PRESENCE ATTACK MODIFIERS

Modifier	Situation or Character's Action
-1d6	Inappropriate setting
-2d6	Very inappropriate setting
-1d6	In combat
-1d6	At a disadvantage
-3d6	Covered
	Presence Attack conflicts with target's **Psychological Limitation**
-1d6	Moderate
-2d6	Strong
-3d6	Total
	Poor **Reputation** relevant or contrary to Presence Attack
-1d6	8-
-2d6	11-
-3d6	14-
-4d6	Extreme Reputation
-1d6 to -3d6	Presence Attack runs against existing moods
Varies	Character has an appropriate **Reputation** Perk (see pages 59-60)
	Presence Attack agrees with target's **Psychological Limitation**
+1d6	Moderate
+2d6	Strong
+3d6	Total
+1d6	Character makes appropriate **Interaction Skill** Roll
+2d6	Character makes appropriate **Interaction Skill** Roll by half or more
+1d6	Target is Surprised
+1d6	Exhibiting a **Power** or superior technology
+1d6	Violent action
+2d6	Extremely violent action
+3d6	Incredibly violent action
+1d6	Good soliloquy
+2d6	Excellent soliloquy
+3d6	Incredible soliloquy
+1d6	Appropriate setting
+2d6	Very appropriate setting
+2d6	Target is in partial retreat
+4d6	Target is in full retreat/has been captured
+1d6	Need (character appealing for help genuinely seems to need it)
+1d6	Logic (statements are extremely logical and well thought out)

TIME CHART

1 Segment
1 Phase
1 Turn (Post-Segment 12)
1 Minute
5 Minutes
20 Minutes
1 Hour
6 Hours
1 Day
1 Week
1 Month
1 Season (3 months)
1 Year
5 Years
25 Years
1 Century

PRESENCE ATTACK TABLE

Presence Attack is	Effect of Attack
Target's PRE or EGO	Target is impressed. He hesitates enough so that the attacker may act before him this Phase, or receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Phase.
Target's PRE or EGO +10	Target is very impressed. He hesitates as above, and only performs a Half Phase Action during his next Phase. He considers very deeply what the attacker says, and may comply with requests or obey orders which seem worthwhile to him. He receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Turn.
Target's PRE or EGO +20	Target is awed. He will not act for 1 Full Phase, is at ½ DCV, and possibly will do as the attacker commands. If he is friendly, he is inspired and may follow the character into danger; he will comply with most requests and obey most orders. He receives +10 PRE only for purposes of resisting contrary Presence Attacks made that Turn.
Target's PRE or EGO +30	Target is cowed. He may surrender, run away, or faint. He is at 0 DCV, and will nearly always follow commands. If he is friendly, he becomes inflamed, and will follow character into any danger, comply with virtually any request, or obey virtually any order.

SKILL ROLL MODIFIERS

Modifier	Circumstance
+3 to 5	Routine
+1 to +3	Easy
-1 to -3	Difficult
-3 to -5	Extremely Difficult
-5 or more	Sheer Folly
See text	Preparing for extra time
+1 to +3	Character has extensive knowledge
+1 to +3	Character uses good equipment in connection with the Skill Roll
+1 to +3	Excellent conditions for performing the Skill
-1 to -5	Poor conditions for preforming the skill
-1 to -5	Extremely strange or weird object to perform the Skill on
-1 to -5	Character uses poor equipment or lacks the proper equipment
-1 to -3	Combat conditions, for Skills not normally used in combat

SKILL ROLL CHART

Characteristic Value	Skill Roll
3, 4, 5, 6, 7	10-
8, 9, 10, 11, 12	11-
13, 14, 15, 16, 17	12-
18, 19, 20, 21, 22	13-
23, 24, 25, 26, 27	14-
28, 29, 30, 31, 32	15-

DEFENSIVE COMBAT VALUE

OCV \ DCV	3	4	5	6	7	8	9	10	11	12	13	14	15	16
3	11	10	9	8	7	6	5	4	3	3	3	3	3	3
4	12	11	10	9	8	7	6	5	4	3	3	3	3	3
5	13	12	11	10	9	8	7	6	5	4	3	3	3	3
6	14	13	12	11	10	9	8	7	6	5	4	3	3	3
7	15	14	13	12	11	10	9	8	7	6	5	4	3	3
8	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	17	16	15	14	13	12	11	10	9	8	7	6	5	4
10	17	17	16	15	14	13	12	11	10	9	8	7	6	5
11	17	17	17	16	15	14	13	12	11	10	9	8	7	6
12	17	17	17	17	16	15	14	13	12	11	10	9	8	7
13	17	17	17	17	17	16	15	14	13	12	11	10	9	8
14	17	17	17	17	17	17	16	15	14	13	12	11	10	9
15	17	17	17	17	17	17	17	16	15	14	13	12	11	10
16	17	17	17	17	17	17	17	17	16	15	14	13	12	11

(Row labels = OFFENSIVE COMBAT VALUE)

THE SPEED CHART

Character's Speed \ Segments	1	2	3	4	5	6	7	8	9	10	11	12
1	–	–	–	–	–	–	X	–	–	–	–	–
2	–	–	–	–	–	X	–	–	–	–	–	X
3	–	–	–	X	–	–	–	X	–	–	–	X
4	–	–	X	–	–	X	–	–	X	–	–	X
5	–	–	X	–	X	–	–	X	–	X	–	X
6	–	X	–	X	–	X	–	X	–	X	–	X
7	–	X	–	X	–	X	X	–	X	–	X	X
8	–	X	X	–	X	X	–	X	X	–	X	X
9	–	X	X	X	–	X	X	X	–	X	X	X
10	–	X	X	X	X	–	X	X	X	X	X	X
11	–	X	X	X	X	X	X	X	X	X	X	X
12	X	X	X	X	X	X	X	X	X	X	X	X

RANGE MODIFIERS

Range	Modifier
Adjacent	-0
2-4"	-0
5-8"	-2
9-16"	-4
17-32"	-6
33"-64"	-8
65"-128"	-10
and so forth	

OPTIONAL RANGE MODIFIERS

Range	Modifier
Adjacent	-0
2-4"	-0
5-6"	-1
7-8"	-2
9-12"	-3
13-16"	-4
17-24"	-5
and so forth	

DCV MODIFIERS

Character is ...	DCV	Hit Location
Affected by EGO +30 Mental Illusion	½	½
Affected by PRE/EGO +20 Presence Attack	½	Normal
Affected by PRE/EGO +30 Presence Attack	0	½
Affected by Flash/Darkness/Invisibility		
Ranged, makes Nontargeting PER Roll	Normal	Normal
HTH, makes Nontargeting PER Roll	-1	Normal
Ranged, fails Nontargeting PER Roll	½	Normal
HTH, fails Nontargeting PER Roll	½	Normal
Attacked from behind out of combat	½	½
Attacked from behind in combat	½	Normal
Braced	½	½
Bulky Focus, character is carrying	½	Normal
Climbing	½ to -0	Normal
DEX 1 or less	0	½
Encumbered (depending on degree)	-0 to -5	Normal
Entangled	0	½
Fighting in a cluttered or cramped area	-2	Normal
Grabbed by another character	½	Normal
Grabbing another character	½	Normal
In the water	-2	Normal
Intoxicated	-2	Normal
In zero gravity	½	Normal
Knocked Out	0	½
On a narrow surface (tightrope, ledge)	-2	Normal
On ice, mud, or other slippery surfaces	-1	Normal
Prone	½	Normal
Recovering from being Stunned	½	½
Resisting Knockback with STR	½	Normal
Sleeping	0	½
STR 0 (or lower)	½ (or lower)	Normal
STR -30 (or negative value of STR)	0	½
Stunned	½	½
Subject to Multiple Attackers Bonus	-1 to ½	Normal
Surprised (in combat)	½	Normal
Surprised (out of combat)	½	½
Taking a Recovery	½	½
Underwater	-2	Normal
Using Autofire Skills	½	Normal
Using a Bulky Focus	½	Normal
Using Noncombat Movement	½	Normal
Using a Power with Concentration	½	Normal
Using Rapid Fire or Sweep	½	Normal

DAMAGE CLASSES

DC	Killing	Normal	10-point*	Active Points
1	1 pip	1d6	½d6	5
2	½d6, 1d6-1	2d6	1d6	10
3	1d6	3d6	1 ½d6	15
4	1d6+1	4d6	2d6	20
5	1 ½d6, 2d6-1	5d6	2 ½d6	25
6	2d6	6d6	3d6	30
7	2d6+1	7d6	3 ½d6	35
8	2 ½d6, 3d6-1	8d6	4d6	40
9	3d6	9d6	4 ½d6	45
10	3d6+1	10d6	5d6	50
11	3 ½d6, 4d6-1	11d6	5 ½d6	55
12	4d6	12d6	6d6	60
13	4d6+1	13d6	6 ½d6	65
14	4 ½d6, 5d6-1	14d6	7d6	70
15	5d6	15d6	7 ½d6	75
16	5d6+1	16d6	8d6	80
17	5 ½d6, 6d6-1	17d6	8 ½d6	85
18	6d6	18d6	9d6	90
19	6d6+1	19d6	9 ½d6	95
20	6 ½d6, 7d6-1	20d6	10d6	100

and so forth.

* This column is included for the sake of convenience; it shows the DCs of Powers such as Drain or many NNDs, which cost 10 Active Points per 1d6.

ACTIONS TABLE

Action	Time Required	Move Required
Brace	0 Phase	—
Find Weakness	½ Phase	—
Grab	½ Phase $*	—
Haymaker	½ Phase #*	—
Missile Deflection	½ Phase *	—
Move By	1 Phase	1"
Move Through	1 Phase	1"
Set	1 Phase	—
Set and Brace	1 Phase	—

Other Combat Maneuvers

Action	Time Required	Move Required
Any action which requires an Attack Roll	½ Phase *	—
Accelerating/decelerating	0 Phase	—
Change clothes	1 Phase	—
Draw a weapon	½ Phase	—
Make a PER Roll with a Nontargeting Sense to perceive an enemy	½ Phase	—
Make a Presence Attack	No Time	—
Make a roll at the GM's request	No Time	—
Make a Skill Roll	Variable	—
Open a door	½ Phase	—
Recover from being Stunned	1 Phase	—
Shift a Multipower	0 Phase	—
Shift Skill Levels	0 Phase	—
Speaking (conversation)	Variable	—
Speaking (soliloquy)	No Time	—
Start a vehicle	½ Phase	—
Take a Recovery	1 Phase	—
Turn on a Power	0 Phase	—
Turn off a Power	0 Phase	—
Use Casual Strength	0 Phase	—
Use more than half of your inches of movement	1 Phase	Full Move
Use up to half of your inches of movement	½ Phase	Half Move

\# Action takes place at the very end of the next Segment

$ A character who has made a successful Grab can squeeze the target for his normal STR damage or Throw him.

* Attack Action — the character may not perform another Action after these Actions, but may perform a Half Phase Action before these Actions.

KNOCKBACK MODIFIERS

Circumstance	# of dice rolled for Knockback
Target is in the air	-1d6
Target Rolled with the Punch	-1d6
Target is underwater	+1d6
Attack was a Killing Damage attack	+1d6
Attack was a Martial Maneuver	+1d6
Target has Clinging	+1d6
Target is in Zero Gravity	-1d6

COMBAT MANEUVERS TABLE

STANDARD MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block HTH attacks, Abort
Brace	0	+2	½	+2 OCV only to offset Range Modifier
Disarm	½	-2	+0	Disarm target, requires STR vs. STR Roll
Dodge	½	—	+3	Dodge all attacks, Abort
Grab	½	-1	-2	Grab Two Limbs; can squeeze or throw
Grab By	½	-3	-4	Move and Grab object, +(v/5) to STR
Haymaker	½*	+0	-5	+4 Damage Classes to any attack
Move By	½	-2	-2	((STR/2) + (v/5))d6; attacker takes 1/3 damage
Move Through	½	-v/5	-3	(STR + (v/3))d6; attacker takes ½ or full damage
Set	1	+1	+0	
Strike	½	+0	+0	STR damage or by weapon type
Other Attacks	½	+0	+0	

OPTIONAL MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Blazing Away	½	+0	+0	Make as many attacks as desired, only hit on a 3
Club Weapon	½	+0	+0	Killing weapon does equivalent Normal Damage
Cover	½	-2	+0	Target held at "gunpoint"
Dive For Cover	½	+0	+0	Character avoids attack; Abort
Hipshot	½	-1	+0	+1 DEX only for purposes of initiative
Hurry	½	-2	-2	+1d6 DEX only for purposes of initiative
Pulling A Punch	½	-1/5d6	+0	Strike, normal STUN damage, ½ BODY damage
Rapid Fire	1	-2/x	x½	Make multiple Ranged attacks
Roll With A Punch	½	-2	-2	"Block" after being hit, take ½ damage; Abort
Snap Shot	1	-1	+0	Lets character duck back behind cover
Suppression Fire	1	-2	+0	Continuous fire on hex(es), must be Autofire
Sweep	1	-2/x	x½	Make multiple HTH attacks

MARTIAL MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Choke Hold	½	-2	+0	Grab, 2d6 NND(2)
Defensive Strike	½	+1	+3	STR Strike
Killing Strike	½	-2	+0	½d6 HKA
Legsweep	½	+2	-1	STR +1d6 Strike; Target Falls
Martial Block	½	+2	+2	Block, Abort
Martial Disarm	½	-1	+1	Disarm, +10 STR to Roll
Martial Dodge	½	—	+5	Dodge, affects all attacks, Abort
Martial Escape	var	+0	+0	+15 STR versus Grabs
Martial Grab	½	-1	-1	Grab Two Limbs, +10 STR for holding on
Martial Strike	½	+0	+2	STR +2d6 Strike
Martial Throw	½	+0	+1	STR + v/5 Strike; Target Falls
Nerve Strike	½	-1	+1	2d6 NND(1)
Offensive Strike	½	-2	+1	STR +4d6 Strike
Sacrifice Throw	½	+2	+1	STR; You Fall, Target Falls
+1 Damage Class				Adds to all Martial Maneuvers
Weapon Element				Allows use of Martial Arts with weapons

* This maneuver takes one extra Segment to perform

EXPLANATION OF TERMS:

Phase: How long it takes to perform the Maneuver.

OCV (Offensive Combat Value): The Maneuver's modification to OCV. For example, a +1 OCV means a character has +1 to his OCV when making an Attack Roll with the Maneuver.

Dash ("—"): That column is not relevant to that maneuver.

DCV (Defensive Combat Value): The maneuver's modification to the attacker's DCV. For example, performing a Haymaker decreases the attacker's DCV, making it more likely he will be hit.

Effects: The damage or other effect done by the Maneuver. STR means the Maneuver does STR/5 in d6 of Normal Damage.

Abort: A character can forfeit his next Phase to perform this Maneuver out of Phase. For a more detailed explanation, see *Aborting An Action,* pages 236.

RECOVERY TIME

STUN Total	How Often Character Recovers
-0 to -10	Every Phase and Post-Segment 12
-11 to -20	Post-Segment 12 only
-21 to -30	Once a minute only
-31 or more	GM's option (a long time)

NORMAL DAMAGE

Each die for Normal Attack	BODY done
1	0 (zero)
2-5	1
6	2

COMBAT MODIFIERS TABLE

Modifier	Notes	OCV	DCV
Area Of Effect Attack	Must hit hex's DCV (3; 0 if adjacent)	—	—
Autofire	More than one shot; 1 hit/2 points roll is made by	+0	-0
Concealment	By Hit Location Table or:		
	Target half hidden	-2	—
	Only target's head and shoulders visible	-4	—
Bouncing An Attack	Requires 1 Combat Level per bounce	+1 to +3	—
Coordinated Attacks	Combine damage for purpose of Stunning	—	—
Encumbrance	Attacker is weighed down	—	-0 to -5
Environmental Conditions	Various ambient conditions or situations	Varies	Varies
Explosions	Treat like Area Effect	—	—
Multiple Attackers	+1 OCV/attacker after the first; must Coordinate	Varies	—
Off Hand	Using off hand	-3	—
Spreading An Attack	For one target, +1 OCV per -DC	Varies	—
	To hit multiple targets, -1d6 per additional hex	—	—
Surprised	In combat	—	x½
	Out of combat, take 2x Stun	—	x½
Surprise Move	GM decides	+1 to +3	—
Target A Hex	Must hit hex's DCV (3; 0 if adjacent)	—	—
Target Prone	May have Concealment	—	x½
Target Size	Fills 1 hex/2x human sized	+2	—
	Fills 2 hexes/4x human	+4	—
	Fills 4 hexes/8x human sized	+6	—
	½ human sized	-2	—
	¼ human sized	-4	—
	1/8 human sized	-6	—
Throw Object	Unbalanced, unaerodynamic object	-4	—
	Balanced or aerodynamic object	-2	—
	Balanced and aerodynamic object	-0	—
Unfamiliar Weapon	Character lacks appropriate Weapon Familiarity	-3	—
Weapon Size/Shape	GM decides	Varies	Varies

HIT LOCATION TABLE

3d6 Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6	Hands	x1	x½	x½	-6 OCV
7-8	Arms	x2	x½	x½	-5 OCV
9	Shoulders	x3	x1	x1	-5 OCV
10-11	Chest	x3	x1	x1	-3 OCV
12	Stomach	x4	x1 ½	x1	-7 OCV
13	Vitals	x4	x1 ½	x2	-8 OCV
14	Thighs	x2	x1	x1	-4 OCV
15-16	Legs	x2	x½	x½	-6 OCV
17-18	Feet	x1	x½	x½	-8 OCV

If necessary, roll 1d6 to determine left or right side (hands, arms, shoulders, thighs, legs, feet). If you roll a 1, 2, or 3, the left side is hit; if you roll a 4, 5, or 6, the right side is hit.

FALLING TABLE

Segments Since Fall Began	Total Current Velocity	Distance Fallen
1	5"	5"
2	10"	15"
3	15"	30"
4	20"	50"
5	25"	75"
6	30"	105"
7	30"	135"
8	30"	165"

...and so forth

SPECIAL HIT LOCATIONS

General Location	OCV	Dice Roll
Head Shot (Head-Shoulders)	-4	1d6+3
High Shot (Head-Vitals)	-2	2d6+1
Body Shot (Hands-Legs)	-1	2d6+4
Low Shot (Shoulders-Feet)	-2	2d6+7*
Leg Shot (Vitals-Feet)	-4	1d6+12

* Count 19 as Feet

ENVIRONMENTAL CONDITIONS

Condition	Problem; Modifiers
Climbing	During easy climbs (such as a ladder), characters suffer -1 DCV; more difficult ones can reduce DCV by up to half and subtract 2 DCs from all attacks.
Cluttered, Cramped	In cluttered or cramped areas, characters will typically be at -2 DCV, -1 OCV (if not worse); an Acrobatics roll eliminates these penalties.
Intoxication	Intoxicated or drunk characters are at -2 OCV/DCV.
Narrow Surfaces	Characters fighting on tightropes, tiny ledges, tree branches, and other narrow surfaces are at -2 DCV and -2 DC to all attacks; an Acrobatics roll eliminates these penalties.
Poor Footing	When footing is poor — on ice, rain-slicked rocks, mud, or the like — characters suffer -1 DCV and -1 DC to all attacks; a Breakfall roll eliminates these penalties.
Water	Characters fighting underwater are at -2 DCV and -2 DC to all attacks unless they make an appropriate Skill Roll or have TF: SCUBA. A character who is standing in water while he fights is at -2 DCV (and typically also suffer Poor Footing penalties) unless he makes a Breakfall roll.
Zero-Gravity	Characters in Zero-G are typically at -3 OCV and/or -3 DCs for any attacks which require them to have their feet on the ground (such as kicks) or which need the momentum of gravity to function properly (such as some punches or throws). Characters are also usually at ½ DCV. Some or all of these penalties can be eliminated with a successful PS: Zero-G Operations roll.

INABILITY TO SENSE AN OPPONENT

A character who cannot perceive his opponent(s) or target(s) with a Targeting Sense (because he has been attacked with a Flash, is in a Darkness field, is otherwise "blinded," or his opponent is Invisible) is ½ DCV, ½ OCV when attacked or attacking in HTH Combat and ½ DCV, 0 OCV when attacked from or attacking at Range. If he can make a PER Roll with a Nontargeting Sense (a Half Phase Action) to perceive a particular target, then against that target only he is at -1 DCV, ½ OCV when attacked or attacking in HTH Combat, and full DCV, ½ OCV when attacked from or attacking at Range. Against all other targets he is affected by the worse modifiers.

THROWING TABLE

Extra STR	Running Throw	Standing Throw	Prone Throw
0	0”	0”	0”
3	2”	1”	½”
5	4”	2”	1”
8	6”	3”	1 ½”
10	8”	4”	2”
13	10”	5”	2 ½”
15	12”	6”	3”
18	14”	7”	3 ½”
20	16”	8”	4”
23	18”	9”	4 ½”
25	20”	10”	5”
28	22”	11”	5 ½”
30	24”	12”	6”
35	28”	14”	7”
40	32”	16”	8”
45	36”	18”	9”
50	40”	20”	10”
55	44”	22”	11”
60	48”	24”	12”
65	52”	26”	13”
70	56”	28”	14”
75	60”	30”	15”
80	64”	32”	16”
85	68”	34”	17”
90	72”	36”	18”
95	76”	38”	19”
100	80”	40”	20”

ENCUMBRANCE TABLE

Total Weight Carried	DCV/ DEX Roll	Movement	END Cost per Turn
Up to 10%	-0	—	0
10-24%	-1	—	0
25-49%	-2	-1”	1
50-74%	-3	-2”	2
75-89%	-4	-4”	3
90-100%	-5	-8”	4

Notes

Total Weight Carried: A percentage of the total weight a character can lift, as indicated by the Strength Table (page 21). For example, a character with a 20 STR can lift 400 kilograms; if carrying 200 kilograms, he would suffer a -3 to DCV and DEX Rolls.

Movement: Characters who are moving can carry up to 25% of the weight they can carry with their STR at no penalty. However, carrying more than that slows them down. The Movement column shows the impact which carrying more than 25% of their carrying capacity has on their movement. The number of inches listed in the table is subtracted from the character's movement rate. As explained on page 238, characters can use their movement to improve their STR; this may allow them to overcome some or all effects of encumbrance at less cost in velocity.

END Cost Per Turn: When Encumbered in combat, the character uses this much END per Turn, in addition to any other END used for STR, Powers, and the like. Additionally, you can use this number as the amount of Long Term END he loses every hour which he carries that much weight.

STRENGTH TABLE

STR	Lift (kg)	Damage	Leap	Example
-25	.8	—	—	Grenade, Football
-23	1.0	—	—	
-20	1.6	—	—	Pineapple
-18	2.0	—	—	
-15	3.2	—	—	One-Handed Sword
-13	4.0	—	—	Rifle
-10	6.4	—	—	
-8	8.0	—	—	Shotput
-5	12.5	—	—	
-3	16.0	—	—	
0	25.0	—	—	Full suitcase, Small Missile, TV set
3	37.0	½d6	½”	
5	50.0	1d6	1”	
8	75.0	1 ½d6	1 ½”	
10	100.0	2d6	2”	Man
13	150.0	2 ½d6	2 ½”	
15	200.0	3d6	3”	Two men, piano
18	300.0	3 ½d6	3 ½”	
20	400.0	4d6	4”	Motorcycle
23	600.0	4 ½d6	4 ½”	Sailboat
25	800.0	5d6	5”	Small Trailer
28	1,200.0	5 ½d6	5 ½”	Medium Missile
30	1,600.0	6d6	6”	Small Car, Large Missile
35	3,200.0	7d6	7”	Truck
40	6,400.0	8d6	8”	Small Jet, Combat Helicopter
45	12.5 tons	9d6	9”	Jet Fighter, Subway Car
50	25.0 tons	10d6	10”	Infantry Fighting Vehicle
55	50.0 tons	11d6	11”	Tank
60	100.0 tons	12d6	12”	Space Shuttle
65	200.0 tons	13d6	13”	Large Plane, Titan II Rocket
70	400.0 tons	14d6	14”	Trawler
75	800.0 tons	15d6	15”	Drilling Rig
80	1.6 ktons	16d6	16”	Small Bridge
85	3.2 ktons	17d6	17”	Military Tugboat
90	6.4 ktons	18d6	18”	Destroyer, Large Submarine
95	12.5 ktons	19d6	19”	Freighter (unloaded)
100	25.0 ktons	20d6	20”	Cruiser, freighter (loaded), large bridge

Lift: The maximum amount of weight the character can usually just manage to lift off the ground, stagger with for a step or two, then drop, in kilograms (1 kg = 2.2 pounds). This assumes a solid lifting surface.

Damage: Normal Damage in HTH Combat

Leap: Running broad jump forward, distance in hexes. Running jumps upward and standing jumps are half this distance; standing jumps upward are one-fourth this distance.

RANGE MODIFIERS FOR THROWN OBJECTS

Range Modifier	Object is...
Normal	Balanced and aerodynamic (a boomerang, a spear)
-2	Balanced but not aerodynamic (a tomahawk, a grenade, most rocks)
-2	Aerodynamic but not balanced (a jetpack)
-4	Neither balanced nor aerodynamic (another character, a bale of hay)