



THE UNI-TABLE

Universal Table	NULL Zero	WK Weak	MD Mediocre	AV Average	GD Good	EX Excellent	RM Remarkable	IN Incredible	AM Amazing	SP Spectacular	UN Uncanny	X150 Extreme 150	X200 Extreme 200	X500 Extreme 500		C1k Cosmic 1000	C3k Cosmic 3000	C5k Cosmic 5000
Dice Roll	0	2	4	6	10	20	30	40	50	75	100	150	200	500		1000	3000	5000
01																		
02-03																		
04-06																		
07-10																		
11-15																		
16-20																		
21-25																		
26-30																		
31-35																		
36-40																		
41-45																		
46-50																		
51-55																		
56-60																		
61-65																		
66-70																		
71-75																		
76-80																		
81-85																		
86-90																		
91-94																		
95-97																		
98-99																		
100																		

BATTLE EFFECTS TABLE

Action	Attack											Defend				Special Effects		
Effect	General	Blunt Damage			Blunt/Restrain		Edged Damage		Shooting Attack	Energy Attack	Force Attack	General	Special			Stun	Slam	Kill
Maneuver	–	Melee	Charge	Throw	Grab	Grapple	Melee	Throw				Dodge	Block	Catch	Escape	Resist with...		
Ability	–	Fighting	Endurance	Agility	Strength	Strength	Fighting	Agility	Agility	Agility	Agility	Agility	Fighting	Agility	Strength	Endurance	Endurance	Endurance
White	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Incr. Hit	Fail	Autohit	Fail	1-10	Grand Slam	End. Loss
Green	Hit	Hit	Hit	Hit	Take	Miss	Hit	Hit	Hit	Hit	Hit	Roll w/Hit	STR-4 or MS	Miss	Fail	1	1 area	KO 1-10
Yellow	Effect+1	Slam	Slam	Hit	Grab	Partial	Stun	Stun	Bullseye	Bullseye	Stun	Dodge	STR-2 or MS	Damage	Escape	No	Stagger	No
Red	Effect+2	Stun	Stun	Stun	Break	Hold	Kill	Kill	Kill	Kill	Stun	Dodge	STR+1/MS+1	Catch	Reverse	No	No	No

Campaign Notes & House Rules

***Difficulty**

You'll sometimes see something that says "make a roll against Difficulty RM 30" or "make a roll against a Difficulty equal to your opponent's power Rank."

This means you compare the Ranks of the two things: whatever trait you're using, like Fighting or Endurance, against whatever it's telling you the Difficulty is.

If the Difficulty is less than your Rank, good news: you only need a **GREEN** result to succeed completely. If the Difficulty is 3 or more Ranks lower, the GM can rule you automatically succeed. If there are variable results based on the color result, use them exactly as indicated.

If the Difficulty is equal to your Rank, you need a **YELLOW** result to succeed. If there are variable results based on the color result, both **WHITE** and **GREEN** results act as **WHITE** results, **YELLOW** acts as **GREEN**, and **RED** acts as **YELLOW**. There is no chance of achieving the listed **RED** results.

If the Difficulty is higher than your Rank, then you need a **RED** result to succeed. If it's 3 or more Ranks higher, the GM can rule you fail automatically. If there are variable results based on the color result, **WHITE**, **GREEN**, and **YELLOW** all count as **WHITE**, and **RED** counts as **GREEN**. There is no chance of achieving the listed **YELLOW** or **RED** results.

Movement

ENDURANCE	SPEED
WK or less	1 area/turn
MD to EX	2 areas/turn
RM+	3 areas/turn

Vertical Movement

ENDURANCE	SPEED
Up to EX	1 story/15 feet per turn
RM+	2 stories/30 feet per turn

Special Speed Ratings

SITUATION	MOVEMENT
Elevator	10 stories/round
Falling	10 stories/turn, 10 damage per story (max 120) plus Stun (resist as in combat)
Leaping	Strength Rank Number in feet
Swimming	1 area/turn

Rank Descriptions

RANK	DESCRIPTION	AGILITY	STRENGTH	ENDURANCE	REASON	INTUITION	PSYCHE
NULL	Nonexistent						
WK (2)	Far below average		Lift 50 lbs		Operate simple machines		
MD (4)	Below average		Lift 100 lbs			Notice obvious items	
AV (6)	Average human		Lift 200 lbs	Tear gas			
GD (10)	Above average	Walk a balance beam	Lift 400 lbs	Snake venom	Develop simple electronics		Hypnosis
EX (20)	Olympic level		Lift 800 lbs	Spider venom		Notice fine detail	
RM (30)	Human limit	Walk a tightrope	Lift 2,000 lbs/ 1 ton		Artificial intelligence		Mind control
IN (40)	Enhanced human		Lift 10 tons			Find hidden objects	Understand magic
AM (50)	Enhanced limit		Lift 50 tons		Understand star drives		
SP (75)	Beyond human	Catch an arrow	Lift 80 tons			Sense invisible objects	Asgardian spells
UN (100)	Realm of powerful aliens	Catch a bullet	Lift 100 tons	Survive in vacuum			
X1 (150)	Further increases						
X2 (200)	Further increases						
X3 (500)	Alien limit						
C1k (1000)	Cosmic entity						
C3k (3000)	Further increases						
C5k (5000)	Further increases						

Power Ranks Table

RANK	RANGE		AREA OF EFFECT	DURATION	SPEED			
	Ranged	Thrown			Land/Water	MPH	Air	MPH
NULL 0	Self only	0/same area	Self only	Instant	-	-	-	-
WK 2	Touch	1 area	1 foot	1 round	1 area	15 mph	2 areas	30 mph
MD 4	1 area	1 area	2 feet	1 round	2 areas	30 mph	4 areas	60 mph
AV 6	2 areas	1 area	4 feet	2 rounds	3 areas	45 mph	6 areas	90 mph
GD 10	4 areas	2 areas	10 feet	3 rounds	4 areas	60 mph	8 areas	120 mph
EX 20	6 areas	3 areas	20 feet	4 rounds	5 areas	75 mph	10 areas	150 mph
RM 30	8 areas	4 areas	1 area	5 rounds	6 areas	90 mph	15 areas	225 mph
IN 40	11 areas	5 areas	2 areas	8 rounds	7 areas	105 mph	20 areas	300 mph
AM 50	20 areas	6 areas	3 areas	10 rounds (1 minute)	8 areas	120 mph	25 areas	375 mph
SP 75	40 areas	7 areas	4 areas	2 minutes	9 areas	135 mph	30 areas	450 mph
UN 100	60 areas	8 areas	5 areas	3 minutes	10 areas	150 mph	40 areas	600 mph
X150	80 areas	10 areas	8 areas	5 minutes	12 areas	180 mph	50 areas	750 mph
X200	160 areas	15 areas	10 areas	15 minutes	14 areas	210 mph	100 areas	1500 mph
X500	400 areas	20 areas	20 areas	1 hour	16 areas	240 mph	200 areas	3750 mph
C1k	100 miles	Awareness /	1 mile	1 day	32 areas	480 mph	Interplanetary	
C3k	10k miles	Sensory	2 miles	1 week	50 areas	720 mph	Near light speed	
C5k	1M miles	Range	5 miles	1 year	100 areas	1500 mph	Near instantaneous	

Activities

On your turn, you can...

» **Move**

- » Perform 1 **interaction**: talk, open or close a door, sip a hot coffee
- » Perform 1 **action**: attack, defend, hold off, or do something cool

On other people's turns, you can...

- » **Converse** with people, especially if it's an appropriate response to their actions: "Ouch! Stop punching my face off!"
- » Take a **reaction** IF AND ONLY IF you either...
 - Decide to defend as your action on your turn, or...
 - You have a power or gear that gives you a reaction.

(You may be limited to a certain number of reactions, so keep that in mind. Your powers and gear will tell you.)

Magical Surge

1d10	EFFECT
1	Your ability to cast spells is shut down until an object of Material Strength equal to the spell rank is "consumed" (magically erased from existence via a long ritual), or you have downtime to recuperate.
2	You take the spell's rank in stress (if unclear, roll on the Spell Ranks Table).
3	Your Agility is reduced to WK 2 until you have downtime to recover.
4	Your Strength is reduced to WK 2 until you have downtime to recover.
5	Your Endurance is reduced to WK 2 until you have downtime to recover. You cannot cast any spells until you recover.
6	Your Reason is reduced to WK 2 until you have downtime to recover. You cannot cast any spells until you recover.
7	Your Intuition is reduced to WK 2 until you have downtime to recover. You cannot cast any spells until you recover.
8	Your Psyche is reduced to WK 2 until you have downtime to recover. You cannot cast any spells until you recover.
9	Your magic, magical items, and all magic in your area no longer functions or produces opposite effects for 1d10 rounds.
10	You are summoned to entreat directly with the extra-dimensional entity and the spell goes off as if a GREEN result...if you pay what they ask.

Catching

ATTACK	MIN. AGILITY
Thrown projectiles	RM (30)
Large fired projectiles (arrows)	AM (50)
Small fired projectiles (bullets)	UN (100)

Resource Difficulty

SITUATION	DIFFICULTY
Bus/subway fare	WK
Modest hotel	MD
Rent, 1BR in NYC	AV
Mortgage, small house	AV
Housekeeper salary	AV
Bodyguard salary	GD
Lawyer or doctor fees	GD
Broadway tickets	GD
Car, sedan	EX
Mortgage, large house	EX
Penthouse suite	RM
On-staff lawyer	RM
Luxury car	RM
Private jet	IN
Salary, hundreds of workers	IN
Mansion	IN
Salary, thousands of workers	AM
Military jet	SP
Major corporation	SP
Mega-corporation	UN
Flying aircraft carrier	X150

Material Strengths

MS	OBJECT
WK	Cloth, paper, brush, glass
MD	Plastic, crystal, wood
AV	Rubber, soft metal, ice, interior wall
GD	Brick, aluminum, asphalt, high-strength plastic, light machinery
EX	Concrete, iron, bullet-proof glass or clothing, exterior wall
RM	Steel, reinforced concrete
IN	Stone, volcanic rock
AM	High strength steel, granite
SP	Diamond, super-heavy alloy
UN	Cosmic metal, magical elements
C1k	Metal from the heart of a dying star

Attitudes and Popularity

MODIFIER	ATTITUDE	POPULARITY
-3R	Enamored	Demonized (hated/fear)
-2R	Very friendly	Very distrusted or disliked
-1R	Friendly	Distrusted or disliked
+0	Neutral	Neutral
+1R	Unfriendly	Liked
+2R	Very unfriendly	Loved
+3R	Hostile	Idolized

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