

Fighting FEATS	
Making 2 attacks/round	Remarkable intensity
Making 3 attacks/round	Fantastic intensity
Agility FEATS	
Catching a falling object	Feeble intensity
Walking a balance beam	Good intensity
Using a dodge maneuver against bullets	Excellent intensity
Catching thrown objects	
Walking a tightrope	Remarkable intensity
Attempting to dodge bursts of bullets	Incredible intensity
Catching arrows in flight	Fantastic intensity
Dodging laser fire of energy weapons	Monstrous intensity
Catching bullets in flight	Unearthly intensity
Strength FEATS	
Lifting up to 50 lbs.	Feeble intensity
Lifting 51-100 lbs.	Poor intensity
Lifting 101-200 lbs.	Typical intensity
Lifting 201-400 lbs.	Good intensity
Lifting 401-800 lbs.	Excellent intensity
Lifting 801-2000 lbs. (1 ton)	Remarkable intensity
Lifting 1-10 tons	Incredible intensity
Lifting 10-25 tons	Amazing intensity
Lifting 25-50 tons	Fantastic intensity
Lifting 50-65 tons	Spectacular intensity
Lifting 65-80 tons	Monstrous intensity
Lifting 80-90 tons	Wondrous intensity
Lifting 90-100 tons	Unearthly intensity
Lifting 100+ tons	Shift X intensity
Endurance FEATS	
Air pollution alert	Feeble intensity
Tear gas	Typical intensity
Snake venom	Good intensity
Spider venom	Excellent intensity
Exposure to vacuum	Wondrous intensity
Reason FEATS	
Simple machines	Feeble intensity
Complex machines	Poor intensity
Communication by gestures	
Appliances	Typical intensity
Simple Electronics	Good intensity
Common Vehicles	Excellent intensity
Computer design and programming	Remarkable intensity
Ability-modifying devices	Incredible intensity
Stardrive, Time Travel	Fantastic intensity
Teleportation	Monstrous intensity
Intuition FEATS	
Obvious items (number of people present, condition of room)	Poor intensity
Detail work (position of objects, things missing or added)	Excellent intensity
Discovering "typical" hidden door or secret passage	Excellent intensity
Sense "wrongness" about an area, person, or object	Incredible intensity
Sense presence of others that may be hidden, concealed, invisible, or astral	Monstrous intensity

Psyche FEATS	
Intensity of standard hypnosis and mesmerism	Good intensity
Intensity of standard mind control devices	Remarkable intensity
Intensity of standard terran magic	Incredible intensity
Intensity of standard Asgardian magic	Monstrous Intensity
Other Intensities	
A single match	Feeble intensity
Campfire	Poor intensity
Burning room	Typical intensity
Burning house	Excellent intensity
Burning warehouse and supplies	Remarkable intensity
Burning non-explosive chemicals	Incredible intensity
Inside of a blast furnace	Amazing intensity
Burning explosive chemicals	Monstrous intensity
Interior of a volcano	Unearthly intensity
Surface of a star	Class 1000 intensity
Common Cold	Feeble intensity
Common Flu	Good intensity
Radiation, Ancient A-bomb blast	Feeble intensity
Radiation, Recent A-bomb blast	Excellent intensity
Interior of an active nuclear reactor	Spectacular intensity
Radiation of a vial of plutonium	Incredible intensity
Radiation of A-bomb blast	Monstrous intensity
Slickness of ordinary concrete	
Slickness of ordinary brickwork	Feeble intensity
Slickness of glass and steel	Typical intensity
Slickness of polished steel alloys	Good intensity
Slickness of surface covered with ice	Excellent intensity
Slickness of surface covered with oil	Remarkable intensity
Slickness of non-stick surfaces	Incredible intensity
Slickness of frictionless surfaces	Class 1000 intensity
Darkness under night conditions	Typical Intensity
Darkness under dark conditions	Excellent intensity
Darkness under "typical" Darkforce	Remarkable intensity
Vision through normal fog	Typical intensity
Effects of normal rainshower	Good Intensity
Effects of normal thundershower	Remarkable intensity
Effects of normal thunderstorm	Incredible intensity
Effects of high winds	Incredible intensity
Effects of normal tornado	Spectacular intensity
Effects of normal hurricane	Wondrous intensity
Heat, 90 degrees F	Good intensity
Heat, 120 degrees F	Excellent Intensity
Heat, 150 degrees F	Remarkable intensity
Cold, 30 degrees F	Good intensity
Cold, 0 degrees F	Excellent Intensity
Cold, -30 degrees F	Remarkable intensity
Cold, interplanetary space	Monstrous intensity
Corrosive, mild acid	Good intensity
Corrosive, standard acid	Excellent intensity
Corrosive, concentrated acid	Incredible+ intensity
Stunning, ordinary house current	Excellent intensity
Stunning, "typical" protection devices	Remarkable intensity
Stunning, Lightning bolts	Incredible intensity
Stunning, High tension wires	Amazing intensity

Leaping(ST)

Strength	Leap in Feet/Areas (of Floors)		
	Up	Across	Down
Feeble	2'/0	2'/0	3'/0
Poor	4'/0	4'/0	8'/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
Fantastic	60'/3	60'/5	90'/6
Spectacular	70'/4	70'/5	105'/7
Monstrous	80'/4	80'/5	120'/8
Wondrous	90'/5	90'/5	135'/9
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
CL 1000	1000'/60	1000'/8	1500'/100

Lifting(ST)

Feeble	Up to 50 pounds
Poor	Up to 100 pounds
Typical	Up to 200 pounds
Good	Up to 400 pounds
Excellent	Up to 800 pounds
Remarkable	Up to 2000 pounds (1 ton)
Incredible	Up to 10 tons
Amazing	Up to 25 tons
Fantastic	Up to 50 tons
Spectacular	Up to 65 tons
Monstrous	Up to 80 tons
Wondrous	Up to 90 tons
Unearthly	Up to 100 tons
Shift X	Up to 250 tons
Shift Y	Up to 500 tons
Shift Z	Up to 1000 tons

Material Strength Rank	Materials
Shift 0	Tissue paper
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	Granite, gemstones, high strength steel
Fantastic	Osmium steel
Spectacular	Super-heavy alloys, Titanium
Monstrous	Diamond, pure Osmium
Wondrous	Iridium
Unearthly	Adamantium steel, certain mystical and enchanted elements
Class 1000-5000	Materials of these material strength ranks are virtually indestructible, such as Cap's shield or Thor's hammer

MODIFIERS TO FEATS

Unsuccessful multiple combat action attempt	-3CS
Character at less than full endurance	-2CS
Dark conditions	-2CS
When in partial hold	-2CS
When dodging	-2CS
Successful multiple combat action attempt	-1CS
In hot(+32°C) weather	-1CS
In cold(-17°C) weather	-1CS
Aided by character of similar (+-1cs) power	+1CS

MOVEMENT TABLE

Rank Name	Land/Water		Air		Space/Extradimensional
	Areas	Mph/m	Areas	Mph/m	Mph/m
Sh0	0.5	71.125	1	15/25	150/2.5
Fe	1	15/25	2	30/5	300/5
Pr	2	30/5	4	60/1	600/10
Ty	3	45/7.5	6	90/1.5	1000/17
Gd	4	60/1	8	120/2	1500/25
Ex	5	75/1.25	10	150/2.5	2000/33
Rm	6	90/1.5	15	225/3.75	4000/66
In	7	105/1.75	20	300/5	6000/100
Am	8	120/2	25	375/6.25	10,000/167
Fn	9	135/2.25	30	450/7.5	20,000/333
Sp	10	150/2.5	40	600/10	40,000/666
Mn	12	180/3	50	750/12.5	80,000/1332
Wn	14	210/3.5	75	1125/18.75	150,000/2500
Un	16	240/4	100	1500/25	300,000/500
ShX	20	300/5	150	2250/37.5	1 million/16,667
ShY	32	480/8	200	3000/50	2 million/33,334
ShZ	50	750/12.5	500	6000/100	5 million/83,335
CL1000	75	1125/18.75	—	Sub-Orbital	Lightspeed
CL3000	100	1500/25	—	Orbital	10 x lightspeed
CL5000	150	2250/37.5	—	Interplanetary	Teleportation

AREA OF EFFECT

Rank Name	Radius (in feet)	Area	Volume
Shift 0	0.5	1 sq. ft.	1 cu. ft.
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.	3,140 cu. ft.
Excellent	15	707 sq. ft.	10,600 cu. ft.
Remarkable	20	1,256 sq. ft.	25,120 cu. ft.
Incredible	30	2,826 sq. ft.	85,000 cu. ft.
Amazing	50	7,850 sq. ft.	392,000 cu. ft.
Fantastic	100	31,400 sq. ft.	3,140,000 cu. ft.
Spectacular	200	125,600 sq. ft.	25,120,000 cu. ft.
Monstrous	500	785,000 sq. ft.	392,500,000 cu. ft.
Wondrous	1,000	3,140,000 sq. ft.	3,140,000,000 cu. ft.
Unearthly	2,000	12,560,000 sq. ft.	25,120,000,000 cu. ft.
Shift X	1 mile	3 sq. miles	1.3 cu. miles
Shift Y	2 miles	12 sq. miles	25 cu. miles
Shift Z	5 miles	78 sq. miles	392 cu. miles
CL1000	100 miles	31,400 sq. miles	3,140,000 cu. miles
CL3000	200 miles	125,600 sq. miles	25,120,000 cu. miles
CL5000	500 miles	785,000 sq. miles	392,500,000 cu. miles

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

RANGE TABLES

Rank	Range A	Range B	Range C	Range D	Range E
Shift 0	Contact	Contact	0.5 area	5 feet	250 feet
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	2,500 miles
Excellent	6 areas	25 areas	6 miles	64 areas	25,000 miles
Remarkable	8 areas	1 mile	12 miles	6 miles	250,000 miles
Incredible	10 areas	2 miles	25 miles	250 miles	2.5 million miles
Amazing	15 areas	3 miles	50 miles	1,000 miles	25 million miles
Fantastic	20 areas	6 miles	120 miles	4,000 miles	250 million miles
Spectacular	30 areas	10 miles	250 miles	16,000 miles	2.5 billion miles
Monstrous	40 areas	15 miles	500 miles	64,000 miles	25 billion miles
Wondrous	50 areas	30 miles	1,200 miles	250,000 miles	250 billion miles
Unearthly	60 areas	50 miles	2,500 miles	1 million miles	1/2 light year
Shift X	80 areas	80 miles	5,000 miles	4 million miles	.5 light years
Shift Y	160 areas	150 miles	12,000 miles	16 million miles	50 light years
Shift Z	400 areas	250 miles	250,000 miles	64 million miles	500 light years
CL1000	100 miles	500 miles	500,000 miles	4 million miles	1,000 light years
CL3000	500 miles	1,000 miles	1 million miles	16 million miles	10,000 light years
CL5000	1,000 miles	5,000 miles	4 million miles	64 million miles	100,000 light years

Power Stunts

Red Intensity	1-3
Yellow Intensity	4-5
Green Intensity	6-10

Popularity

The target benefits	+2CS
The target is placed in danger	-3CS
The item in question is of up to Good value	-1CS
The item in question is of up to Remarkable value	-2CS
There is a good chance the item will not be returned	-2CS
The item is unique	-3CS

NUMBER OF SIMULTANEOUS ACTIONS/TARGETS

Rank Name	A	B	C	D	E
Fe	1	1	1	2	2
Pr	1	1	1	4	4
Ty	1	2	1	6	10
Gd	1	3	1	10	25
Ex	2	5	2	20	50
Rm	2	10	2	30	100
In	2	15	2	40	200
Am	3	25	4	50	500
Fn	3	30	4	60	1,000
Sp	3	35	4	70	2,000
Mn	3	40	6	80	5,000
Wn	4	45	6	90	10,000
Un	4	50	8	100	20,000
ShX	5	75	20	150	50,000
ShY	10	100	100	200	100,000
ShZ	20	250	500	500	200,000
CL1000	50	500	1,000	1,000	500,000
CL3000	100	1,500	5,000	3,000	1 million
CL5000	200	2,500	10,000	5,000	2 million

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.

MODIFIERS TO HIT

If target Dodges successfully	-2CS, -4CS, or -6CS	Target between 3 meter and 4 meter tall	+2CS
For Multiple Attacks on a single roll	-4CS	Target over 4 meter tall	+3CS
Target moving faster than 10 areas/round	-4CS	Opponent held or partially held	+1CS
Agility Attacks in melee	-3CS	Attack from ambush	+1CS
Target less than 1 cm tall	-3CS	Aiming Attack	+1CS
Target between 1 cm and 5 cm tall	-2CS	Shooting Attack with Gun Skill	+1CS
Target between 5 cm and 20 cm tall	-1CS	Thrown Weapon with Thrown Weapon Skill	+1CS
Shooting through objects to hit target	-2CS	Fire bow with Bow Skill	+1CS
Target moving between 5 and 10 areas/round	-2CS	Blunt Weapon Attack with Blunt Weapon Skill	+1CS
Unintended targets in Ranged Attacks	-2CS	Sharp Weapon Attack with Sharp Weapon Skill	+1CS
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 Marksmanship Skill	+1CS
Target moving up to 5 areas/round	-1CS	Melee Weapon Attack with Weapons Master Skill	+1CS
Underwater	-1CS	Slugfest Attack with Martial Arts B	+1CS
Distance Attacks in round	-1CS	Grappling Attack with Martial Arts C	+1CS
Fire bow without bow skill	-1CS	Thrown Object Attack with Thrown Objects Skill	+1CS
Distance Attacks in night conditions	-1CS	Blindsiding Attack	+2CS
Charging Attack, moving 1, 2, or 3 areas before striking	+1CS, +2CS or +3CS	Luring target	+2CS
1 round after successful Evasion	+1CS, or +2CS	Specialized Weapon Attack	+2CS
Catching attempt that gets "Miss" result	+1CS	Grappling Attack with Wrestling Skill	+2CS
Target between 2 meter and 4 meter tall	+1CS	Point blank range	+3CS
		Flying character who is diving	+4CS

MODIFIERS TO DAMAGE

Successful Block	- 6/4/2 or +1CS BA
Flames up to 2 meters away	-6CS
Flames up to 1 meter away	-3CS
Attacks in cold -15°C weather	-1CS
Weapon's Material strenght greater than character's strenght	+1CS
Unsuccessful Block	+1CS
Specific attacks aqains enhanced	+1CS

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 directions fom 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

Dead? (EN)

Die	Instant Death
Endurance Loss	Start dieing (endurance loss)
E/S	Only if edged/shooting attack

Charging (End)

Must move at least 1 area. +1CS for each area moved through (+3max).

Miss	Goes on with ½ Speed.
Hit	Damage
Slam	Damage+Slam
Stun	Damage+Stun
Damage	Endurance/BodyArmor rank number (whichever is higher) + 2*area moved through. (BA reflect damage)

Entangling (with weapons)

1st Round	Agility Feat against material strength
2nd Round+	Strength Feat against material strength

Multiple Attacks

Single Roll	Adjacent foes;(Blunt slugfest, Escaping, Energy and Force Powers); -4CS
Multiple Actions	2: Remakable -1CS 3: Amazing -1CS Miss: -3CS

Throwing

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

Initiative (In) Modi

0-10	0
11-20	1
21-30	2
31-40	3
41-50	4
51-75	5
76+	6

Karma Summary Listing

Violent Crime -- Stop/Prevent	30	Other Crimes -- Stop/Prevent	15	Permit Robbery	-10
Violent Crime -- Arrest	15	Other Crimes -- Arrest	5	Permit Misdemeanor	-5
Destructive Crime -- Stop/Prevent	20	Rescue	20	Permit National Offense	-10
Destructive Crime -- Arrest	10	Multiple Rescues(5 +)	100	Permit Other Crimes	-5
Theft -- Stop/Prevent	10	Defeating Remarkable Foe	30	Property Destruction	- 5/area
Theft -- Arrest	5	Defeating Incredible Foe	40	Death	-ALL
Robbery -- Stop/Prevent	20	Defeating Amazing Foe	50	Noble Death	-50
Robbery -- Arrest	10	Defeating Monstrous Foe	80	Mysterious Death	-50
Misdemeanors -- Stop/Prevent	5	Defeating Unearthly Foe	100	Self-Destruction	-50
Misdemeanors -- Arrest	5	Commit Violent Crime	-60	Making Commitment	+5
National Offense -- Stop/Prevent	20	Commit Destructive Crime	-40	Failing Commitment	-5
National Offense -- Arrest	10	Commit Theft	-20	Weekly Award	+10
Local Conspiracy -- Stop/Prevent	30	Commit Misdemeanor	-10	Charities: Personal Appearance	+Pop
Local Conspiracy -- Arrest	15	Commit National Offense	-40		(max.20)
National Conspiracy —		Commit Other Crimes	-10	Charities: Act of Charity	+10-40
Stop/Prevent	40	Public Defeat	-40	Charities: Donation	+Res
National Conspiracy -- Arrest	20	Private Defeat	-20	Negative Popularity	- Pop
Global Conspiracy —		Permit Violent Crime	-15	Gaming Award: Role-Playing	+10
Stop/Prevent	50	Permit Destructive Crime	-10	Gaming Award: Stump the Judge	+15
Global Conspiracy -- Arrest	25	Permit Theft	-5	Gaming Award: Humor	+5

Recovery/Healing by Resting

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.)
Fn 60 pts/hr.	1 pt/10 turns	(1 min.)
Sp 70 pts/hr.	1 pt/9 turns	(54 sec.)
Mn 80 pts/hr.	1 pt/8 turns	(48 sec.)
Wn 90 pts/hr.	1 pt/7 turns	(42 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.)

Normal running speed (EN)

Feeble	1
Pr – Ex	2
RM	3
IN	4 (optional Rule)
AM	5 (optional Rule)
FN	6 (optional Rule)
SP	7 (optional Rule)
MN	8 (optional Rule)
WN	9 (optional Rule)
UN+	10 (optional Rule)

Falling

	Areas/ Turn
1st Round	3
2nd Round	8
3rd Round	10
4th Round+	20

Running/Flying (in combat)

Moving half your running Speed and attacking (round down)	-0 CS on any action
Movin your running speed and attacking	-1 CS on any action
Go for it (Agility feat)	Success: +1 Area Miss: tumbles to the ground
Flying ac/deceleration	Accelerates with running speed/half the current speed
Landing/low altitude	At running speed/ground speed or agility feat

Groundstrike/Shockwave

Groundstrike: Energy attack is converted to force attack. If more damage is done than material strength= success. Damage = material strenght. A hole results in an Agility FEATfor the target to not be trapped.

Shockwave: For edge/blunt slugfest attacks. Needs strength two ranks higher than the material strength. Results in a wave that travels 2 Areas and makes a charging attack with attackers strength, but only to stun and slam.

Combined Attack

Both inflict damage at +-1cs. The higher ones damage is increased by one rank. But only if the lower one succeed in an Agility FEAT. The higher one still has to hit the target.

Blindsiding

+2CS to hit and no karma is allowed on the slam, stun or kill FEAT roll.

Luring

Attacker gains +2CS to hit, but defender free defensive maneuver. If successfull, attacker hit target behind defender. Defenders choice.

Slam+Dmg

No Slam	Only dmg
Stagger	Dmg+ knock back 1-2 steps/on his knees
Slam	Target is knocked back 1 area. With dmg, attacker , w/out defender choose direction
Grand Slam	Target is knocked back strength in speed areas. Direction see Slam.

Stun+Dmg

No effect	Only dmg
1 round	Target is knocked down. No action next turn.
1-10 rounds	D10 rounds no actions.

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 breath in the next round or suffer the outcome.