







ABILITY CHECK TARGET NUMBERS

Adjective	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6
Trivial	5	6	7	8	9	10
Easy	7	8	9	10	11	12
Routine	9	10	11	12	13	14
Challenging	11	12	13	14	15	16
Difficult	13	14	15	16	17	18
Ridiculous	15	16	17	18	19	20
Absurd	17	18	19	20	21	22

DAMAGE BY RED MARVEL DIE (DM)

Subtract target's damage reduction from damage multiplier; if reduced to x0 or less, no damage. Damage multipliers do not stack, only use the highest modifier.

Damage Multiplier		Knockback Option (if Mighty)					
x1	6/12*	5 spaces (25 feet)	2	3	4	5	6
x2	12/24*	10 spaces (50 feet)	4	6	8	10	12
x3	18/36*	15 spaces (75 feet)	6	9	12	15	18
x4	24/48*	20 spaces (100 feet)	8	12	16	20	24
x5	30/60*	25 spaces (125 feet)	10	15	20	25	30
x6	36/72*	30 spaces (150 feet)	12	18	24	30	36
x7	42/84*	35 spaces (175 feet)	14	21	28	35	42
x8	48/96*	40 spaces (200 feet)	16	24	32	40	48
x9	54/108*	45 spaces (225 feet)	18	27	36	45	54
x10	60/120*	50 spaces (250 feet)	20	30	40	50	60
x11	66/132*	55 spaces (275 feet)	22	33	44	55	66
x12	72/144*	60 spaces (300 feet)	24	36	48	60	72
x13	78/156*	65 spaces (325 feet)	26	39	52	65	78
x14	84/168*	70 spaces (350 feet)	28	42	56	70	84
x15	90/180*	75 spaces (375 feet)	30	45	60	75	90
x16	96/192*	80 spaces (400 feet)	32	48	64	80	96
x17	102/204*	85 spaces (425 feet)	34	51	68	85	102
x18	108/216*	90 spaces (450 feet)	36	54	72	90	108
x19	114/228*	95 spaces (475 feet)	38	57	76	95	114
x20	120/240*	100 spaces (500 feet)	40	60	80	100	120

* On a close combat Fantastic result, damage is automatically doubled or cause knockback (if Basic Power Mighty 1+). Many powers also specify doubling damage, applying a special effect, or applying an additional condition on a Fantastic result.

OBJECTS & SIZES

Size	Height	Example	Attack Modifier	Damage Multiplier	Throwing Range	Potential Targets
Microscopic	1/4 inch	Ant	-5	-	20	1
Miniature	1 inch	Quarter	-4	-	20	1
Tiny	4 inches	Brick	-3	-	20	1
Little	1.5 feet	Cat	-2	-	10	1
Small	4 feet	Child	-1	-	5	1
Average	6 feet	Adult	-	-	5	1
Big	8 feet	Car	+1	+1	-	2
Huge	24 feet	Truck	+2	+2	-	5
Gigantic	100 feet	Airliner	+3	+4	-	20
Titanic	400 feet	Cruise Ship	+4	+6	-	80
Gargantuan	1,600 feet	Skyscraper	+5	+8	-	320

POWER SPECIAL EFFECTS

By type for Elemental Control; either Sharp or Blunt for Melee Weapons.

Type	Result
Air	Target is knocked prone for one round (1 space of move to get up).
Blunt	Target is stunned for one round.
Earth	Target moves at half speed for one round.
Electricity	Target is stunned for one round (ends line of sight concentration, no actions until after end of next round).
Energy	Target is blinded for one round (line of sight concentration ends, speeds cut by half, trouble on sight).
Fire	Target is set ablaze (losing 5 Health at end of each turn until Agility check vs. target number 10 or otherwise extinguished).
Force	Target has trouble on all actions for one round.
Hellfire	Damage to target is split equally between Health and Focus.
Ice	Target is paralyzed for one round.
Iron	Target is pinned for one round (trouble on Melee and Agility, cannot use move actions).
Sharp	Target is bleeding.
Sound	Target is deafened for one round (end earshot concentration, trouble on hearing).
Water	Target is surprised (attacker gains edge on further attacks until end of next round).

CONDITIONS

Type	Effect
Ablaze	5 Health damage at end of each turn until fire put out.
Bleeding	5 Health damage at end of each turn until wound is treated.
Blinded	Speed halved, concentration powers requiring line of sight end, trouble on checks requiring sight, enemies gain edge.
Deafened	Powers requiring earshot end, trouble on checks requiring hearing.
Demoralized	Triggered when Focus reduced to 0. Concentration powers end, trouble on all action checks.
Grabbed	Neither grabbed target nor grabber may move unless carrying the other, trouble to target either character, attacking to hit either has edge.
Killed	Triggered when reduced to -Health (negative value equal to maximum Health). Dead... until retconed, cloned, or whatever.
Paralyzed	Cannot move or take any actions that require Melee or Agility checks, Agility defense 10 against ranged attacks, close attacks automatically hit.
Pinned	As grabbed, but suffer trouble on Melee and Agility checks, cannot use movement actions.
Prone	Trouble on Melee attacks, close attackers gain edge on target, ranged attacks suffer trouble. One space of movement to stand.
Shattered	Triggered when reduced to -Focus (negative value equal to maximum Focus). Permanently stunned, cannot take actions, speak only haltingly.
Stunned	Concentration powers end, cannot take any actions, all attacks on target gain edge. Lasts for 1 round.
Surprised	Cannot act in initial bonus round; if later, attacks on target gain edge for one round.
Unconscious	Triggered when Health reduced to 0 (or by a power effect). Concentration powers end, cannot take actions, all defenses reduced to 10, close attacks automatically hit target.

PLOWING THROUGH THINGS (REDUCES/STOPS KNOCKBACK)

Smashed Item	Damage Required
Window	5
Awning, Door	10
Interior Wall	20
Exterior Wall, Car	40
Airplane, Small Starship (under 100 tons)	50
Battleship, Large Starship (100 tons or more)	100

SPACES TO DISTANCES AND RANGES

1 space	5 feet	reach of average character
2 spaces	10 feet	reach of big character
3 spaces	15 feet	
4 spaces	20 feet	
5 spaces	25 feet	max. range thrown knife (no trouble)
6 spaces	30 feet	max. range shotgun (no trouble)
7 spaces	35 feet	
8 spaces	40 feet	
9 spaces	45 feet	
10 spaces	50 feet	max. range pistol, submachine gun, frag grenade (no trouble); max. range thrown knife (with trouble)
11 spaces	55 feet	
12 spaces	60 feet	max. range shotgun (with trouble)
13 spaces	65 feet	
14 spaces	70 feet	
15 spaces	75 feet	max. range bow (no trouble)
16 spaces	80 feet	
17 spaces	85 feet	
18 spaces	90 feet	
19 spaces	95 feet	
20 spaces	100 feet	max. range rifle (no trouble); pistol, SMG, grenade (with trouble)
21 spaces	105 feet	
22 spaces	110 feet	
23 spaces	115 feet	
24 spaces	120 feet	
25 spaces	125 feet	
30 spaces	150 feet	max. range bow (with trouble)
35 spaces	175 feet	
40 spaces	200 feet	max. range sniper rifle (no trouble); rifle (with trouble)
45 spaces	225 feet	
50 spaces	250 feet	length of a NYC city block (uptown/downtown)
60 spaces	300 feet	
70 spaces	350 feet	
80 spaces	400 feet	max. range sniper rifle (with trouble)
90 spaces	450 feet	half the length a NYC city block (crosstown)