	4' /0	4' /0	6' /0
	Typical	6' /0	6' /0	9' /0
	Good	10' /0	10' /0	15' /1
	Excellent	20' /1	20' /0	30' /2
ś	Remarkable	30' /2	30' /0	45' /3
8	Incredible	40' /2	40' /0	60' /4
1	Amazing	50' /3	50' /0	75' /5
١	Monstrous	75' /5	75' /.5	105' /7
j	Unearthly	100' /6	100' /1	150' /10
ģ	Shift X	150' /10	150' /1	225' /15
	Shift Y	200' /13	200' /2	300' /20
î	Shift Z	500' /33	500' /4	750' /50
ı	CI1000	1000' /60	1000' /8	1500' /10
Ş	Cl3000	3000' /160	3000' /25	4500' /30
7	CIECOO	5000, /300	5000' /40	7500' /50

LEAPING

RESTING	(BASED ON EN	IDURANCE)
Fb 2 pts/hr	1 pt/300 turns	(1/2 hr)
Pr 4 pts/hr	1 pt/150 turns	(15 min)
Ty 6 pts/hr	1 pt/100 turns	(10 min)
Gd 10 pts/hr	1 pt/60 turns	(6 min)
Ex 20 pts/hr	1 pt/30 turns	(3 min)
Rm 30 pts/hr	1 pt/20 turns	(2 min)
In 40 pts/hr	1 pt/15 turns	(1 1/2 min)
Am 50 pts/hr	1 pt/12 turns	(72 sec)
Mn 75 pts/hr	1 pt/8 turns	(48 sec)
Un 100 pts/hr	1 pt/6 turns	(36 sec)
ShX 150 pts/hr	1 pt/4 turns	(24 sec)
ShY 200 pts/hr	1 pt/3 turns	(18 sec)
ShZ 500 pts/hr	1 pt/turn (avg)	(6 sec)

ROLE PLAYING GAME™

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QUALITY TERM	

Incredible
Amazing
Monstrous
Unearthly
Shift X
Shift Y
Shift Z
C11000
C13000
C15000

	ENT	Rank	Areas	Mph/m	Areas	Mph/m	Mph/m
C	E	Feeble	1	15/.25	2	30/.5	300/5
C	7	Poor	2	20/.50	4	60/1	600/10
主義	EMI	Typical	3	45/.75	6	90/1.5	1000/17
ζ	Ų,	Good	4	60/1	8	120/2	1500/25
/]	\leq	Excellent	5	75/1.25	10	150/2.5	2000/33
	Ō	Remarkable	6	90/1.5	15	225/3.75	4000/66
61 1	Z	Incredible	7	105/1.75	20	300/5	6000/100
	7	Amazing	8	120/2	25	375/6.25	10,000/167
	_	Monstrous	9	135/2.25	30	450/7.5	20,000/333
		Unearthly	10	150/2.5	40	600/10	40,000/666
		Shift X	12	180/3	50	750/12.5	80,000/1332
***		Shift Y	14	210/3.5	100	1500/25	150,000/2500
		Shift Z	16	240/4	200	3750/62.5	300,000/5000
		CI1000	32	480/8	-	10,000	1 million/16,667
		CI3000	50	750/12.5	-	lights	peed

Edged Attacks

Edged TE Blunt TB

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1000 3000 5000

Range A	Range B	Range C	Range D	Range E	1	Rank	Radius (in feet)	Area	Volume
Contact	Contact	1 area	10 feet	2 miles	S	Feeble	1	3 sq. ft.	3 cu. ft.
1 area	1 area	10 areas	1 area	25 miles	7	Poor	2	12 sq. ft.	25 cu. ft.
2 areas	5 areas	1 mile	4 areas	250 miles	1	Typical	4	200 sq. ft.	200 cu. ft.
4 areas	10 areas	3 miles	16 areas	2500 miles	W	Good	10	314 sq. ft.	3140 cu. ft.
6 areas	25 areas	6 miles	64 areas	25000 miles	g .	Excellent	15	707 sq. ft.	10,600 cu. ft.
8 areas	1 mile	12 miles	6 miles	250,000 miles		Remarkabl		1256 sq. ft.	25,120 cu. ft.
11 areas	2 miles	25 miles	250 miles	2.5 million miles	0	Incredible	30	2826 sq. ft.	85,000 cu. ft.
20 areas						Amazing	50	7850 sq. ft.	392,000 cu. ft.
	3 miles	50 miles	1000 miles	25 million miles	A	Monstrous	100	31,400 sq. ft.	3,140,000 cu. ft.
40 areas	6 miles	120 miles	4000 miles	250 million miles	W	Unearthly	200	125,600 sq. ft.	25,120,000 cu. ft.
60 areas	10 miles	250 miles	16,000 miles	2.5 billion miles	\sim	Shift X	500	785,000 sq. ft.	392,500,000 cu. ft
80 areas	15 miles	500 miles	64,000 miles	25 billion miles	4	Shift Y	1000	3,140,000 sq. ft.	3,140,000,000 cu.
160 areas	30 miles	1200 miles	250,000 miles	250 billion miles	, T	Shift Z	2000	12,560,000 sq. ft.	25,120,000,000 ct
400 areas	50 miles	2500 miles	1 million miles	0.5 light year		CI1000	1 mile	3 sq. miles	1.3 cu. miles
100 miles	80 miles	5000 miles	4 million miles	5 light years		Cl3000	2 miles	12 sq. miles	25 cu. miles
10,000 miles	150 miles	12,000 miles	16 million miles	50 light years		CI5000	5 miles	78 sq. miles	392 cu. miles
100,000 miles	250 miles	250,000 miles	64 million miles	500 light years	8F A88			28 million square fe	et

Grappling **Gp**

> Am Amazing 50

Escaping Es

Mn

ETS	Rank	Α	В	С	D	E
NEOUS TARG	Feeble	1	1	1	2	2
0 Z	Poor	1	1	1	4	4
7 6	Typical	1	2	1	6	10
0 K	Good	1	3	1	10	25
_	Excellent	2	5	2	20	50
₹ &	Remarkable	2	10	2	30	100
ACTIONS	Incredible	2	15	2	40	200
., <u>F</u>	Amazing	3	25	4	50	500
$\boldsymbol{\mathcal{A}}$	Monstrous	3	40	4	75	1000
_	Unearthly	4	50	8	100	2000
	Shift X	5	75	20	150	5000
3300m.	Shift Y	10	100	50	200	10,000
	Shift Z	20	350	100	500	20,000
	CI1000	50	500	1000	1000	50,000
	Cl3000	100	1500	5000	3000	100,00
	CI5000	200	2500	10.000	5000	200,00

JUDGE'S SCREEN

MATERIAL STRENGTH

MAI ERIAL SI	KENGIA
Feeble	Cloth, glass, brush, paper
Poor	Normal plastics, crystal, wood
Typical	Rubber, soft metals (gold, brass, copper), ice, adobe, computer chips
Good	Brick, aluminum, light machinery pieces, asphalt, high strength plastic
Excellent	Concrete, beta cloth, iron, bullet-proof glass
Remarkable	Reinforced concrete, steel
Incredible	Solid stone, Vibranium, volcanic rock
Amazing	Osmium steel, granite, gemstones
Monstrous	Diamond, super-heavy alloys
Unearthly	Adamantium steel, certain mystical and enchanted elements
Class 1000, 3000, and 5000	Virtually indestructible, such as Cap's shield or Thor's hammer

INTENSITIES

		-	
Making 2 attacks/round	Remarkable Intensity	Intensity of "typical" hypnosis and	Go
Making 3 attacks/round	Amazing Intensity	mesmerism	
	,	Intensity of "typical" mind control	Re
Agility Intensities		devices	
Satab a falling abject	Fachla lateraite	Intensity of "typical" terran magic	Inc

Catch a falling object Feeble Intensity
Walk a balance beam
Use a dodge maneuver against bullets
Catching thrown objects Feeble Intensity
Remarkable Intensity Walk a tightrope
Attempt to dodge bursts of bullets
Catch arrows in flight
Dodge laser fire or energy weapons
Catch bullets in flight Incredible Intensity

trength Intensities ifting up to 50 lbs. Feeble Intensity Lifting 51-100 lbs. Lifting 101-200 lbs. Lifting 201-400 lbs. Poor Intensity
Typical Intensity
Good Intensity
Excellent Intensity ifting 401-800 lbs

Lifting 401-800 lbs. (1 ton)
Lifting 801-2000 lbs. (1 ton)
Lifting 1-10 tons
Lifting 11-50 tons
Lifting 51-80 tons
Lifting 81-100 tons
Lifting 100+ tons Excellent Intensity Remarkable Intensity Incredible Intensity Amazing Intensity Monstrous Intensity Unearthly Intensity Shift X+ Intensity ndurance Intensitie ir pollution alert

Tear gas Snake venom Spider venom Typical Intensity
Good Intensity
Excellent Intensity xposure to vacuum Unearthly Intensity Reason Intensities

Feeble Intensity
Poor Intensity
Typical Intensity
Typical Intensity
Good Intensity
Excellent Intensity
Remarkable Intensity
Incredible Intensity
Amazing Intensity imple machines imple machines
omplex machines
ommunicate by ges
ppliances
imple electronics
ommon vehicles omputer design and progra bility-modifying devices ardrive, Time travel

ntuition Intensities bvious items(number of people Poor Intensity esent, condition of room Detail work(position of objects, nings missing or added) Discover "typical" hidden door or

THE THE STATE OF T	WIN C
Psyche Intensities	
Intensity of "typical" byr	nnosis and

emarkable Inter redible Intensity Intensity of "typical" Asgardian magic Monstrous Intensity

Other Intensities

As	single match	Feeble Intensity	ı
Ca	ampfire	Typical Intensity	ı
Bu	rning room	Good Intensity	ı
Bu	rning house	Excellent Intensity	ı
Bu	rning warehouse and supplies	Remarkable Intensity	ı
Bu	rning non-explosive chemicals	Incredible Intensity	ı
Ins	side of a blast furnace	Amazing Intensity	ı
Bu	rning explosive chemicals	Monstrous Intensity	ı
Int	erior of volcano	Unearthly Intensity	ı
Su	rface of a star	Class 1000 Intensity	ı
Co	ommon cold	Typical Intensity	ı
Co	ommon flu	Good Intensity	ı
Ra	diation, ancient A-bomb blast	Feeble Intensity	
Ra	idiation, recent A-bomb blast	Excellent Intensity	
Int	erior of active nuclear reactor	Amazing Intensity	
Ra	diation of a vial of plutonium	Incredible Intensity	
Ra	diation of A-bomb blast	Monstrous Intensity	
Sli	ckness of ordinary concrete	Feeble Intensity	
Sli	ckness of ordinary brickwork	Feeble Intensity	
Sli	ckness of glass and steel	Typical Intensity	
Sli	ckness of polished steel alloys	Good Intensity	
Sli	ckness of surface covered with ice	Excellent Intensity	ı
Sli	ckness of surface covered with oil	Remarkable Intensity	ı
Sli	ckness of non-stick surfaces	Incredible Intensity	ı
Sli	ckness of frictionless surfaces	Class 1000 Intensity	ı

Darkness under dark conditions
Darkness under "typical" Darkforce Vision through normal fog Effects of normal rainshowers Effects of normal thundershowe Effects of normal thunderstorms Good Intensity Remarkable Intensity Incredible Intensity

Effects of normal thunderston Effects of high winds Effects of normal tornadoes Effects of normal hurricanes Heat, 90 degrees F Heat, 120 degrees F Cold, 30 degrees F Cold, 0 degrees F Cold, interplanetary space Corrosive, mild acid Corrosive, standard acid ncredible Intensity Amazing Intensity Monstrous Intensity Good Intensity
Excellent Intensity osive, concentrated acid Excellent Intensity Stunning, ordinary house curren

Stunning, "typical" protection device Stunning, lightning bolts

FEAT CHECKS

To see what kind of result is needed for a FEAT, check the Intensity of the FEAT against the attribute that is going to be used.

Automatic: If the Intensity is lower than -3CS, the FEAT is considered Automatic Green FEAT: If the Intensity is between -3CS and -1CS, a Green FEAT is require Yellow FEAT: If the Intensity is equal, a Yellow FEAT is required.

Red FEAT: If the Intensity is +1CS, a Red FEAT is required.

Impossible: If the Intensity is +2CS or over, the FEAT is considered Impossible.

mpossible FEATs are optional except for Resource and Popularity FEATs.

OMBAT SEQUENCE

) The Players determine and state

Initiative is rolled e made and resolved.

Actions of the side that lost initiative a

es Remarkable Intens

tensity FEAT.) Automatic and Impossible FFATs are pplied. (A character with Remarkable indurance can hold their breath for rounds easily. A character with Poor

ndurance can't hold their breath or 10 rounds.)

f the Intensity is an Impossible FEAT. ne character has been holding their reath too long, and will have to breathe n the next round or suffer the outcome



Grap-pling **Gp** Charg-ing Ch EA Ev ВІ St Gb SI Strength Rank Shift 0 Autohit -6 CS Autohit 1-10

8 10 15			Shift 0	Feeble 2	Poor 4	Typical 6	Good 10	Excel- lent 20	Remark- able 30	Incred- ible 40	Amaz- ing 50	Mon- strous 75	Unearth- ly 100	Shift 150	Shift 200	Shift 500		Class 1000	Class 3000	Class 5000	Beyond
20	FERN I		0	1-2	3-4	5-7	8-15	16-25	26-35	36-45	46-62	63-87	88-125	126-175	176-350	351 +	ΙЩ				
1.00.*		01															8000				
LOS * LOS * LOS *	(-C-C-C)	02-03																			
LOS *		04-06																			
Sight	TENT	07-10																			
W VOIS																					

Random Direction Chart Straight up Forward and right Right Back and right Back and left Left Forward and left Straight down

76-80

81-85

Rank

Remarkable

Unearthly

Shift X Shift Y Shift Z

CI1000

Contact 1 area

2 areas

8 areas

11 areas 20 areas

40 areas 60 areas

80 areas 160 areas

a Charging Attack
Roll 1d10 Dire Direction Straight back Back and right Back and left Straight right Straight up Straight down

Shift Z

Class 1000 Class 3000 Class 5000

* LOS = Line of Sight

ANDOM DIRECTION CHAR

HOLDING ONE'S BREATH

Each round a character holds their reath, make an Endurance FEAT bream, make an Endurance FEAT.
Failure indicates that they must breathe
in the next round or pass out for 1-10
rounds during which normal breathing
will take place, if possible.

Take the number of rounds they have been holding their breath as a rank number. The Intensity of the required FEAT is that Rank. (Holding our breath for 8 rounds is a Good

Rank Mph/m 300/5 Areas Mph/m 2 30/.5 4 60/1 15/.25 600/10 45/.75 6 90/1.5 8 120/2 60/1 75/1.25 90/1.5 1500/25 150/2.5 225/3.75 Excellent 10 15 2000/33 4000/66 105/1.75 120/2 300/5 375/6.25 6000/100 10.000/167 135/2.25 150/2.5 30 450/7.5 40 600/10 20.000/333 40,000/666 Shift X Shift Y Shift Z 80,000/1332 12 180/3 14 210/3.5 50 750/12.5 100 1500/25 150.000/2500 3750/62.5 10,000 300,000/5000 1 million/16,66 240/4 480/8

50 750/12.5 100 1500/25

Range B

Contact

1 area

5 areas 10 areas 25 areas

1 mile

2 miles 3 miles 6 miles 10 miles

15 miles 30 miles

10 areas

120 miles

250 miles

 400 areas
 50 miles
 2500 miles
 1 million miles
 0.5 light year

 100 miles
 80 miles
 5000 miles
 4 million miles
 5 light years

 10,000 miles
 150 miles
 12,000 miles
 16 million miles
 50 light years

 100,000 miles
 250 miles
 250,000 miles
 64 million miles
 500 light years

7	7	Rank	Radius (in feet)	Area	Volume				
		Feeble	1	3 sq. ft.	3 cu. ft.				
	2	Poor	2	12 sq. ft.	25 cu. ft.				
-1	1	Typical	4	200 sq. ft.	200 cu. ft.				
	u	Good	10	314 sq. ft.	3140 cu. ft.				
-1	7	Excellent	15	707 sq. ft.	10,600 cu. ft.				
	U	Remarkable	e 20	1256 sq. ft.	25,120 cu. ft.				
s	0	Incredible	30	2826 sq. ft.	85,000 cu. ft.				
_		Amazing	50	7850 sq. ft.	392,000 cu. ft.				
	7	Monstrous	100	31,400 sq. ft.	3,140,000 cu. ft.				
es	W W	Unearthly	200	125,600 sq. ft.	25,120,000 cu. ft.				
- I	REA	Shift X	500	785,000 sq. ft.	392,500,000 cu. ft.				
	4	Shift Y	1000	3,140,000 sq. ft.	3,140,000,000 cu. ft.				
s		Shift Z	2000	12,560,000 sq. ft.	25,120,000,000 cu. ft.				
	\subseteq	CI1000	1 mile	3 sq. miles	1.3 cu. miles				
	FAI	CI3000	2 miles	12 sq. miles	25 cu. miles				
		CI5000	5 miles	78 sq. miles	392 cu. miles				
Ц	1 square mile = 28 million square feet 1 cubic mile = 147 billion cubic feet								
	2		1 dable fille - 1	TO DIMOT SUDIO ICCU					

Range E

25 miles

250 miles 2500 miles

25000 miles

250,000 miles

2.5 million miles 25 million miles

250 million mile

2.5 billion miles 25 billion miles

Range D

1 area

64 areas

4000 miles

16.000 miles

1000 3000 5000

		3 84 64 8			9.0	11 de 1990 / / / / m /
eous Targets	Rank	Α	В	С	D	Е
ANEOUS R TARG	Feeble	1	1	1	2	2
54	Poor	1	1	1	4	4
> -	Typical	1	2	1	6	10
08	Good	1	3	1	10	25
	Excellent	2	5	2	20	50
UMIC CTIONS	Remarkable	2	10	2	30	100
9 6	Incredible	2	15	2	40	200
" <u>F</u>	Amazing	3	25	4	50	500
4	Monstrous	3	40	4	75	1000
	Unearthly	4	50	8	100	2000
10 2	Shift X	5	75	20	150	5000
	Shift Y	10	100	50	200	10,000
1	Shift Z	20	350	100	500	20,000
	CI1000	50	500	1000	1000	50,000
	Cl3000	100	1500	5000	3000	100,000

Modifiers to Hit

If target Dodges successfully – 2CS, – 4CS	S, or – 6CS	Opponent held or partially held	+ 10
For Multiple Attacks on a single roll	- 4CS	Attack from ambush	+ 1C
Target moving faster than 10 areas/round	- 4CS	Aiming Attack	+ 10
Agility Attacks in melee	- 3CS	Shooting Attack with Gun Skill	+ 1C
Target less than 1/4-inch tall	- 3CS	Thrown Weapon with Thrown Weapon Skill	+ 1C
Target between 1/4-inch and 1 inch tall	- 2CS	Fire Bow with Bow Skill	+ 1C
Target between 1 and 6 inches tall	- 1CS	Blunt Weapon Attack with Blunt Weapon	+ 1C
Shooting through objects to hit target	- 2CS	Skill	
Target moving between 5 and 10 areas/round	- 2CS	Sharp Weapon Attack with Sharp Weapon	+ 1C
Unintended targets in Ranged Attacks	- 2CS	Skill	
With any weapon beyond 1 area	- 1CS	Oriental Weapon Attack with Oriental Skill	+ 1C
With any Power beyond maximum range	- 1CS	Shooting or Thrown Attack with	+ 1C
Target moving up to 5 areas/round	- 1CS	Marksmanship Skill	
Underwater	- 1CS	Melee Weapon Attack with Weapons Master	+ 1C
Distance Attacks in rain	- 1CS	Skill	
Fire Bow without Bow Skill	- 1CS	Slugfest Attack with Martial Arts B	+ 1C
Distance Attacks in night conditions	- 1CS	Grappling Attack with Martial Arts C	+ 1C
Distance Attacks in fog conditions	- 1CS	Thrown Object Attack with Thrown	+ 1C
	ICS, + 2CS,	Objects Skill	
areas before striking	or + 3CS	Blindsiding Attack	+ 2C
•	S or + 2CS	Luring target	+ 2C
Catching attempt that gets "Miss" result	+ 1CS	Specialized Weapon Attack	+ 2C
Target between 7 and 16 feet tall	+ 1CS	Grappling Attack with Wrestling Skill	+ 2C
Target between 17 and 22 feet tall	+ 2CS	Point blank range	+ 3C
Target over 22 feet tall	+ 3CS	Flying character who is diving	+ 4C
HILL THE SINGLE NOWN IN	/ (1		

ODIFIERS TO DAMAG	ENVI	RESTING	(Based on En	IDURAN
ccessful Block - 60	CS, -4CS, or -2CS	Fb 2 pts/hr Pr 4 pts/hr	1 pt/300 turns 1 pt/150 turns	(15 mi
mes up to 2 areas away mes up to 1 area away	- 6CS - 3CS	Ty 6 pts/hr Gd 10 pts/hr	1 pt/100 turns 1 pt/60 turns	(10 min
acks in cold (-0 F) weather eapon's Material Strength greater han character's Strength	- 1CS + 1CS	Ex 20 pts/hr Rm 30 pts/hr In 40 pts/hr	1 pt/30 turns 1 pt/20 turns 1 pt/15 turns	(3 min (2 min (1 1/2
successful Block ecific attacks against Enhanced Sense	+ 1CS es + 1CS	Am 50 pts/hr Mn 75 pts/hr Un 100 pts/hr	1 pt/12 turns 1 pt/8 turns 1 pt/6 turns	(72 se (48 se (36 se
CONTINUE OF THE PARTY OF THE PA	III E	ShX 150 pts/hr ShY 200 pts/hr	1 pt/4 turns 1 pt/3 turns	(24 se (18 se

Leap in Feet/Areas(or Floors)

	Up	Across	Down
Feeble	2' /0	2' /0	3' /0
Poor	4' /0	4' /0	6' /0
Typical	6' /0	6' /0	9' /0
Good	10' /0	10' /0	15' /1
Excellent	20' /1	20' /0	30' /2
Remarkable	30' /2	30' /0	45' /3
Incredible	40' /2	40' /0	60' /4
Amazing	50' /3	50' /0	75' /5
Monstrous	75' /5	75' /.5	105' /7
Unearthly	100' /6	100' /1	150' /10
Shift X	150' /10	150' /1	225' /15
Shift Y	200' /13	200' /2	300' /20
Shift Z	500' /33	500' /4	750' /50
CI1000	1000' /60	1000' /8	1500' /10
CI3000	3000' /160	3000' /25	4500' /30
CI5000	5000' /300	5000' /40	7500' /50

st Round : 3 Areas per round 2nd Round : 6 Areas per round

20' /0 30' /2 30' /0 45' /3	
40' /0 60' /4 50' /0 75' /5	POPULARITY CHA
75' /.5 105' /7 100' /1 150' /10	Modifiers in Popularity
150' /1 225' /15 200' /2 300' /20	The target benefits The target is placed in danger
500' /4 750' /50 1000' /8 1500' /100	The item in question is of up to Good value
3000' /25 4500' /300	The item in question is of up to Remarkable value
5000' /40 7500' /500	There is a likely chance the item will not be returned
	The Mane is surfaced

odifiers in Popularity	
ne target benefits	+2CS
ne target is placed in danger	-3CS
ne item in question is of up o Good value	-1CS
ne item in question is of up Remarkable value	-2CS
nere is a likely chance the em will not be returned	-2CS
ne item is unique	-3CS

Changes in Popularity Defeat normal villains Defeat costumed villain Defeated in public Accused of crime Cleared of charges Found guilty of charge Media attack Charib work

Charity work Rescues

MODIFIERS TO FEATS

Character at less than full Endurance
Dark conditions

n cold (-0 F) weather - 1CS Aided by character of similar power + 1CS

- 2CS - 2CS - 1CS

- 1CS - 1CS

Insuccessful Multiple Combat

Actions attempt

When in partial hold

When Dodging Successful Multiple Comba Actions attempt

n hot (90+ F) weather

KARMA AWARDS	5	0/1	/// ///		
Violent Crime - Stop/Prevent	+30	Rescue	+20	Permit National Offense	- 10
Violent Crime - Arrest	+15	Multiple Rescues (5+)	+100	Permit Other Crimes	- 5
Destructive Crime - Stop/Prevent	+20	Defeating Remarkable Foe	+30	Property Destruction	- 5/area
Destructive Crime - Arrest	+10	Defeating Incredible Foe	+40	Death	- ALL
Theft - Stop/Prevent	+10	Defeating Amazing Foe	+50	Noble Death	- 50
Theft - Arrest	+5	Defeating Monstrous Foe	+75	Mysterious Death	- 50
Robbery - Stop/Prevent	+20	Defeating Unearthly Foe	+100	Self-Destruction	- 50
Robbery - Arrest	+10	Commit Violent Crime	-60	Making Commitment	+5
Misdemeanors - Stop/Prevent	+5	Commit Destructive Crime	- 40	Failing Commitment	- 5
Misdemeanors - Arrest	+5	Commit Theft	- 20	Weekly Award	+10
National Offense - Stop/Prevent	+20	Commit Misdemeanor	- 10	Charities: Personal Appearance	+Pop(max 20)
National Offense - Arrest	+10	Commit National Offense	- 40	Charities: Act of Charity	+10 to 40
Local Conspiracy - Stop/Prevent	+30	Commit Other Crimes	- 10	Charities: Donation	+Res
Local Conspiracy - Arrest	+15	Public Defeat	- 40	Negative Popularity	- Pop
National Conspiracy - Stop/Prevent	+40	Private Defeat	- 20	Gaming Award: Role-Playing	+10
National Conspiracy - Arrest	+20	Permit Violent Crime	- 15	Gaming Award: Stump the Judge	+15
Global Conspiracy - Stop/Prevent	+50	Permit Destructive Crime	- 10	Gaming Award: Humor	+5
Global Conspiracy - Arrest	+25	Permit Theft	- 5		
Other Crimes - Stop/Prevent	+15	Permit Robbery	- 10		
Other Crimes - Arrest	+5	Permit Misdemeanor	- 5		