

MARVEL SUPERHEROES

ROLE PLAYING GAME™

MARVEL

MODIFIERS TO HIT

If target Dodges successfully	-2CS, -4CS, 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 Skill	+1CS
Shooting through objects to hit target	-2CS	Sharp Weapon Attack with Sharp Weapon Skill	+1CS
Target moving between 5 and 10 areas/round	-2CS	Oriental Weapon Attack with Oriental Skill	+1CS
Unintended targets in Ranged Attacks	-2CS	Shooting or Thrown Attack with Marksmanship Skill	+1CS
With any weapon beyond 1 area	-1CS	Melee Weapon Attack with Weapons Master Skill	+1CS
With any Power beyond maximum range	-1CS	Slugfest Attack with Martial Arts B	+1CS
Target moving up to 5 areas/round	-1CS	Grappling Attack with Martial Arts C	+1CS
Underwater	-1CS	Thrown Object Attack with Thrown Objects Skill	+1CS
Distance Attacks in rain	-1CS	Blindsiding Attack	+2CS
Fire Bow without Bow Skill	-1CS	Luring target	+2CS
Distance Attacks in night conditions	-1CS	Specialized Weapon Attack	+2CS
Distance Attacks in fog conditions	-1CS	Grappling Attack with Wrestling Skill	+2CS
Charging Attack, moving 1, 2, or 3 areas before striking	+1CS, +2CS, or +3CS	Point blank range	+3CS
1 round after successful Evasion	+1CS or +2CS	Flying character who is diving	+4CS
Catching attempt that gets "Miss" result	+1CS		
Target between 7 and 16 feet tall	+1CS		
Target between 17 and 22 feet tall	+2CS		
Target over 22 feet tall	+3CS		

MODIFIERS TO DAMAGE

Successful Block	-6CS, -4CS, or -2CS
Flames up to 2 areas away	-6CS
Flames up to 1 area away	-3CS
Attacks in cold (-0 F) weather	-1CS
Weapon's Material Strength greater than character's Strength	+1CS
Unsuccessful Block	+1CS
Specific attacks against Enhanced Senses	+1CS

MODIFIERS TO FEATS

Unsuccessful Multiple Combat	-3CS
Character at less than full Endurance	-2CS
Dark conditions	-2CS
When in partial hold	-2CS
When Dodging	-2CS
Successful Multiple Combat	-1CS
Actions attempt	-1CS
In hot (90+ F) weather	-1CS
In cold (-0 F) weather	-1CS
Aided by character of similar power	+1CS

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

LEAPING

Strength	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
C10000	1000' /60	1000' /8	1500' /100
C13000	3000' /160	3000' /25	4500' /300
C15000	5000' /300	5000' /40	7500' /500

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

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	Diamond, super-heavy alloys
Unearthly	Adamantium steel, certain mystical and enchanted elements
Class 1000+	Virtually indestructible, such as Cap's shield or Thor's hammer

RESTING (BASED ON ENDURANCE)

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)



	Blunt Attacks BA	Edged Attacks EA	Shooting Sh	Throwing Edged TE	Throwing Blunt TB	Energy En	Force Fo	Grappling Gp	Grabbing Gb	Escaping Es	Charging Ch	Dodging Do	Evading Ev	Blocking BI	Catching Ca	Stun? St	Stun? SI	Kill? Ki
	Fighting	Fighting	Agility	Agility	Agility	Agility	Agility	Strength	Strength	Strength	Endurance	Agility	Fighting	Strength	Agility	Endurance	Endurance	Endurance
White	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	None	Autohit	-6 CS	Autohit	1-10	Gr. Slam	En. Loss
Green	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Miss	Take	Miss	Hit	-2 CS	Evasion	-4 CS	Miss	1	1 area	E/S
Yellow	Slam	Stun	Bullseye	Stun	Hit	Bullseye	Bullseye	Partial	Grab	Escape	Slam	-4 CS	+1 CS	-2 CS	Damage	No	Stagger	No
Red	Stun	Kill	Kill	Kill	Stun	Kill	Stun	Hold	Break	Reverse	Stun	-6 CS	+2 CS	+1 CS	Catch	No	No	No

	0	Fe	Pr	Ty	Gd	Ex	Rm	In	Am	Mn	Un	X	Y	Z	1000	3000	5000	B
	Shift	Feeble	Poor	Typical	Good	Excellent	Remarkable	Incredible	Amazing	Monstrous	Unearthly	Shift	Shift		Class	Class	Class	Beyond
	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+	1000	3000	5000	∞
01																		
02-03																		
04-06																		
07-10																		
11-16																		
16-20																		
21-25																		
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61-65																		
66-70																		
71-75																		
76-80																		
81-85																		
86-90																		
91-94																		
95-97																		
98-99																		
100																		

POWER RANGE

Rank	Range A	Range B	Range C	Range D	Range E
Feeble	Contact	Contact	1 area	10 feet	2 miles
Poor	1 area	1 area	10 areas	1 area	25 miles
Typical	2 areas	5 areas	1 mile	4 areas	250 miles
Good	4 areas	10 areas	3 miles	16 areas	2500 miles
Excellent	6 areas	25 areas	6 miles	64 areas	25000 miles
Remarkable	8 areas	1 mile	12 miles	6 miles	250,000 miles
Incredible	11 areas	2 miles	25 miles	250 miles	2.5 million miles
Amazing	20 areas	3 miles	50 miles	1000 miles	25 million miles
Monstrous	40 areas	6 miles	120 miles	4000 miles	250 million miles
Unearthly	60 areas	10 miles	250 miles	16,000 miles	2.5 billion miles
Shift X	80 areas	15 miles	500 miles	64,000 miles	25 billion miles
Shift Y	160 areas	30 miles	1200 miles	250,000 miles	250 billion miles
Shift Z	400 areas	50 miles	2500 miles	1 million miles	0.5 light year
C10000	100 miles	80 miles	5000 miles	4 million miles	5 light years
C13000	10,000 miles	150 miles	12,000 miles	16 million miles	50 light years
C15000	100,000 miles	250 miles	250,000 miles	64 million miles	500 light years

AREA OF EFFECT

Rank	Radius (in feet)	Area	Volume
Feeble	1	3 sq. ft.	3 cu. ft.
Poor	2	12 sq. ft.	25 cu. ft.
Typical	4	200 sq. ft.	200 cu. ft.
Good	10	314 sq. ft.	3140 cu. ft.
Excellent	15	707 sq. ft.	10,600 cu. ft.
Remarkable	20	1256 sq. ft.	25,120 cu. ft.
Incredible	30	2826 sq. ft.	85,000 cu. ft.
Amazing	50	7850 sq. ft.	392,000 cu. ft.
Monstrous	100	31,400 sq. ft.	3,140,000 cu. ft.
Unearthly	200	125,600 sq. ft.	25,120,000 cu. ft.
Shift X	500	785,000 sq. ft.	392,500,000 cu. ft.
Shift Y	1000	3,140,000 sq. ft.	3,140,000,000 cu. ft.
Shift Z	2000	12,560,000 sq. ft.	12,560,000,000 cu. ft.
C10000	1 mile	3 sq. miles	1.3 cu. miles
C13000	2 miles	12 sq. miles	25 cu. miles
C15000	5 miles	78 sq. miles	392 cu. miles

1 square mile = 28 million square feet
1 cubic mile = 147 billion cubic feet

MOVEMENT

Rank	Land/Water Areas	Mph/m	Air Areas	Mph/m	Space/Mystical Mph/m
Feeble	1	15/25	2	30/5	300/5
Poor	2	20/50	4	60/1	600/10
Typical	3	45/75	6	90/1.5	1000/17
Good	4	60/1	8	120/2	1500/25
Excellent	5	75/1.25	10	150/2.5	2000/33
Remarkable	6	90/1.5	15	225/3.75	4000/66
Incredible	7	105/1.75	20	300/5	6000/100
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
C10000	32	480/8	-	10,000	1 million/16,667
C13000	50	750/12.5	-	lightspeed	
C15000	100	1500/25	-	100xlightspeed	

SIMULTANEOUS ACTIONS OR TARGETS

Rank	A	B	C	D	E
Feeble	1	1	1	2	2
Poor	1	1	1	4	4
Typical	1	2	1	6	

MATERIAL STRENGTH

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	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

Fighting Intensities		Psyche Intensities	
Making 2 attacks/round	Remarkable Intensity	Intensity of "typical" hypnosis and mesmerism	Good Intensity
Making 3 attacks/round	Amazing Intensity	Intensity of "typical" mind control devices	Remarkable Intensity
Agility Intensities		Other Intensities	
Catch a falling object	Feeble Intensity	A single match	Feeble Intensity
Walk a balance beam	Good Intensity	Campfire	Typical Intensity
Use a dodge maneuver against bullets	Excellent Intensity	Burning room	Good Intensity
Catching thrown objects	Remarkable Intensity	Burning house	Excellent Intensity
Walk a tightrope	Remarkable Intensity	Burning warehouse and supplies	Remarkable Intensity
Attempt to dodge bursts of bullets	Incredible Intensity	Burning non-explosive chemicals	Incredible Intensity
Catch arrows in flight	Amazing Intensity	Inside of a blast furnace	Amazing Intensity
Dodge laser fire or energy weapons	Monstrous Intensity	Burning explosive chemicals	Monstrous Intensity
Catch bullets in flight	Unearthly Intensity	Interior of volcano	Unearthly Intensity
Strength Intensities		Endurance Intensities	
Lifting up to 50 lbs.	Feeble Intensity	Air pollution alert	Feeble Intensity
Lifting 51-100 lbs.	Poor Intensity	Tear gas	Typical Intensity
Lifting 101-200 lbs.	Typical Intensity	Snake venom	Good Intensity
Lifting 201-400 lbs.	Good Intensity	Spider venom	Excellent Intensity
Lifting 401-800 lbs.	Excellent Intensity	Exposure to vacuum	Unearthly Intensity
Lifting 801-2000 lbs. (1 ton)	Remarkable Intensity	Reason Intensities	
Lifting 1-10 tons	Incredible Intensity	Simple machines	Feeble Intensity
Lifting 11-50 tons	Amazing Intensity	Complex machines	Poor Intensity
Lifting 51-80 tons	Monstrous Intensity	Communicate by gestures	Typical Intensity
Lifting 81-100 tons	Unearthly Intensity	Appliances	Typical Intensity
Lifting 100+ tons	Shift X+ Intensity	Simple electronics	Good Intensity
Endurance Intensities		Common vehicles	
Air pollution alert	Feeble Intensity	Computer design and programming	Remarkable Intensity
Tear gas	Typical Intensity	Ability-modifying devices	Incredible Intensity
Snake venom	Good Intensity	Stardrive, Time travel	Amazing Intensity
Spider venom	Excellent Intensity	Teleportation	Monstrous Intensity
Exposure to vacuum	Unearthly Intensity	Intuition Intensities	
Reason Intensities		Obvious items/number of people present/condition of room	
Simple machines	Feeble Intensity	Detail work/position of objects, things missing or added	Excellent Intensity
Complex machines	Poor Intensity	Discover "typical" hidden door or secret passage	Excellent Intensity
Communicate by gestures	Typical Intensity	Sense "wrongness" about area, person, or object	Incredible Intensity
Appliances	Typical Intensity	Sense presence of others that may be hidden, concealed, invisible, or astral	Monstrous Intensity
Simple electronics	Good Intensity	Feats	
Common vehicles	Excellent Intensity	Hold One's Breath	
Computer design and programming	Remarkable Intensity	Power Range	
Ability-modifying devices	Incredible Intensity	Area of Effect	
Stardrive, Time travel	Amazing Intensity	Leap	
Teleportation	Monstrous Intensity	Falling	
Intuition Intensities		Popularity Charts	
Obvious items/number of people present/condition of room	Poor Intensity	Karma Awards	
Detail work/position of objects, things missing or added	Excellent Intensity	Simultaneous Actions or Targets	
Discover "typical" hidden door or secret passage	Excellent Intensity	Movement	
Sense "wrongness" about area, person, or object	Incredible Intensity	Feats Checks	
Sense presence of others that may be hidden, concealed, invisible, or astral	Monstrous Intensity	Combat Sequence	

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.

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.

THROWING RANGE

Strength Rank	Range in Areas
Shift 0	0
Feeble	1
Poor	1
Typical	1
Good	2
Excellent	3
Remarkable	4
Incredible	5
Amazing	6
Monstrous	7
Unearthly	8
Shift X	10
Shift Y	15
Shift Z	20
Class 1000	LOS *
Class 3000	LOS *
Class 5000	LOS *

* LOS = Line of Sight

RANDOM DIRECTION CHARTS

Random Direction Chart	
Roll 1d10	Direction
1	Straight up
2	Forward
3	Forward and right
4	Right
5	Back and right
6	Back
7	Back and left
8	Left
9	Forward and left
10	Straight down

Random Direction from a Charging Attack	
Roll 1d10	Direction
1-2	Straight back
3-4	Back and right
5-6	Back and left
7	Straight right
8	Straight left
9	Straight up
10	Straight down

HOLDING ONE'S BREATH

Each round a character holds their breath, 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 your breath for 8 rounds is a Good Intensity FEAT.)

Automatic and Impossible FEATs are applied. (A character with Remarkable Endurance can hold their breath for 4 rounds easily. A character with Poor Endurance can't hold their breath for 10 rounds.)

If the Intensity is an Impossible FEAT, the character has been holding their breath too long, and will have to breathe in the next round or suffer the outcome.



Blunt Attacks	Edged Attacks	Shooting	Throwing Edged	Throwing Blunt	Energy	Force	Grappling	Grabbing	Escaping	Charging	Dodging	Evading	Blocking	Catching	Stun?	Slam?	Kill?
BA	EA	Sh	TE	TB	En	Fo	Gp	Gb	Es	Ch	Do	Ev	Bl	Ca	St	Sl	Ki
Fighting	Fighting	Agility	Agility	Agility	Agility	Agility	Strength	Strength	Strength	Endurance	Agility	Fighting	Strength	Agility	Endurance	Endurance	Endurance

White	Green	Yellow	Red	0	Fe	Pr	Ty	Gd	Ex	Rm	In	Am	Mn	Un	X	Y	Z	1000	3000	5000	B
Miss	Hit	Slam	Stun	Shift	Feeble	Poor	Typical	Good	Excel-	Remark-	Incred-	Amazing	Mon-	Unearth-	Shift	Shift	Shift	Class	Class	Class	Beyond
Miss	Hit	Stun	Kill	0	2	4	6	10	20	30	40	50	75	100	150	200	500	1000	3000	5000	∞

Rank	Range A	Range B	Range C	Range D	Range E
Feeble	Contact	Contact	1 area	10 feet	2 miles
Poor	1 area	1 area	10 areas	1 area	25 miles
Typical	2 areas	5 areas	1 mile	4 areas	250 miles
Good	4 areas	10 areas	3 miles	16 areas	2500 miles
Excellent	6 areas	25 areas	6 miles	64 areas	25000 miles
Remarkable	8 areas	1 mile	12 miles	6 miles	250,000 miles
Incredible	11 areas	2 miles	25 miles	25 miles	2.5 million miles
Amazing	20 areas	3 miles	50 miles	1000 miles	25 million miles
Monstrous	40 areas	6 miles	120 miles	4000 miles	250 million miles
Unearthly	60 areas	10 miles	250 miles	16,000 miles	2.5 billion miles
Shift X	80 areas	15 miles	500 miles	64,000 miles	25 billion miles
Shift Y	160 areas	30 miles	1200 miles	250,000 miles	250 billion miles
Shift Z	400 areas	50 miles	2500 miles	1 million miles	0.5 light year
C1000	100 miles	80 miles	5000 miles	4 million miles	5 light years
C13000	10,000 miles	150 miles	12,000 miles	16 million miles	50 light years
C15000	100,000 miles	250 miles	250,000 miles	64 million miles	500 light years

Rank	Land/Water Areas	Air Mph/m	Air Areas	Space/Mystical Mph/m
Feeble	1	15/25	2	30/5
Poor	2	20/50	4	60/10
Typical	3	45/75	6	90/15
Good	4	60/1	8	120/25
Excellent	5	75/1.25	10	150/2.5
Remarkable	6	90/1.5	15	225/3.75
Incredible	7	105/1.75	20	300/5
Amazing	8	120/2	25	375/6.25
Monstrous	9	135/2.25	30	450/7.5
Unearthly	10	150/2.5	40	600/10
Shift X	12	180/3	50	750/12.5
Shift Y	14	210/3.5	100	1500/25
Shift Z	16	240/4	200	3750/62.5
C1000	32	480/8	-	10,000
C13000	50	750/12.5	-	lightspeed
C15000	100	1500/25	-	100xlightspeed

Rank	Radius (in feet)	Area	Volume
Feeble	1	3 sq. ft.	3 cu. ft.
Poor	2	12 sq. ft.	20 cu. ft.
Typical	4	200 sq. ft.	200 cu. ft.
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Monstrous	100	31,400 sq. ft.	3,140,000 cu. ft.
Unearthly	200	125,600 sq. ft.	25,120,000 cu. ft.
Shift X	500	785,000 sq. ft.	392,500,000 cu. ft.
Shift Y	1000	3,140,000 sq. ft.	3,140,000,000 cu. ft.
Shift Z	2000	12,560,000 sq. ft.	25,120,000,000 cu. ft.
C1000	1 mile	3 sq. miles	1.3 cu. miles
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C15000	5 miles	78 sq. miles	392 cu. miles

1 square mile = 28 million square feet
 1 cubic mile = 147 billion cubic feet

Rank	A	B	C	D	E
Feeble	1	1	1	2	2
Poor	1	1	1	4	4
Typical	1	2	1	6	10
Good	1	3	1	10	25
Excellent	2	5	2	20	50
Remarkable	2	10	2	30	100
Incredible	2	15	2	40	200
Amazing	3	25	4	50	500
Monstrous	3	40	4	75	1000
Unearthly	4	50	8	100	2000
Shift X	5	75	20	150	5000
Shift Y	10	100	50	200	10,000
Shift Z	20	350	100	500	20,000
C1000	50	500	1000	1000	50,000
C13000	100	1500	5000	3000	100,000
C15000	200	2500	10,000	5000	200,000

MODIFIERS TO HIT

If Target Dodges successfully	-2CS, -4CS, 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 Skill	+1CS
Shooting through objects to hit target	-2CS	Sharp Weapon Attack with Sharp Weapon Skill	+1CS
Target moving between 5 and 10 areas/round	-2CS	Oriental Weapon Attack with Oriental Skill	+1CS
Unintended targets in Ranged Attacks	-2CS	Shooting or Thrown Attack with Marksmanship Skill	+1CS
With any weapon beyond 1 area	-1CS	Melee Weapon Attack with Weapons Master Skill	+1CS
With any Power beyond maximum range	-1CS	Slugfest Attack with Martial Arts B	+1CS
Target moving up to 5 areas/round	-1CS	Grappling Attack with Martial Arts C	+1CS
Underwater	-1CS	Thrown Object Attack with Thrown Objects Skill	+1CS
Distance Attacks in rain	-1CS	Blindsiding Attack	+2CS
Fire Bow without Bow Skill	-1CS	Luring target	+2CS
Distance Attacks in night conditions	-1CS	Specialized Weapon Attack	+2CS
Distance Attacks in fog conditions	-1CS	Grappling Attack with Wrestling Skill	+2CS
Charging Attack, moving 1, 2, or 3 areas before striking	+1CS, +2CS, or +3CS	Point blank range	+3CS
1 round after successful Evasion	+1CS or +2CS	Flying character who is diving	+4CS
Catching attempt that gets "Miss" result	+1CS		
Target between 7 and 16 feet tall	+1CS		
Target between 17 and 22 feet tall	+2CS		
Target over 22 feet tall	+3CS		

MODIFIERS TO DAMAGE

Successful Block	-6CS, -4CS, or -2CS
Flames up to 2 areas away	-6CS
Flames up to 1 area away	-3CS
Attacks in cold (-0 F) weather	-1CS
Weapon's Material Strength greater than character's Strength	+1CS
Unsuccessful Block	+1CS
Specific attacks against Enhanced Senses	+1CS

RESTING (BASED ON ENDURANCE)

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)

MODIFIERS TO FEATS

Unsuccessful Multiple Combat	-3CS
Actions attempt	-2CS
Character less than full Endurance	-2CS
Dark conditions	-2CS
When in partial hold	-2CS
When Dodging	-2CS
Successful Multiple Combat	-1CS
Actions attempt	+1CS
In hot (+0 F) weather	-1CS
In cold (-0 F) weather	-1CS
Aided by character of similar power	+1CS

LEAPING

Strength	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	75/1	105/7