CHARACTER NAME		PLAYER'S NAME						
								~
					PAV			
BRIEF DESCRIPTION				EN			10	S
				MAS				
CHARACTER ARCHEOTYPE & CON	NCEPT POWER LEVEL	POWER POINT TOTAL ABILITY PP	DEFENSES PP	SKILLS PP ADVAN	TAGES PP PC	WERS PP	UNSP	ENT PP
		=	+- +-	+	+		+-	
ADULTIES	PEEENOEO		OPEED					
ABILITIES	DEFENSES		SPEED	SKILLS				
STRENGTH —	DODGE TOOLER TOOLER		TYPE & RANK	A CO CO LITICOL	BONUS	RANK	† Cannot be u	sed untrained IMISC
SCORE	BONUS AGILITY RANK COI	NDITIONAL MODIFIERS		ACROBATICS*	BONOS	INAINK	AGILITI	IVIISC
			PER RND		Vacanic		Letoenetu	Luce
		Note		ATHLETICS	BONUS	RANK	STRENGTH	MISC
FIGUTING	PARRY Your	NSES  defenses determine how difficult it is to hit you with various	PER HOUR			<u></u>		
FIGHTING	PONITE FIGHTING NAIN attack	ks. Most attacks target your active defenses, Dodge and Parry: attacks target Parry while ranged attacks target Dodge.		CLOSE COMBAT	BONUS	RANK	FIGHTING	MISC
	-	DEFENSE CLASS = DEFENSE + 10  DAMAGE RESISTANCE CHECK						
		TOUGHNESS VS. [DAMAGE RANK + 15]	TYPE & RANK	DECEPTION	BONUS	RANK	PRESENCE	MISC
	FORTITUDE SUCCESSION S	ress: The damage has no effect.	PER RND					
DEXTERITY —	BONUS	are (one degree): The target has a –1 circumstance penalty to the resistance checks against damage.	PER KIND	EXPERTISE*	BONUS	RANK	ABILITY	MISC
SCORE	Failu and I	are (two degrees): The target is dazed until the end of their next turn has a $-1$ circumstance penalty to further checks against damage.	PER HOUR					
	cum	are (three degrees): The target is staggered and has a -1 cir- stance penalty to further checks against damage. If the target		EXPERTISE*	BONUS	RANK	ABILITY	MISC
	TWILL Chec	aggered again (three degrees of failure on a Damage resistance k), apply the fourth degree of effect. The staggered condition ains until the target recovers (see <b>Recovery</b> , page 199).		I DIVERNISE				
-AGILITY	Failu	re (four degrees): The target is incapacitated.	TYPE & RANK	EVDEDTICE	BONUS	RANK	ABILITY	MISC
SCORE		STANCE CHECKS istance check is a d20 roll + the appropriate defense (typically		EXPERTISE*				
	Dodg	e, Fortitude, Toughness, or Will).	PER RND		BONUS	RANK	ABILITY	MISC
	TOUGHNESS STAMINA PROTECTION	RESISTANCE CHECK = D20 + DEFENSE BONUS + DDIFIERS VS. EFFECT RANK + 10, OR 15 FOR DAMAGE		EXPERTISE*	BONOS	INAINK	ADILITI	IVIISC
CTANAINIA		DAMAGE & CONDITIONS	PER HOUR					1
STAMINA SCORE		NJURIES DAZED		EXPERTISE*	BONUS	RANK	ABILITY	MISC
		STAGGERED	TYPE & RANK			<u></u>		<u> </u>
	IMMUNITIES & IMPERVIOUSNESS	SIAGGERES		INSIGHT	BONUS	RANK	AWARENES:	SMISC
		FATIGUED EXHAUSTED INCAPCITATED	PER RND					
INTELLECT SCORE				INTIMIDATION	BONUS	RANK	PRESENCE	MISC
SCORE		THER CONDITIONS	PER HOUR					
				INVESTIGATION*	BONUS	RANK	INTELLECT	MISC
	COMPAT							
-AWARENESS	COMBAT		4	PERCEPTION	BONUS	RANK	AWARENES:	SMISC
SCORE	INITIATIVE - LADVANIZACE	ATTACKS & EFFECTS	ATTACK	1				
	BONUS AGILITY ADVANTAGE	ATTACK / EFFECT	BONUS DC / RANK	PERSUASION	BONUS	RANK	PRESENCE	MISC
				TEIOGRAGIA				
PRESENCE				RANGED COMBAT	BONUS	RANK	DEXTERITY	MISC
SCORE	CLOSE			RAINGED COIVIDAI				
	BONUS FIGHTING ADVANTAGE			CLEICHT OF HANDS	BONUS	RANK	DEXTERITY	MISC
				SLEIGHT OF HAND <sup>†</sup>				
					I DONIUS	DANK	I A CILITY	Ivaice
FORTUNE	RANGED			STEALTH	BONUS	RANK	AGILITY	MISC
	BONUS DEATERITY ADVANTAGE			<u> </u>				<u> </u>
THERO POINTS				TECHNOLOGY*	BONUS	RANK	INTELLECT	MISC
	ATTREM CUPCHO							<u> </u>
	ATTACK CHECKS			TREATMENT*	BONUS	RANK	INTELLECT	MISC
	ATTACK CHECK = D20 + ATTACK BONUS + MODIFIERS VS. DEFENSE CLASS					<u></u>	<u></u>	<u></u>
	CRITICAL HITS AND MISSES			VEHICLES*	BONUS	RANK	DEXTERITY	MISC
LUCK	A natural 1 on the die on an attack check always misses. A natural 20 or the die on an attack check always hits, no matter the target's defense	CONDITIONAL MODIFIERS						
	If the attacker's total attack check is enough to hit the target's defense you add one of three effects:				BONUS	RANK	ABILITY	MISC
	Increased Effect: +5 bonus to your attack's effect rank.     Added Effect: Adds another effect of your choice with a resistance.							
	DC of 10 (or 15 for a Damage effect) against which the target mus make a separate resistance check.				BONUS	RANK	ABILITY	MISC
	Alternate Effect: The attacker can choose alternate effect for the attack (without using Extra Effort).	2			∥			
	RANGE AND RANGE MODIFIERS	CONCEALMENT & COVER	OPPOSED (	HECK EXAMPLES	DEGRE	ES OF SUCCES	S AND FAILUR	E
	- Close Range = Able to physically reach	Partial Concealment = Dim Lighting, Foliage, Heav		SKILL OPPOSED BY	CHECK RESULT = OR > THAN	DEGREI		OR GREATER (DC 20)
	-0 Short Range = Effect Rank x 25 feet -2 Medium Range = Effect Rank x 50 feet	-5 <b>Total Concealment =</b> Total Darkness, Heavy Smoke or Fog	Con compone	Stealth Perception Deception Insight	DC+15 DC+10	Four (Succ		35 30
	-5 Long Range = Effect Rank x 100 feet	-2 Partial Cover = About the half the target is behind co Total Cover = Three-quarters or more	Win a car race	Vehicles Vehicles	DC+5 DC	Two (Succe	ess)	25 20
	Perception Range = Able to accurately perceive	of the target is behind cover	Pretend to be someone else Steal a key chain unnoticed	Deception Perception Sleight of Hand Perception	DC-5 DC-10	One (Failu Two (Failu	ire)	15 10
		Cover grants a circumstance bonus to Dodge resistance checks a area effects equal to its penalty to attack checks.	Win a trivia contest	Expertise Expertise Technology Technology	DC-15	Three (Failu		5

POWERS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		
DESCRIPTORS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		
DESCRIPTORS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		
DESCRIPTORS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		
POWER	PP	POWER EFFECTS
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DESCRIPTORS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		
DESCRIPTORS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		
DESCRIPTORS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		
BESCHI TORS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		
POWER	PP	POWER EFFECTS
DESCRIPTORS		

ADVANIAGES						
ADVANTAGE	ADVANTAGE	ADVANTAGE				
EFFECT	EFFECT	EFFECT				
ADVANTAGE	ADVANTAGE	ADVANTAGE				
EFFECT	EFFECT	EFFECT				
ADVANTAGE	ADVANTAGE	ADVANTAGE				
EFFECT	EFFECT	EFFECT				
ADVANTAGE	ADVANTAGE	ADVANTAGE				
EFFECT	EFFECT	EFFECT				
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ADVANTAGE	ADVANTAGE	ADVANTAGE				
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EFFECT	EFFECT	EFFECT				
ADVANTAGE	ADVANTAGE	ADVANTAGE				
EFFECT	EFFECT	EFFECT				
ADVANTAGE	ADVANTAGE	ADVANTAGE				
EFFECT	EFFECT	EFFECT				
ADVANTAGE	ADVANTAGE	ADVANTAGE				
EFFECT	EFFECT	EFFECT				
PERMIT						
RESOURCES  CONDITIONAL MODIFIERS  CONDITIONAL MODIFIERS						
NATURE OF REPUTATION						
CURRENT WEALTH————————————————————————————————————						
MAXIMUM WEALTH						

EQUIPMENT					
EQUIPMENT	EP	EQUIPMENT	EP	EQUIPMENT	EP
EQUIPMENT	EP	EQUIPMENT	EP	EQUIPMENT	EP
EQUIPMENT	EP	EQUIPMENT	EP	EQUIPMENT	EP
EQUIPMENT	EP	EQUIPMENT	EP	EQUIPMENT	EP
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
VEHICLE		POWERS & FEATURES			
SPEED SIZE  STRENGTH DEFENSE TOUGHNESS DAMAGE					
SPEED SIZE  STRENGTH DEFENSE TOUGHNESS DAMAGE		POWERS & FEATURES			
VEHICLE EP		POWERS & FEATURES			
STRENGTH DEFENSE TOUGHNESS DAMAGE					
VEHICLE EP		POWERS & FEATURES			
SPEED SIZE					
STRENGTH DEFENSE TOUGHNESS DAMAGE					
HEADQUARTERS EP  TOUGHNESS SQUARE-FOOTAGE SIZE		POWERS & FEATURES			
TOUGHNESS SQUARE-FOOTAGE SIZE		POWERS & FEATURES			
HEADQUARTERS EP		POWERS & FEATURES			
	- 1				

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T V I I I I

# **COMPLICATIONS & CHALLENGES CHARACTER DETAILS** DESCRIPTION REFERENCES MAKING CHECKS BASIC CONDITIONS **COMBINED CONDITIONS** CHECK = D20 + YOUR RANK IN A SKILL OR ABILITY VS. DIFFICULTY CLASS (DC) COMPELLED: Single standard action determined by another. ASLEEP: Defenseless, stunned, and unaware.

77.7.	ENENU							
MEASUREMENTS TABLE								
RANK	MASS	TIME	DISTANCE	VOLUME				
-5	1.5 lb.	1/8 second	6 inches	1/32 cft.				
-4	3 lbs.	1/4 second	1 foot	1/16 cft.				
-3	6 lbs.	1/2 second	3 feet	1/8 cft.				
-2	12 lbs.	1 second	6 feet	1/4 cft.				
-1	25 lbs.	3 seconds	15 feet	1/2 cft.				
0	50 lbs.	6 seconds	30 feet	1 cubic ft. (cft.)				
1	100 lbs.	12 seconds	60 feet	2 cft.				
2	200 lbs.	30 seconds	120 feet	4 cft.				
3	400 lbs.	1 minute	250 feet	8 cft.				
4	800 lbs.	2 minutes	500 feet	15 cft.				
5	1,600 lbs.	4 minutes	900 feet	30 cft.				
6	3,200 lbs.	8 minutes	1,800 feet	60 cft.				
7	3 tons	15 minutes	1/2 mile	125 cft.				
8	6 tons	30 minutes	1 mile	250 cft.				
9	12 tons	1 hour	2 miles	500 cft.				
10	25 tons	2 hours	4 miles	1,000 cft.				
11	50 tons	4 hours	8 miles	2,000 cft.				
12	100 tons	8 hours	16 miles	4,000 cft.				
13	200 tons	16 hours	30 miles	8,000 cft.				
14	400 tons	1 day	60 miles	15,000 cft.				
15	800 tons	2 days	120 miles	32,000 cft.				
16	1,600 tons	4 days	250 miles	65,000 cft.				
17	3.2 ktons	1 week	500 miles	125,000 cft.				
18	6 ktons	2 weeks	1,000 miles	250,000 cft.				
19	12 ktons	1 month	2,000 miles	500,000 cft.				
20	25 ktons	2 months	4,000 miles	1 million cft.				
21	50 ktons	4 months	8,000 miles	2 million cft.				
22	100 ktons	8 months	16,000 miles	4 million cft.				
23	200 ktons	1.5 years	32,000 miles	8 million cft.				
24	400 ktons	3 years	64,000 miles	15 million cft.				
25	800 ktons	6 years	125,000 miles	32 million cft.				
26	1,600 ktons	12 years	250,000 miles	65 million cft.				
27	3,200 ktons	25 years	500,000 miles	125 million cft				
28	6,400 ktons	50 years	1 million miles	250 million cft				
29	12,500 ktons	100 years	2 million miles	500 million cft				
30	25,000 ktons	200 years	4 million miles	1 billion cft.				
+1	x2	x2	x2	x2				

- CONTROLLED: Another character determines actions. DAZED: May only take a single standard action.
- **DEBILITATED:** One or more abilities at -5.
- **DEFENSELESS:** Active defenses equal 0, often prone. Supersedes
- DISABLED: -5 penalty on checks. Supersedes impaired. FATIGUED: Hindered, recover after 1 hour of rest.
- HINDERED: Move at -1 speed rank. IMMOBILE: Have no movement speed, cannot move, but can .
- take actions. Supersedes hindered.
- IMPAIRED: -2 penalty on checks.
- NORMAL: Unaffected by other conditions.
- STUNNED: Cannot take actions.
- TRANSFORMED: Traits altered by an outside agent. Depends \*
- UNAWARE: Unable to make interaction or Perception checks
- or perform actions based on them. VULNERABLE: Active defenses are halved (round up).
- WEAKENED: Temporarily lost power points in a trait. Depends \*

Spending a hero point is a reaction, takes no time, and players can end as many as they have.

Edit Scene: Edit a scene to grant your hero an advantage by adding or changing certain details. GM has veto power

Heroic Feat: Gain the benefits of one rank of an advantage you don't already have until the end of your next turn. Must meet all prerequisites. Cannot gain Fortune advantages.

Improve Roll: Re-roll any die roll and take the better of the two rolls. On a result of 1-10 on the second roll, add 10 to the result, an 11 or higher remains as-is. You cannot spend a hero point to make

Allows a hero to perform feats beyond even their amazing abilities. Players simply declare their heroes are doing so. Extra effort is a freaction and can be performed at any time during the hero's turn, but only once per turn. Using extra effort nets one of the following benefits:

- **Action:** Gain an additional standard action during your turn, which may be exchanged for a move or free action.
- Bonus: Perform one check with a bonus (+2 circumstance bonus), or improve an existing bonus to a major bonus (+5 circumstance bonus). Or negate a penalty (–2 circumstance penalty), or reduce a major penalty from –5 to –2.

Power: Increase one of your hero's power effects by +1 rank until the start of the hero's next turn. Not usable on Permanent effects. Speed: Increase your hero's speed rank by +1 until the start of the

- BLIND: Hindered, visually unaware, vulnerable, may be impaired or disabled for visual tasks.
- BOUND: Defenseless, immobile, and impaired.
- DYING: Incapacitated. May die (see Dying in the Hero's Handbook).
- ENTRANCED: Stunned, but may only pay attention to entrancing effect. Breaks free if threatened or from allies interaction skill check (DC 10+effect rank).
- EXHAUSTED: Impaired and hindered, recover after 1 hour of rest. INCAPACITATED: Defenseless, stunned, and unaware. Usually
- PARALYZED: Defenseless, immobile, and physically stunned;
- may be able to take mental actions. **PRONE**: Hindered, –5 penalty on close attack checks, +5 bonus to attacker's close attack checks, but –5 penalty to attacker's ranged attack checks. Move action to stand.
- RESTRAINED: Hindered and vulnerable, immobile if restraints
- STAGGERED: Dazed and hindered. SURPRISED: Stunned and vulnerable.
- the GM or other players re-roll (without the Luck Control effect).
- **Inspiration:** You get a sudden inspiration in the form of a hint, clue, or a bit of help from the GM. It's up to the GM to determine how much help the hero point supplies, but it should be worth a hero point.
- **Instant Counter:** Can attempt to counter an effect used against you as a reaction (see **Countering Effects** in the **Powers** chapter of the *Hero's Handbook*).
- Recover: Allows you to immediately, without taking an action, remove a dazed, fatigued, or stunned condition, or convert an exhausted condition into a fatigued condition, or use extra effort without suffering fatigue.
- Power Stunt: Gain an Alternate Effect that lasts until the end of the scene or until its duration expires, whichever comes first. Not usable on Permanent effects.
- Resistance: Gain an immediate additional resistance check against an ongoing effect. If compelled or controlled, the hero doesn't suffer fatigue until free of the effect.
- Retry: Certain effects require extra effort to retry after a certain degree of failure. This extra effort merely permits another attempt to use the effect; it grants no other benefits.
- Strength: Increase your hero's Strength rank by +1 until the start of the hero's next turn.

Cost of Extra Effort: At the start of the turn immediately after using extra effort, the becomes fatigued. A hero who's already fatigued becomes exhausted, and an exhausted hero becomes incapacitated. This fatigue may be negated by spending a hero point.

## CRITICAL SUCCESS

A natural 20 on the die. Determine the degree of success normally and then increase it by one degree.

## **ROUTINE CHECKS**

## ROUTINE CHECK = 10 + YOUR RANK IN A SKILL OR ABILITY

## CIRCUMSTANCE MODIFIERS

+/-2 FOR A BONUS/PENALTY

- TEAM CHECK = +2 CIRCUMSTANCE BONUS FOR ONE TOTAL DEGREE OF SUCCESS
- +5 CIRCUMSTANCE BONUS FOR THREE OR MORE TOTAL DEGREES OF SUCCESS
- -2 CIRCUMSTANCE PENALTY FOR TWO OR MORE TOTAL DEGREES OF FAILURE

# **MEASUREMENT RANKS**

DISTANCE RANK = TIME RANK + SPEED RANK TIME RANK = DISTANCE RANK - SPEED RANK

### THROWING DISTANCE = STRENGTH RANK -MASS RANK

## MATERIAL TOUGHNESS

MATERIAL	TOUGHNESS
Paper	0
Soil	0
Glass	1
Ice	1
Rope	1
Wood	3
Stone	5
Iron	7
Reinforced Concrete	8
Steel	9
Titanium	15
Super-alloys	20+

Listed ranks are for about an inch (distance rank –7) thickn Apply a +1 per doubling of thickness or a –1 per halving of it.

# TOTAL TOUGHNESS = BASE RANK + (THICKNESS RANK + 7)

DEVICE TOUGHNESS = TOTAL POINTS IN THE DEVICE / 5 (ROUNDED DOWN, MINIMUM 1)

FORM/MINION/SIDEKIC	K NAME			BRIEF DESCRIPTION	ON										
ABILITIES	DEFENS	ES			SKILLS	3									
STRENGTH SCORE	DODGE BONUS	AGILITY RANK	IMMUNITIES &	IMPERVIOUSNESS	ACROBATICS*	BONUS	RANK	AGILITY	† Cannot be u	ed untrained: PERCEPTION	BONUS	RANK	AWARE	MISC	
	24224				ATHLETICS	BONUS	RANK	STRENGTH	MISC	PERSUASION	BONUS	RANK	PRESENCE	MISC	
FIGHTING	PARRY——BONUS	FIGHTING RANK	CONDITIONAL	MODIFIERS	CLOSE COMBAT	BONUS	RANK	FIGHTING	MISC	RANGED COMBAT	BONUS	RANK	DEXTERITY	MISC	
DEXTERITY —	FORTITUDE=	STAMINA RANK			DECEPTION	BONUS	RANK	PRESENCE	MISC	SLEIGHT OF HAND <sup>†</sup>	BONUS	RANK	DEXTERITY	MISC	
SCOKE	NA/ILI		DAMAGE &	CONDITIONS—	EXPERTISE*	BONUS	RANK	ABILITY	MISC	STEALTH	BONUS	RANK	AGILITY	MISC	
AGILITY SCORE	BONUS	AWARE RANK		STAGGERED	INSIGHT	BONUS	RANK	AWARE	MISC	TECHNOLOGY*	BONUS	RANK	INTELLECT	MISC	
CTANAINIA	TOUGHNESS	STAMINA RANK	FATIGUED EXH	AUSTED INCAPCITATED	INTIMIDATION	BONUS	RANK	PRESENCE	MISC	TREATMENT*	BONUS	RANK	INTELLECT	MISC	
STAMINA SCORE					INVESTIGATION*	BONUS	RANK	INTELLECT	MISC	VEHICLES*	BONUS	RANK	DEXTERITY	MISC	
INTELLECT	COMBA	Ţ	ADVA	NTAGES											
SCOKE	INITIATIVE=	AGILITY RANK	ADVANTA	GE		ADVANTAG	E			ADVANTAG	E				
AWARENESS	CLOSE	FIGHTING RANK	EFFECT			EFFECT				EFFECT					
	Jones		ADVANTA	GE		ADVANTAGE EFFECT				ADVANTAGE				$\dashv$	
PRESENCE	RANGED— BONUS	DEX RANK	ADVANTA	GE		ADVANTAGE					ADVANTAGE				
			EFFECT			EFFECT				EFFECT					
SPEED TYPE & RANK	Тур	PE & RANK	ADVANTA	GE		ADVANTAG	E			ADVANTAG	E				
PER RND	PEF	R RND	EFFECT	GE		ADVANTAG	F			EFFECT	F				
PER HOUR	PEF	RHOUR	EFFECT			EFFECT				EFFECT				$\dashv$	
POWERS															
POWERS			PP PC	OWER EFFECTS											
POWER			PP PC	OWER EFFECTS											
POWER			PP PC	OWER EFFECTS											
POWER			PP PC	OWER EFFECTS											
POWER				OWER EFFECTS											
POWER				OWER EFFECTS											
POWER			PP PO	WER EFFECTS											
POWER			PP PO	WER EFFECTS											
POWER			PP PO	WER EFFECTS											