

Movement

Walking: 3 meters/turn
 Running ([Dexterity x2]+ 6 meters):
 Sprinting ([Dexterity x3] + 14 meters):
 Move and Fight: Half of values above

Combat Sense

(Dexterity + Awareness)

Vertical Leap (Strength + Athletics in meters):
 Horizontal Leap (Vertical Leap x2):

Challenge Ratings

Average: 13
 Challenging: 16
 Hard: 19

Formidable: 22
 Heroic: 25
 Superheroic: 28

Hand-to-Hand Weapons

	Speed	Accuracy	Damage	Defense
Fist (Damage = STR + 5)	+0	+0		+0
Kick (+2B)	-3	-1		-1

Notes:

- * Speed + Dexterity + d6 = Initiative
- * Accuracy + Attack Roll = Attack Result
- * Strength + 3 = Punch Damage (serves as baseline for all other weapons)
- * Defense plus DV = Final DV

Armor

Armor Type:

Natural Soak:	Stamina B	Stamina/2 L	Dexterity Penalty: <input type="text"/>
	+	+	
Armor Soak:	B	L	Fatigue CR <input type="text"/>
	=	=	
Total Soak (+d6)	Blunt	Lethal	

Bow

	Damage	Accuracy	Max Strength	Range
Bow:				
Arrow:		□ □ □ □ □ □ □ □ □ □		
Arrow:		□ □ □ □ □ □ □ □ □ □		

Notes:

- * Range: No penalties up to given range; at +3 DL for twice given range; at+6 DL for up to three times given range
- * Accuracy + Attack Roll = Attack Result
- * Frog Crotch Arrows perform poorly against armor; target's armor's lethal soak is at +3
- * Target Arrows excel against armor; target's armor's lethalsoak is at -3.
- * Maximum Strength refers to the maximum strength the bow was built for.

Steps of Combat

Combat involves three steps:

- 1) Initiative: Starting with the participant with lowest Combat Sense and going up, players must:
 - * Declare and activate any Initiative Charms
 - * Roll Initiative (d6+ Combat Sense + Weapon Speed + any bonuses from Charms)
 - * Divert dice to Attack and Defense Pools
- 3) Actions: From highest Initiative to lowest.
- 4) GM summarizes the action for that turn and sets up the action for the following turn.

Thrown Weapons

	Damage	Accuracy	Range

Fame

Air	00000	00000	00000	00000
Wood	00000	00000	00000	00000
Fire	00000	00000	00000	00000
Water	00000	00000	00000	00000
Earth	00000	00000	00000	00000
Bonus/Penalty:	+/-2	+/-4	+/-6	
	51-60: +/-2; 61-70: +/-4; 71-80: +/-6; 81-90: +/-8; 91-100+/-10			

Social Combat

Debate (Charisma + Presence):
 "Damage" = Awareness

Charm (Charisma + Presence):

Written (Awareness + Linguistics):

Performance (Charisma + Performance):

Interrogation (Charisma/Will + Investigation):

Social Defense (Will + Integrity):

Backgrounds

Allies 00000
 Backing 00000
 Contacts 00000
 Familiar 00000
 Influence 00000
 Mentor 00000
 Resources 00000

Gear

Group Motivation: