



BALANCE CHECKS FOR PRECARIOUS SURFACES*

DC	Surface
10	Uneven floor
10	7–12 inches wide (building ledge)
15	2–6 inches wide (balance beam)
20	Less than 2 inches wide (tightrope)
+5	Surface angled
+5	Surface slippery

*Walking along precarious surfaces is a half action. A successful check allows you to move at half speed. Success by 5 or more allows you to move at normal speed. Failure means you can't move at all that round. Failure by 5 or more means you slip and fall.

BLUFF CHECK CIRCUMSTANCE MODIFIERS

Sense Motive Modifier	Circumstances
-5	Target wants to believe you.
0	The bluff is believable but doesn't affect the target much.
+5	The bluff is a little hard to believe or puts the target at risk.
+10	The bluff is hard to believe or puts the target at serious risk.
+20	The bluff is outlandishly hard to believe, almost too incredible to consider.

CLIMB CHECK DCS BY SURFACE*

DC	Surface
0	A slope too steep to walk up, a knotted rope with a wall to brace against.
5	A rope with a wall to brace against or a knotted rope.
10	A surface with ledges or handholds.
15	A surface with handholds or footholds such as a natural rock wall, a tree, or an unknotted rope.
20	An uneven surface with narrow handholds or footholds.
25	A rough surface (like a brick wall), an overhang, or ceiling with handholds but not footholds.
-10	A shaft narrow enough to brace against both sides (reduces DC by 10).
-5	A corner in which you can brace against perpendicular walls (reduces DC by 5).
+5	Surface is slippery (increases DC by 5).
—	A perfectly smooth, flat, vertical surface cannot be climbed without the Clinging power.

*A successful Climb check each round allows you to move up, down, or across a slope or wall at one-half your speed as a full action or one-quarter your speed as a half action. Success by 5 or more allows full speed as a full action or half speed as a half action. A failed Climb check prevents movement that round. Failure by 5 or more causes you to fall. Appropriate climbing gear grants a +2 bonus to Climb checks.

CONCENTRATION DISTRACTION DCS

DC	Distraction
10 + damage bonus	Injury or failed saving throw
5	Minor distractions: high winds, driving rain, loud noises, etc.
10	Moderate distractions: vigorous motion, driving hail, raging fires, etc.
15	Serious distractions: violent motion, raging storms, deafening noise, etc.
20	Massive distractions: earthquakes and other disasters

DEMOLITIONS SET EXPLOSIVE DEVICE DCS

DC	Damage Bonus Increase	Penalty to Reflex Save
10	+0	0
15	+2	-2
20	+4	-4
30	+6	-6

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DEMOLITIONS BUILD EXPLOSIVE DEVICE DCS

Type (and Damage of)	Radius	DC
Scratch-Built Explosive		
Improvised (+1)	5 ft.	5
Simple (+2)	5 ft.	10
Moderate (+4)	10 ft.	15
Complex (+5)	15 ft.	20
Powerful (+6)	15 ft.	25
Devastating (+8)	20 ft.	30

Add a trap to disable attempts +5, +10, or +15

DISGUISE CHECK MODIFIERS

Modifier	Disguise
+5	Minor details only
-2	Disguised as a different sex
-2	Disguised as a different race
-2	Disguised as a different age

DISGUISE SPOT CHECK MODIFIERS

Bonus	Familiarity
+4	Recognizes on sight
+6	Friends or associates
+8	Close friends
+10	Intimate

ESCAPE ARTIST CHECK DCS

Escape from...	DC
Ropes	20
Handcuffs or manacles	30
Tight space	30
Snare	10+ Snare's bonus
Grappler	Grappler's grapple check

JUMP CHECK DISTANCES

Type of Jump	Min. Distance	Additional Distance	Max. Distance
Running jump	5 ft.	+1 ft./1 point above 10	Height x6
Standing jump	3 ft.	+1 ft./2 points above 10	Height x2
Running high jump	2 ft.	+1 ft./4 points above 10	Height x1½
Standing high jump	2 ft.	+1 ft./8 points above 10	Height
Jump back	1 ft.	+1 ft./8 points above 10	Height

OPEN LOCK DCS

Lock	DC	Lock	DC
Very simple lock	20	Good lock	30
Average lock	25	Amazing lock	40

RIDE CHECK TASK DCS

Riding Task	DC	Riding Task	DC
Guide with knees	5	Soft fall	15
Stay in saddle	5	Leap	15
Cover	15	Control mount	20
Fast mount/dismount	20		

TAUNT RESULTS*

- The target loses his dodge bonus to Defense against your next attack due to the distraction.
- The target takes some action you're encouraging (such as charging you).
- The target suffers a -4 penalty on his attack rolls or skill checks (your choice) for the next round.

*Taunt opponents as a half action. Opponents resist Taunt checks with Sense Motive or Taunt checks of their own. If you win the opposed role, choose one of the above effects. If the opponent wins an opposed Taunt check, he has successfully taunted you, and may choose one of the above effects.

VILLAIN POINT TRACKER

Use a paperclip to track expended villain points

ATTACK BONUS

Your attack bonus with a melee attack is:

Base attack bonus + Strength modifier + size modifier.

Your attack bonus with a ranged attack is:

Base attack bonus + Dexterity modifier + size modifier - range penalty.

DEFENSE

Calculate your defense as follows:

Defense = 10 + base Defense bonus + Dexterity modifier + size modifier.

TABLE 7-4: SIZE MODIFIERS

Size	Attack/Defense Modifier	Dimensions	Weight	Multiplier
Miniscule	+16	1" or less	1 oz. or less	x½
Fine	+8	1"–6"	¼–½ lb.	x½
Diminutive	+4	6"–12"	½ lb.–1 lb.	x¼
Tiny	+2	1'–2'	1 lb.–8 lb.	x½
Small	+1	2'–4'	8 lb.–60 lb.	x¼
Medium	0	4'–8'	60 lb.–500 lb.	0
Large	-1	8'–16'	500 lb.–4,000 lb.	x2
Huge	-2	16'–32'	4,000 lb.–32,000 lb.	x4
Gargantuan	-4	32'–64'	32,000 lb.–250,000 lb.	x8
Colossal	-8	64'–128'	250,000 lb.–2,000,000 lb.	x16
Awesome	-16	128' or more	2,000,000 lb. or more	x32

TABLE 8-8: ATTACK ROLL MODIFIERS

Circumstance	Melee	Ranged	Dodge Bonus?
Attacker flanking defender	+2	—	Yes
Attacker on higher ground	+1	0	Yes
Attacker fallen	-4	0	Yes
Attacker concealed	+2	+2	No
Defender sitting or kneeling	+2	-2	Yes
Defender fallen	+4	-4	Yes
Defender stunned, cowering, or off balance	+2	+2	No
Defender climbing	+2	+2	No
Defender surprised or flat-footed	+0	+0	No
Defender sprinting	+0	-2	No
Defender grappling (attacker not)	+0	+0*	No
Defender pinned	+4	-4	No
Defender has cover	—See Cover—		
Defender concealed	—See Concealment—		
Defender helpless (such as bound or sleeping)	—See Helpless Defenders—		

*Roll randomly to see which grappling combatant you strike. That defender loses any dodge bonus to Defense.

TABLE 8-2: DAMAGE SAVING THROWS

Saving Throw...	Stun Attack	Lethal Attack
Succeeds	No Effect	No Effect
Fails	Bruised (Hit)	Injured (Hit)
Fails by more than 5	Stunned	Stunned
Fails by more than 10	Unconscious	Disabled

TABLE 2-1: ABILITY MODIFIERS

Score	Modifier	Score	Modifier	Score	Modifier
1	-5	8–9	-1	16–17	+3
2–3	-4	10–11	+0	18–19	+4
4–5	-3	12–13	+1	20	+5
6–7	-2	14–15	+2		

1 2 3 4 5 6 7 8

TABLE 8-4: COMMON ACTIONS IN COMBAT

Action	Type	5-foot step?
Attack (single)	Half	Yes
Charge	Full	No
Climb (¼ speed)	Half	No
Coup de grace	Full	Yes
Delay*	No action	Yes
Disarm**	Varies	Maybe
Draw or holster a weapon	Half	Yes
Drop an item	Free	Yes
Drop prone	Free	Yes
Feint (see Bluff)	Half	Yes
Full attack	Full	Yes
Grapple**	Varies	Maybe
Load a weapon	Half	Yes
Miscellaneous activity	Varies	Maybe
Move a heavy object	Half	Yes
Move your speed	Half	No
Open a door	Half	Yes
Pick up an item	Half	Yes
Ready*	Half	Yes
Refocus*	Full	No
Retrieve a stored item	Half	Yes
Speak	Free	Yes
Sprint	Full	No
Stand up from fallen position	Half	Yes
Strike an object**	Half	Yes
Sustain a power	Free	Yes
Total defense	Half	Yes
Trip**	Varies	Maybe
Use a skill or feat	Varies	Usually

*See "Special Initiative Actions." **See "Advanced Maneuvers."

TABLE 8-9: COVER

Degree of Cover	Example	Cover Defense Bonus	Cover Reflex Save Bonus
One-quarter	A Human standing behind a three-foot-high wall	+2	+1
One-half	Fighting from around a corner; standing at an open window; behind a character of the same size	+4	+2
Three-quarters	Peering around a corner	+7	+3
Nine-tenths	Standing at a narrow opening; behind a door that's slightly ajar	+10	+4
Total	On the other side of a solid wall	—	—

TABLE 8-10: CONCEALMENT

Concealment	Example	Miss Chance
One-quarter	Light fog; moderate darkness; light foliage	19
One-half	Dense fog at 5 feet; precipitation	17
Three-quarters	Dense foliage	15
Nine-tenths	Near total darkness	13
Total	Total darkness; invisibility; attacker blind; dense fog at 10 feet	11 (and must guess target's location)

9 10 11 12 13 14 15 16

TABLE 7-1: MELEE WEAPONS

Weapon	Damage	Points
Unarmed	Str bonus	—
Axe, hand	+4L	4
Axe, battle	+6L	6
Club	+2S	2
Dagger	+2L	2
Hammer	+4S/L	6
Quarterstaff	+3S	3
Spear	+4L	4
Sword	+3L	3
Greatsword	+5L	5

TABLE 7-2: RANGED WEAPONS

Weapon	Damage	Extras	Features	Flaws	Stunts	Points
Assault rifle	+5L	Autofire	Uses	—	—	5
Blaster pistol	+5S	—	—	—	—	5
Blaster rifle	+8S	—	—	—	—	8
Blaster, repeating	+6S	Autofire	Uses	—	—	6
Bow	+4S/L	—	—	Dual Damage	—	5
Crossbow	+5S/L	—	—	Dual Damage	—	6
Grenade						
<i>concussion</i>	+6S	Area	Uses	—	—	6
<i>fragmentation</i>	+6L	Area	Uses	—	—	6
Pistol, light	+3L	—	—	—	—	3
Pistol, heavy	+5L	—	—	—	—	5
Rifle	+7L	—	—	—	—	7
Shuriken	+2L	Multifire	Uses	—	—	2
Submachine gun	+4L	Autofire	Uses	—	—	4
Taser	—	Stun +5	—	—	—	5 (DC 20)

TABLE 7-3: ARMOR

Armor	Armor Bonus	Points
Leather	+2	2
Scale	+4	4
Chainmail	+5	5
Breastplate	+5	5
Half-plate	+7	7
Full plate	+8	8
Bullet-proof vest	+5	5
Riot armor	+7	7
Shield		
Small	Deflection +2	2
Large	Deflection +4	4

TABLE 8-11: SUBSTANCE HARDNESS

Substance	Hardness	Substance	Hardness
Ice	0	Wood	5
Paper	0	Stone	8
Rope	0	Iron	10
Glass	1	Steel	15
Soil	3	Super-Alloys	20

TABLE 6-1: HAMPERED MOVEMENT

Condition	Examples	Movement Penalty
Obstruction		
Moderate	Undergrowth	x½
Heavy	Thick undergrowth	x½
Surface		
Bad	Steep slope or mud	x½
Very bad	Deep snow	x½
Poor visibility	Darkness or fog	x½



ESP RANGE

Rank	Range
1	10 ft.
2	100 ft.
3	1,000 ft.
4	1 mile
5	2 miles
6	20 miles
7	200 miles
8	2,000 miles
9	20,000 miles (anywhere on Earth)
10	200,000 miles
11	2,000,000 miles
12	20,000,000 miles
13	200,000,000 miles
14	2,000,000,000 miles
15	20,000,000,000 miles (anywhere in the solar system)
16	Nearby star systems
17	Distant star systems
18	Anywhere in the galaxy
19	Nearby galaxies
20	Anywhere in the universe

POSTCOGNITION CHECK RESULTS

Check Result	Vision
Below 5	No result.
5	A vague vision that may or may not be accurate.
10	A brief and accurate vision of the events.
15	A longer vision of the events, encompassing everything that took place in a particular place and time.
20	The ability to "rewind" the vision backward or forward in time to review the event.
25	The ability to track the vision backward through time and space to trace an event to its origin.
30	Near-complete knowledge of a particular past event and everything involving it.

PRECOGNITION CHECK RESULTS

Check Result	Vision
Below 5	No result.
5	A vague vision of the future that may or may not be accurate.
10	An accurate glimpse at the future.
15	Awareness of how long remains before a particular event occurs.
20	Awareness of the people involved in a particular future event.
25	Awareness of the time, subjects, and location of a future event.
30	Near-complete knowledge of a particular future event and everything involving it.

TELEPATHY CHECK DCS

DC	Effect
0	Read surface thoughts and transmit thoughts to the subject
5	Read deeper thoughts and perceive through the subject's senses
10	Read the subject's memories
15	Read the subject's subconscious

TRACK CHECK SURFACE DCS

Surface	DC	Surface	DC
Very soft	5	Firm	15
Soft	10	Hard	20

TRACK CHECK CONDITIONAL MODIFIERS

Condition	DC Modifier
Every three creatures in the group being tracked	-1
Size of creature being tracked:*	
Miniscule	+16
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:*	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

*Apply only the largest modifier from this category.

TABLE 9-2: INTERACTION

Attitude	Means	Possible Actions
Hostile	Will take risks to oppose you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't care either way	Socially acceptable interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to aid you	Protect, back up, heal, aid, support

Starting Attitude	New Attitude	Unfriendly	Indifferent	Friendly	Helpful
Hostile	less than 20	20	25	35	50
Unfriendly	less than 5	5	15	25	40
Indifferent	—	less than 1	1	15	30
Friendly	—	—	less than 1	1	20

SUPPORTING CAST ARCHETYPES

Bystander: PL 1; Init +0 (Dex); Defense 10; Spd 30 ft.; Atk +0 melee (+0S, punch); SV Dmg +0, Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. *Skills:* Profession (choose one) +4.

Fire-Fighter: PL 2; Init +0 (Dex); Defense 10; Spd 30 ft.; Atk +2 melee (+1S, punch; +3L, axe); SV Dmg +1, Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 11, Cha 10. *Skills:* Climb +3, Jump +3, Listen +4, Profession (fire-fighter) +5, Search +3. *Equipment:* axe (+2 lethal damage), flame-retardant suit (Amazing Save (Damage) +3; *Flaws:* Device, Fire Only), fire-fighting gear.

Police Detective: PL 3; Init +1 (Dex); Defense 12 (+1 base, +1 Dex); Spd 30 ft.; Atk +2 melee (+0S, punch), +3 ranged (+3L, pistol); SV Dmg +0, Fort +0, Ref +1, Will +1; Str 11, Dex 12, Con 11, Int 10, Wis 13, Cha 10. *Skills:* Gather Information +5, Intimidation +3, Profession (police officer) +6, Search +5, Spot +5. *Feats:* Alertness, Assessment, Contacts. *Equipment:* handgun (+3 lethal damage), handcuffs (hardness 5).

Police Officer: PL 2; Init +1 (Dex); Defense 12 (+1 base, +1 Dex); Spd 30 ft.; Atk +3 melee (+0S, punch), +3 ranged (+3L, pistol; +5L, rifle); SV Dmg +3, Fort +1, Ref +1, Will +2; Str 13, Dex