Hello, fellow Marvel RPG fans!

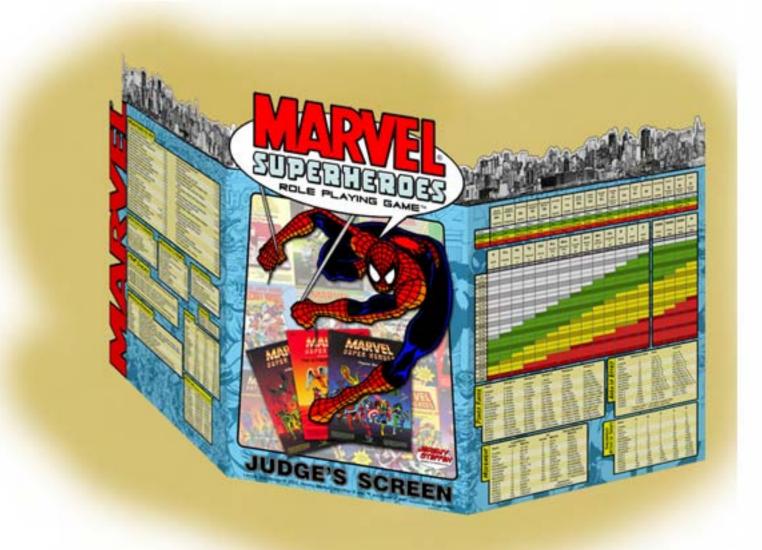
This PDF contains my Judge's screen. I hope that you find it extremely useful. Both the front and back are ready for print in this file. Both are centered and should line up correctly since both have overprinting and bleed (printing terms). Once printed, you should cut off the stripes on the front and around the lettering, cityscape, and word balloon. The screen can be folded into a single page.

This is how the screen should look once completed:

Some notes about this release:
The Spider-Man is my freehand drawing.
I own the books on the front.
Even more amazing is that they appear as scanned, untouched. My UPB is near mint in a plastic sleeve. I have a beat up one for regular use. Aren't I lucky?

I hope this helps your campaign! Excelsior!

ThatArtGuy peterandmj@hotmail.com



If anyone professional out there likes this, I'm looking for a job. :)

ROLE PLAYING GAMET

MODIFIERS TO HIT If target Dodges successfully - 2CS, - 4CS, or - 6CS Opponent held or partially held For Multiple Attacks on a single roll Attack from ambush Aiming Attack Shooting Attack with Gun Skill Target moving faster than 10 areas/round - 4CS Agility Attacks in melee - 3CS +108 arget less than 1/4-inch tall Thrown Weapon with Thrown Weapon Skill * 1CS - 2CS - 1CS - 2CS Target between 1/4-inch and 1 inch tall Target between 1 and 6 inches tall + tCS Fire Bow with Bow Skill + 1CS Blunt Weapon Attack with Blunt Weapon Skill Sharp Weapon Attack with Sharp Weapon nooting through objects to hit target - 2CS farget moving between 5 and 10 areas/round +1CS -2CS Unintended targets in Ranged Attacks - 1CS Oriental Weapon Attack with Oriental Skill With any weapon beyond 1 area - 1CS Shooting or Thrown Attack with With any Power beyond maximum range + 1CS Marksmanship Skill Target moving up to 5 areas/round Melee Weapon Attack with Weapons Master Jnderwater - 1CS - 1CS Distance Attacks in rain Slugfest Attack with Martial Arts B Fire Bow without Bow Skill + 1CS + 1CS - 1CS Grappting Attack with Martiat Arts C istance Attacks in night conditions Thrown Object Atlack with Thrown - 1CS stance Attacks in fog conditions Objects Skill Blindsiding Attack Charging Attack, moving 1, 2, or 3 + 1CS, + 2CS, + 2CS + 2CS or + 3CS 1CSor + 2CS areas before striking Luring target round after successful Evasion Speciatized Weapon Attack + 2CS + 2CS + 3CS + 4CS + 1CS + 1CS Catching attempt that gets "Miss" result Grappting Attack with Wrestling Skill Target between 7 and 16 feet tall Point blank range + 2CS + 3CS Target between 17 and 22 feet tall Flying character who is diving

MODIFIERS TO DAMAGE

or - 2CS	Actions attempt	
mes up to 2 areas away - 6CS	Character at tess than full Endurance	
mes up to 1 area away - 3CS	Dark conditions	
acks in cold (-0 F) weather - 1CS	When in partial hold	
sapon's Material Strength greater + 1CS	When Dodging	
han character's Strength	Successful Multiple Combat	
successful Block + 1CS	Actions attempt	
ecific attacks against Enhanced Senses . + 1CS	tn hot (90+ F) weather	3
THE PARTY OF THE PROPERTY.	In cold (-0 F) weather	
CN No. 0	Aided by character of similar power:	

FEAT CHECKS

arget over 22 feet tall

To see what kind of result is needed for a FEAT, check the Intensity of the FEAT ainstthe 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 be ween -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

slible FEATs are optional except for Resource and Popularity FEATs.

MATERIAL STRENGTH

Feeble Poor	Cloth, glass, brush, paper 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

MODIFIERS TO FEATS

re-Action rolls are made. ctions of the side that has initiative ons of the side that lost in

LEAPING

5	Strength	Leap in Feet/Areas(or Floors)			
١		Up	Across	Down	
V	Feeble	2, 10	2' /0	3 /0	
4	Poor	4 /0	4' /0	6' /0	
8	Typical	6, \0	6' /0	9' /0	
3	Good	10' /0	10' /0	15' /1	
٩	Excellent	20' /1	20' /0	30 /2	
ı	Remarkable	30' /2	30' /0	45' /3	
ī	incredible	40' /2	40' /0	60' /4	
Ŭ.	Amazing	50' /3	50' /0	75' /5	
1	Monstrous	75' /5	75' /.5	105' /7	
ı	Unearthly	100' /6	100'/1	150' /10	
	Shift X	150' /10	150'/1	225' /15	
۰	Shift Y	200' /13	200' /2	300' /20	
ı	Shift Z	500' /33	500' /4	750' /50	
ı	CI1000	1000' /60	1000' /8	1500' /10	
ı	C13000	3000, \160	3000' /25	4500' /30	
ı	CI5000	5000' /300	5000' /40	7500' /50	

KESTING	(BASED ON ENDURANCE)
Fb 2 pts/hr	1 pt/300 tums (1/2 hr)
Pr 4 pts/hr	1 pt/150 tume (15 min)
Ty 6 pts/hr	1 pt/100 tums (10 min)
Gd 10 pts/hr	1 pt/60 turns (6 min)
Ex 20 pts/hr	1 pb/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/fr	1 pt/turn (avg) (8 sec)



-	-		Areas	MPN/m	Areas	MPOM	MPH/III
300	W	Feeble	1	15/.25	2	30/5	00/5
200	-	Poor	2	20/.50	4	60/1	600/10
-27	.5	Typical	3	45/75	6	90/1.5	1000/17
148	20	Good	4	60/1		120/2	1500/25
ST 600	\geq	Excellent	5	75/1.25	10	150/2.5	2000/33
5.0	0	Remarkable	6	90/1 5	15	225/3.75	4000/66
S 40	7	Incredible	7	105/1.75	20	300/	6000/100
100//	_	Amazing	8	120/2	25	375/625	10,000/167
150	_	Monstrous	9	135/225	30	450/7.5	20,000/333
3		Unearthly	10	150/2.5	40	600/10	40,000/666
.48		Shift X	12	180/3	50	750/12.5	80.000/1332
22		Shift Y	14	210/3.5	100	1500/25	150,000/2500
-		Shift Z	16.	240/4	200	3750/62.5	300,000/5000
1		CI1000	32	480/8	1.00	10,000	1 million/16,667

Contact Contact
1 area 1 area
2 areas 5 areas
4 areas 10 areas
6 areas 25 areas
8 areas 1 mile
11 area 2 miles
20 areas 3 miles
40 areas 6 miles
60 areas 10 miles
80 areas 15 miles
160 areas 30 miles
160 areas 50 miles
100 miles 80 miles
10,000 miles 150 miles
100,000 miles 250 miles

1 area 10 areas 1 mile 3 miles 6 miles 12 miles

25 miles 50 miles 120 miles

250 miles 500 miles 1200 miles 2500 miles

5000 miles

10 feet 1 area 4 areas

16 areas 64 areas 6 miles 250 miles

1000 miles 4000 miles 16,000 miles

12,000 miles 16 million miles 50 light years 250,000 miles 64 million miles 500 light years

64,000 miles 25 billion miles 250,000 miles 250 billion miles 250

Grap-pling Gp

Range E

2 miles
25 miles
250 miles
2500 miles
25000 miles
250,000 miles
25 million miles
25 million miles
25 million miles
25 billion miles

EA

81-45

Incredible

TB

ing Es

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1000 3000 5000

7						
i	7	Rank	Radius (in feet)	Area	Volume	
ı	S	Feeble	1	3 sq. ft.	3 cu ft.	
٠		Poor	2	12 sq. ft.	25 cu. ft.	
i		Typical	4.	200 sq. f:	200 cu. ft	
ı	144	Good	10	314 sq. ft.	3140 cu. ft.	
ı	-	Excellent	10	707 sq. ft.	10,600 cu. ft.	
ı	4	Remarkabl	e 20	1256 sq. ft.	25,120 cu. ft.	
ı	0	Incredible	30	2826 sq. ft.	85,000 cu. ft.	
۰		Amazing	50	7850 sq. ft.	392,000 cu. ft	
ı	N.	Monstrous	100	31,400 sq. ft.	3,140,000 cu.ft.	
ı	44	Unearthly	200	125,600 sq. ft.	25,120,000 cu. ft.	
ı	×	Shift X	500	785,000 sq. f:	3 9 2,500,000 cu. f:	
ı	4	Shift Y	1000	3.140,000 sq. ft.	3,140,000,000 cu. ft.	
ı		Shift Z	2000	12,560,000 sq. ft.	25,120,000,000 cu. ft.	
١		CI1000	1 mile	3 sq. miles	1.3 cu. miles	
		Cl3000	2 miles	12 sq. miles	25 cu. miles	
		CI5000	5 miles	78 sq. miles	392 cu. miles	
,		1 square mile = 28 million square feet 1 cubic mile = 147 billion cubic feet				

			_				
/	£73	Rank	A	8	c	D	E
ı	25	Feeble	1	1	1	2	2
а	33	Podt.		1.1.		4	4
п	3	Typical	1	2	1	6	10
П	3 %	Good	1	3	1	10	25
П	30	Excellent	2	- 5	2	20	50
	불판	Remarkable	2	10	2	30	100
8	66	Incredible	2	15	-2	40	200
٦	F. 10	Amazing	3	25	4	50	500
3	4	Monstrous	9	40	4	75	1000
8		Unearthly	4	50		100	2000
Е		Shift X	5	75	20	150	5000
	-	Shift Y	10	100	50	200	10,000
y.	1	Shift Z	20	350	100	500	20,000
Ī		CI1000	50	500	1000	1000	50,000
		CI3000	100	1500	5000	3000	100,00
		CI5000	200	2500	10,000	5000	200,00

JUDGE'S SCREEN

MATERIAL STRENGTH

MAI ENIAL O	NUMBER OF THE PARTY OF THE PART
Feetie	Cloth, glass, brush, paper
Poor	Normal plastics, crystal, wood
Typicsi	Rubber, soft metals (gold, brass, copper), ice, adobe, computer chas-
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, voltanic rock
Amazing	Osmium steet, granite, gentstones.
Monatrous.	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 Making 3 attacks/round	Remarkable Intensity Amazing Intensity
Agility Intensities	
Catch a falling object	Feebre Intensity
Walk a balance beam	Good Intensity
Use a dodge maneuver against bullets	Excellent Intensity
Catching thrown objects	Remarkable Intensity
Welk a tightrope	Remarkable Intensity
Attempt to dodge bursts of bullets	Incredible Intensity
Catch arrows in flight	Amoung Intensity
Diodge laser fire or energy weapons	Monstrous Intensity
Catch builets in flight	Unearthly Intensity

Strength Intensities	
Lifting up to 50 lbs. Lifting 51-100 lbs.	Feeble Intensity
Lifting 101-200 lbs. Lifting 201-400 lbs.	Typical Intensity Good Intensity
Lifting 401-800 lbs: Lifting 801-2000 lbs:(1 ton)	Excellent Intensity Remarkable Intensity
Lifting 1-10 tone Lifting 11-50 tone	Incredible Intensity Amazing Intensity
Lifting 51-80 tons Lifting 81-100 tons	Monstrous Intensity Unearthly Intensity
Litting 100+ tone	Street X+ Internatly

Vir pollution alert lear gas

Snake venum Solder venom	Good intensity Excellent Intensity
Exposure to vacuum	Unearthly lintensity
Reason Intensities	
Simple machines	Feeble Intensity
Complex machines	Poor Intensity
Management of the Park State of the Control of the	The section of the Land Street

optiances imple electronics ormitor vehicles ormitor design and prograr bility-modifying devices tardrive. Time travel

Intuition Intensities	
Obvious items(number of people present, condition of room)	Poor Intensity
Detail work(position of objects, things missing or added)	Excellent Intensity
Discover "typical" hidden door or secret passage	Excellent Intensity
Sense "wrongness" about area, person, or object	Incredible Intensity

#CA0	 V1808 	NH
Psyche	Intensities	

Intensity of 'typical' mesmerism	hygnosis and	Good Intensity
Intensity of Typical devices	mend control	Remarkable intensal
Interesty of "typical"		incredible intensity
Intensity of "typical"	Asgardian magic	Monstrous Intensity

Other Intensities A whole match

L-Cherridge Lieston	C. distance in specializing
Campfire	Typical Intensity
Burning room	Good Intensity
Burreng house	Excellent Internity
Burning warehouse and supplies	Remarkable Intensity
Burning non-explosive chemicals	Incredible Intensity
Stocks of a triad furnace	Amazing intensity
Burning explosive chemicals	Monstrous Intensity
Interior of volcano	Unearthly Intensity
Surface of a star	Class 1000 Intensity
Common cold	Typical Intensity
Common flu	Good Intensity
Radiation, ancient A-bomb blast	Feeble Intensity
Radiation, recent A-bomb blast	Excellent Intensity
Interior of active nuclear reactor	Ainszing Intensity
Radiation of a vial of plotonium	Incredible Intensity
Radiation of A-bomb blast	Monstrous Intensity
Sickness of ordinary concrete	Feeble Intensity
Sickness of ordinary brickwork	Feeble Intensity
Slickness of glass and steel	Typical Intensity
Stickness of polished steel alloys	Good Intensity
Stickness of surface covered with ice	Excallent Intersety
Sackness of surface covered with oil	Remarkable Intensity
Sitckness of non-stick surfaces	incredible Intensity
Stickness of frictionless surfaces	Class 1000 intensity
Darkness under night conditions	Typical Intensity
Production of the party of the production of	THE RESIDENCE PROPERTY OF THE PARTY OF THE P

Feeble Intensity

Darkness under night conditions
Darkness under night conditions
Darkness under hypital Darkforce
Vision through normal flog
Effects of normal fluoridershowers
Effects of normal fluoridershowe Good Intensity Remarkable Intensity Incredible Intensity Incredible Intensity

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

f 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.

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 Automati Green FEAT: If the Intensity is between -3CS and -1CS is Green FEAT is required Yellow FEAT: If the Intensity is e1CS is Red FEAT is required impossible. If the Intensity is e1CS or over, the FEAT is considered impossible.

possible FEATs are optional except for Resource and Popularity FEATs.

OMBAT SEQUENCE

The Judge determines actions.
The Players determine and state nitiative is rolled.

made and resolved utions of the side that lost initiative

reeble	1
Poor	1
Typical	
Good	2
Excellent	3
Flemarkable	4.
mcredible	- 5
Amazing :	- 6
Monstrous	7
Unearthly	8
SINfl X	10
SNff Y	15
Shift Z	20
Class 1000	LOS.
Class 3000	LOS.
Class 5000	LOS *
* LOS = Line of	Sight

HROWING RANGE

Strength Rank

Shift 0

ANDOM DIRECTION CHARTS

Random Dir	ection Chart
Rob 1d10	Direction
3	Straight up
2	Forward
.3	Forward and right
1/4	Right
- 5	Back and right
6	Back
7	Back and left
8	Left
9	Forward and left
10	Straight down
Random Dir	
a Charging	Attack
Roll 1d10	Direction

Back and right Back and left

Straight right Straight left Straight up Straight down

OLDING ONE'S BREATH

11 11 1000

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 ntensity FEAT.)

Automatic and Impossible FEATs are applied. (A character with Remarkable Endurance can hold their breath for 4 rounds easily. A character with Poor

CREATED BY: RECARDITE CHIALITY MATURAL

ing Ev Grap-pling Gp Ch Endur-ance EA

1	1	Shift a	Feeble	Poor	Typical	Good 10	Excellent 20	Rm Remark- abre 30	In Incredible 40	Am Amaz- ing 50	Mn Mon- strous	Un Linearth- ly 100	Shift 150	SNIT 200	Shm 500	1000 Class 1006	3000 Class 3000	5000 Class	B
3	01																		
	02-63																		
\Rightarrow	84-08				lima (n i							i			
34	87-10					-													
93	11-15	-										-							

Range B Range E Range D

Contact 1 area 1 area 1 areas
10 areas
25 areas
1 mile
2 miles
3 miles
10 miles
10 miles
15 miles
30 miles
80 miles 2 areas 4 areas 6 areas 4 areas 16 areas 64 areas 250 miles 2500 miles 25000 miles 250,000 miles 8 areas 11 areas 20 areas 40 areas 80 areas 160 areas Remarkable 4000 miles 250 million mil 120 miles 250 miles 500 miles 1200 miles 16,000 miles Shift X Shift Y Shift Z 400 areas 100 miles 400 areas 50 miles 2500 miles 1 million miles 0.5 light years 100 miles 80 miles 5000 miles 4 million miles 5 light years 10,000 miles 150 miles 12,000 miles 15 million miles 50 light years 100,000 miles 250 miles 250,000 miles 64 million miles 500 light years

	Do-ali	Land	Water	A	ir	Space/Mystical
5	Rank	Areas	Mph/m	Areas	Mph/m	Mph/m
9	Feeble	1	15/.25	2	307.5	300/5
-	Poor	2	20/.50	4	60/1	600/10
-	Typical	3	457.75	- 6	90/1.5	1000/17
3	Good	4	60/1	8	120/2	1500/25
10	Excellent	. 5	78/1.25	10	150/2.5	2000/33
0	Remarkable	6	90/1.5	15	225/3.75	4000/66
-	locredible	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
201	Shift X	12	180/3	50	750/12.5	80,000/1332
24	Shift Y	14	210/3.5	100	1600/25	150,000/2500
α	Shift Z	16	240/4	200	3750/62.5	300,000/5000
8	C/1000	32	480/8	-	10,000	1 million/16,667
-1	CI3000	50	790/12.5	-	light	Ispeed
	CIRDON	100	1600006	- 2	400m6	chtenane

3 cs. ft 25 cu. ft. 200 cs. ft. 3140 cu. ft. 10,600 cs. ft. 25,120 cs. ft. 35,000 cs. ft. 392,000 cu. ft. 3,140,000 cu. ft. 707 eq. ft. 1256 eq. ft. e 20 1256 sq. ft 25.120 cu. ft 30 2625 sq. ft 35.000 cu. ft 50 7650 sq. ft 392.000 cu. ft 100 31.400 sq. ft 3.140.000 cu. ft 200 125.600 sq. ft 25.120.000 cu. ft 100 125.600 sq. ft 31.400.000 cu. ft 1000 3.140.000 sq. ft 32.500,000 cu. ft 2000 12.560.000 sq. ft 3.140.000 600 cu. ft 2000 12.560.000 sq. ft 31.400.000 600 cu. ft 1 mile 3 sq. miles 13 cu. miles 2 miles 12 sq. miles 25 cu. miles 5 miles 78 sq. miles 302 cu. miles 14 cu. miles 2 cu. miles 78 sq. miles 302 cu. miles 14 cu. miles 2 cu. miles 78 sq. miles 302 cu. miles 15 cu. miles 78 sq. miles 302 cu. miles Unearthly Shift X Shift Y Shift Z 1 square mile = 28 million square feet 1 cubic mile = 147 billion cubic feet

Rank	Α	В	С	D	E
Feeble	1.	1	1	2	2
Pape	1.	1	1	4	4
Typical	1	2	10	- 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	-5	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	106	50	200	10,000
Shift Z	20	350	100	500	20,000
APPROXIMATION AND ADMINISTRATION ADMINISTRATION AND ADMINISTRATION ADMINISTRATION AND ADM	200	4.404	40.00	4.00.000	ma was

MODIFIERS TO HIT

f target Dodges successfully - 2CS - 4CS or - 6CS

in ranger budges successiony — 200. —	100.01-000	Opponent new or partially new	
For Multiple Attacks on a single roll	- 4CS	Attack from ambush	+ 10
Target moving faster than 10 areas/round	-4CS	Aiming Attack	+ 10
Agility Attacks in melee	-308	Shooting Attack with Gun Skill	+ 10
Target less than 1/4-inch tall	- 3CS	Thrown Weapon with Thrown Weapon Skill	+ 10
Target between 1/4-inch and 1 inch tall	-2CS	Fire Bow with Bow Skill	+ 10
Target between 1 and 6 inches tall	-1CS	Blunt Weapon Atleck with Blunt Weapon	+ 10
Shooting through objects to hit target	- 2CS	Skill	
Target moving between 5 and 10 areas/round	- 2CS	Sharp Weapon Attack with Sharp Weapon	+ 10
Unintended targets in Ranged Attacks	-205	Skill	2500
With any weapon beyond 1 area	- 1CS	Oriental Weapon Attack with Oriental Skill	+ 10
With any Power beyond maximum range	-1CS	Shooting or Thrown Attack with	+10
Target moving up to 5 areas/round	-1CS	Marksmanship Skill	
Underwater	-1CS	Melee Weapon Attack with Weapons Master	+ 10
Distance Attacks in rain	-1CS	Skill	
Fire Bow without Bow Skill	- 1CS	Slugfest Attack with Martial Arts B	+ 10
Distance Attacks in night conditions	- 1CS	Grappling Attack with Martial Arts C	+10
Distance Attacks in fog conditions	-1CS	Thrown Object Attack with Thrown	+10
Charging Attack, moving 1, 2, or 3	+ 1CS. + 2CS.	Objects Skill	
areas before striking	or + 3CS	Blindsiding Attack	+ 20
Application of the control of the co	1CS or + 2CS	Luring target	+20
Catching attempt that gets "Miss" result	+ 1CS	Specialized Weapon Attack	+ 20
Target between 7 and 15 feet tall	+ 1CS	Grappling Attack with Wrestling Skill	+ 20
Target between 17 and 22 feet tall	+ 2CS	Point blank range	+ 30
Target over 22 feet tail	+ 3CS	Flying character who is diving	+ 40

MODIFIERS TO DAM	AGE DVI	RESTING	CBASSO ON EN	NU P
Ruccessful Block Tames up to 2 areas away Tames up to 1 area away Itlacks in cold; (-0 F) weather Wespon's Material Strength greater than character's Strength Insocessful Block Opecific attacks against Enhanced Si	+108	Fib 2 pts/hr Pr 4 pts/hr Ty 6 pts/hr Gd 10 pts/hr Ex 20 pts/hr Rm 30 pts/hr in 40 pts/hr Am 50 pts/hr Mn 75 pts/hr Un 100 pts/hr	1 pt/300 turns 1 pt/150 turns 1 pt/150 turns 1 pt/100 turns 1 pt/30 turns 1 pt/30 turns 1 pt/15 turns 1 pt/12 turns 1 pt/8 turns 1 pt/8 turns 1 pt/8 turns 1 pt/8 turns 1 pt/8 turns	
	THE P	ShX 150 plate ShY 200 plate	1 pt/4 turns 1 pt/3 turns	(18

EAPING WAS MEDIN

Leap in Feet/Areas(or Floors)					
Up	Across	Down			
2' /0	2'10	3'70			
4' /0	4' /0	6.10			
6'-10	H1.70:	9 70			
107.70	10:70	15'/1			
20' /1	20'/0	30:72			
30'72	30' /0	45'/3			
40/72	40.70	60'14			
50'73	50 10	75 /5			
75' /5	75 / 5	105 /7			
100'/6	100 /1	1501/10			
150'710	1501/1	225 /15			
200//13	200 /2	300' /20			
500' /33	500:74	750 /50			
1000' /80	1000 /8	1500"/10			
3000:7180	3000 /25	4500 /30			
5000 /300	5000' 440	7500 /50			
	2' /0 4' /0 6' /0 10' /0 20' /1 30' /2 40' /2 50' /3 75' /5 100' /6 150' /10 200' /13 1000' /60 3000' /160	2' /0 2' /0 4' /0 4' /0 6' /0 6' /0 10' /0 10' /0 20' /1 20' /0 30' /2 30' /0 40' /2 40' /0 50' /3 50' /0 75' /5 75' /5 100' /6 100' /1 150' /10 150' /1 200' /13 200' /2 500' /13 500' /4 1000' /60 1000' /6 3000' /160 3000' /25			

STING	CBASSO ON E	WURANCE?	MODIFIERS TO FEAT	s
pts/hr pts/hr pts/hr 0 pts/hr 0 pts/hr 10 pts/hr 10 pts/hr 50 pts/hr 150 pts/hr 150 pts/hr 200 pts/hr	1 pt/3 turns	(15 min)	Unsuccessful Multiple Combat Actions attempt Character at less than full Endurance Dark conditions When in partial hold When Dodging Successful Multiple Combat Actions attempt In hot (90+ F) weather In cold (-0 F) weather Aided by character of similar power	

Opponent held or partially held

	Up	Across	Down
ebie	2' /0	2'10	3' /0
or .	4' /0	4'/0	6.10
pical	6' /0	H1.70:	9'70
ocet	10'.00	10:70	15'/1
cellent	20' /1	20'/0	301/2
markable	30' /2	30.10	45'/3
credible	40/72	40:70	60'14
grissing	50'73	50'10	75 /5
onstrous	75' /5	75 / 5	105 /7
earthly	100'/6	100 /1	1501/10
eff X	150'710	1501.71	225 /15
it Y	200//13	200 /2	300' /20
ift Z	500' /33	500'./4	750 /50
1000	1000' /80	1000 /8	1500"/100
3000	30001/180	3000 /25	4500 /300
Room	50000 (SIDD)	WANT SAID	25000 (800)

fodifiers in Popularity	
he target benefits	+208
he target is placed in danger	-3C8
he item in question is of up to Good value	-105
he item in question is of up o Remarkable value	-208
here is a likely chance the tem will not be returned	-208
he item is unique	~3C8

OPULARITY CHARTS

in Popularity		Changes in Popularity	
onefts.	+208	Defeat normal villains	
placed in danger	~3C8	Defeat costumed vitain	
megan is at mi	~108	Defeated in public Accused of crime	- 1/2 1
uestion is of up life value	-2CS	Cleared of charges Found guilty of charge	- remair
ely chance the be returned	-208	Media attack Charity work	
niqué	-308	Rescues	

KARMA AWARDS

nt Crime - Stop/Prevent	+30	Rescue	4
nt Crime - Arrest	+15	Multiple Rescues (5+)	+11
ructive Crime - Stop/Prevent	+20	Defeating Remarkable Foe	(4)
ructive Crime - Arrest	*10	Defeating Incredible Foe	- 4
- Stop/Prevent	+10	Defeating Amazing Foe	+
- Arrest	+5	Defeating Monstrous Foe	+
very - Stop/Prevent	+20	Defeating Unearthly Foe	+10
nery - Acrest	*10	Commit Violent Crime	- 34
emeanors - Stop/Prevent	+5	Commit Destructive Crime	-
emeanors - Arrest	+5	Commit Theft	- 5
inal Offense - Stop/Prevent	+20	Commit Misdemeanor	
mai Offense - Arrest	+10	Commit National Offense	-
Conspiracy - Stop/Prevent	+30	Commit Other Crimes	-
Conspiracy - Arrest	+15	Public Defeat	-
inal Conspiracy - Stop/Prevent	*40	Private Deleat	-
mal Conspiracy - Arrest	+20	Permit Violent Crime	-
al Conspiracy - Stop/Prevent	+50	Permit Destructive Crime	
al Conspiracy - Arrest	+25	Permit Theft	-
r Crimes - Stop/Prinvent	+15	Permit Robbery	-
Criman - Arrest	45	Parmit Miertameanne	

=		
	Permit National Offense	- 10
	Permit Other Crimes	- 5
	Property Destruction	- Sieces
	Death	- ALL
	Noble Death	- 50
	Mysterious Death	- 50
	Self-Destruction	- 50
	Making Commitment	+5
	Failing Commitment	~ 5
	Weekly Award	+10
	Charities: Personal Appearance	+Poptmax 20)
	Charities: Act of Charity	+10 to 40
	Charities: Donation	+Res
	Negative Popularity	- Pop
	Gaming Award: Role-Playing	+10
	Garriano Award: Stump the Jurine	

Gaming Award: Humor