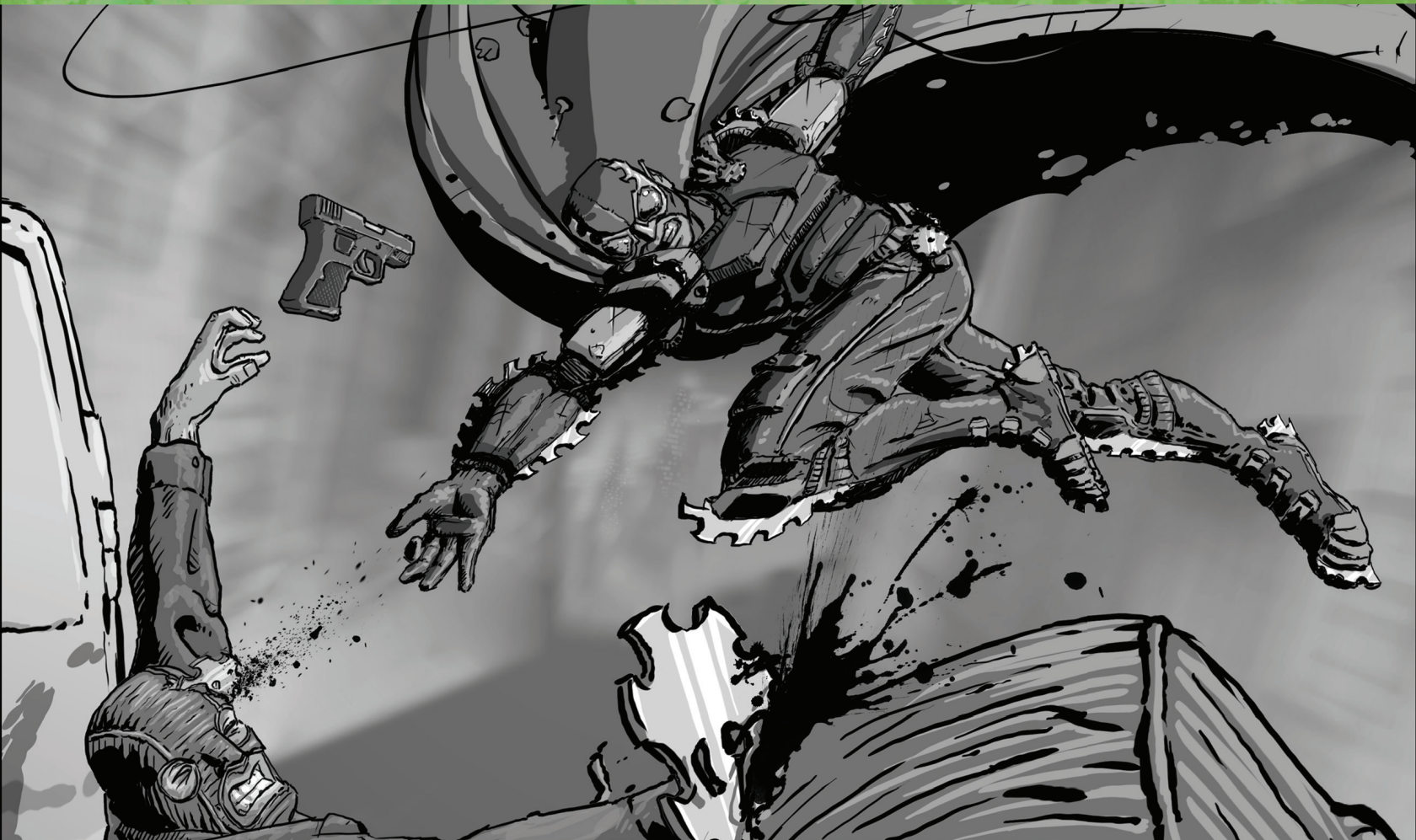
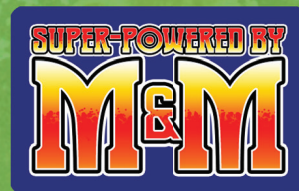


SUPERSTRING MULTIVERSE

QUICK REFERENCE SCREEN



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SUPERSTRING MULTIVERSE

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TABLE: RANKS AND MEASURES

RANK	MASS	TIME	DISTANCE	VOLUME
-5	1.5 lb.	1/8 second	6 inches	1/32 cft.
-4	3 lbs.	1/4 second	1 foot	1/16 cft.
-3	6 lbs.	1/2 second	3 feet	1/8 cft.
-2	12 lbs.	1 second	6 feet	1/4 cft.
-1	25 lbs.	3 seconds	15 feet	1/2 cft.
0	50 lbs.	6 seconds	30 feet	1 cft.
1	100 lbs.	12 seconds	60 feet	2 cft.
2	200 lbs.	30 seconds	120 feet	4 cft.
3	400 lbs.	1 minute	250 feet	8 cft.
4	800 lbs.	2 minutes	500 feet	15 cft.
5	1,600 lbs.	4 minutes	900 feet	30 cft.
6	3,200 lbs.	8 minutes	1,800 feet	60 cft.
7	3 tons	15 minutes	1/2 mile	125 cft.
8	6 tons	30 minutes	1 mile	250 cft.
9	12 tons	1 hour	2 miles	500 cft.
10	25 tons	2 hours	4 miles	1,000 cft.
11	50 tons	4 hours	8 miles	2,000 cft.
12	100 tons	8 hours	16 miles	4,000 cft.
13	200 tons	16 hours	30 miles	8,000 cft.
14	400 tons	1 day	60 miles	15,000 cft.
15	800 tons	2 days	120 miles	32,000 cft.
16	1,600 tons	4 days	250 miles	65,000 cft.
17	3.2 ktons	1 week	500 miles	125,000 cft.
18	6 ktons	2 weeks	1,000 miles	250,000 cft.
19	12 ktons	1 month	2,000 miles	500,000 cft.
20	25 ktons	2 months	4,000 miles	1 million cft.
21	50 ktons	4 months	8,000 miles	2 million cft.
22	100 ktons	8 months	16,000 miles	4 million cft.
23	200 ktons	1.5 years	32,000 miles	8 million cft.
24	400 ktons	3 years	64,000 miles	15 million cft.
25	800 ktons	6 years	125,000 miles	32 million cft.
26	1,600 ktons	12 years	250,000 miles	65 million cft.
27	3,200 ktons	25 years	500,000 miles	125 million cft.
28	6,400 ktons	50 years	1 million miles	250 million cft.
29	12,500 ktons	100 years	2 million miles	500 million cft.
30	25,000 ktons	200 years	4 million miles	1 billion cft.
+1	x2	x2	x2	x2

THINGS TO KNOW ABOUT MEASUREMENTS

Each rank represents a range of measures. If you're looking for a measurement that's not on the table, pick the next highest one that is; so 12 hours is a time rank of 13 (more than 8 hours, but less than 16), and 6 miles is a distance rank of 11 (more than 4 miles, but less than 8).

Like abilities, measures can have negative ranks. In the time rank example, the time it takes a Speed 14 hero to cover 30 miles is rank -1, or 3 seconds. You can extend the negative side the Measurement Table just like you can the positive side, with each lower rank halving the previous measurement. So rank -6 is half a pound, 1/16th of a second, and 3 inches, for example.

Don't directly add ranks. Putting rank 4 distance together with rank 6 distance is not rank 10 distance! Rank 4 is a distance measurement of 500 feet. Rank 6 is 600 yards (1,800 feet). Adding the measurements, you get about 2,300 feet. If you directly added the ranks, you'd get rank 10 distance, or 4 miles! If you have different ranks, it is best to either handle them separately or convert them to measurements, add the measurements together, and convert them back to a rank. In the previous example, 2,300 feet is rank 7 distance (around half a mile).

Measurements are approximate. Especially at the higher end, where each rank represents a wide range of measurements, the Measurements Table isn't intended to provide precise values.

TABLE: ABILITIES AND SUMMARIES	
ABILITY	SUMMARY
Strength (STR)	Physical power.
Stamina (STA)	Health and stamina.
Agility (AGI)	Physical coordination, grace reflexes, and balance.
Dexterity (DEX)	Hand-eye co-ordination, precision, manual dexterity
Fighting (FGT)	Ability in close combat, from hitting a target to avoiding counter-attacks.
Intellect (INT)	Learning and reasoning.
Awareness (AWE)	Common sense, Awareness, and intuition.
Presence (PRE)	Force of Personality, Persuasiveness, Personal Magnetism, Ability to lead.

TABLE: MATERIAL TOUGHNESS	
MATERIAL	TOUGHNESS
Paper	0
Soil	0
Glass	1
Ice	1
Rope	1
Wood	3
Stone	5
Iron	7
Reinforced Concrete	8
Steel	9
Titanium	15
Super-alloys	20+

SAMPLE DIFFICULTY CLASSES	
DIFFICULTY	(DC)
Very easy	0
Easy	5
Average	10
Tough	15
Challenging	20
Formidable	25
Heroic	30
Super-heroic	35
Nigh-impossible	40

TABLE: DEGREES OF SUCCESS/FAILURE	
CHECK RESULT = OR >	DEGREE
DC+15	Four (Success)
DC+10	Three (Success)
DC+5	Two (Success)
DC	One (Success)
DC-5	One (Failure)
DC-10	Two (Failure)
DC-15	Three (Failure)
DC-20	Four (Failure)

TABLE: CONCEALMENT	
CONCEALMENT	ATTACK CHECK PENALTY
Partial (dim lighting, foliage, heavy precipitation, fog, smoke)	-2
Total (Total darkness, heavy smoke or fog, target invisible)	-5

TABLE: COVER		
DEGREE OF COVER	ATTACK CHECK PENALTY	DODGE BONUS VS. AREA ATTACKS
Partial (50% of the target is behind cover, such as around a corner, behind a tree or pillar, or a low wall)	-2	+2
Total (75% of the target behind cover, like a narrow window, or crouched behind a wall.)	-5	+5

CHECK EXAMPLES	
TASK	CHECK USING
Sock a villain in the jaw	Close Combat skill (or Fighting)
Climb the outside of a building	Athletics skill (or Strength)
Do a triple-back flip	Acrobatics skill (or Agility)
Find clues at a crime scene	Investigation skill (or Intellect)
Notice a ninja sneaking up on you	Perception skill (or Awareness)
Recall a particular fact	Expertise skill (or Intellect)
Fix a broken device	Technology skill
Convince someone of something	Deception skill (Persuasion skill, if it's true, or Presence)

TABLE: VEHICLE SIZE CATEGORIES				
VEHICLE SIZE (RANK)	EXAMPLES	STRENGTH	TOUGHNESS	DEFENSE
Awesome	Space transport	20	15	-12
Colossal	Passenger jet	16	13	-8
Gargantuan	Semi, yacht, fighter jet	12	11	-4
Huge	Stretch limo, SUV, tank	8	9	-2
Large	Car, small truck	4	7	-1
Medium	Motorcycle	0	5	0

<i>RESISTING DAMAGE: TOUGHNESS VS. [DAMAGE RANK + 15]</i>	
<i>Success</i>	<i>The damage has no effect.</i>
<i>Failure (one degree)</i>	<i>The target has a -1 circumstance penalty to further resistance checks against damage.</i>
<i>Failure (two degrees)</i>	<i>The target is dazed until the end of their next turn and has a -1 circumstance penalty to further checks against damage.</i>
<i>Failure (three degrees)</i>	<i>The target is staggered and has a -1 circumstance penalty to further checks against damage. If the target is staggered again (three degrees of failure on a Damage resistance check), apply the fourth degree of effect. The staggered condition remains until the target recovers (see Recovery, following).</i>
<i>Failure (four degrees)</i>	<i>The target is incapacitated.</i>
<i>The circumstance penalties to Toughness checks are cumulative, so a target who fails three resistance checks against Damage, each with one degree of failure, has a total -3 penalty.</i>	
<i>If an incapacitated target fails a resistance check against Damage, the target's condition shifts to dying. A dying target who fails a resistance check against Damage is dead.</i>	

<i>TABLE: EXTRA EFFORT</i>	
<i>Action</i>	<i>Gain an additional standard action during your turn, which can be exchanged for a move or free action, as usual.</i>
<i>Bonus</i>	<i>Perform one check with a bonus (+2 circumstance bonus) or improve an existing bonus to a major bonus (+5 circumstance bonus). This bonus can also negate a penalty (-2 circumstance penalty), allowing you to perform the check with no modifier, or reduce a major penalty from a -5 penalty to a -2 penalty.</i>
<i>Power</i>	<i>Increase one of your hero's power effects by +1 rank until the start of the hero's next turn. Permanent effects cannot be increased in this way.</i>
<i>Power Stunt</i>	<i>Temporarily gain and use an Alternate Effect. The Alternate Effect lasts until the end of the scene or until its duration expires, whichever comes first. Permanent effects cannot be used for power stunts.</i>
<i>Resistance</i>	<i>Gain an immediate additional resistance check against an ongoing effect. If you're compelled or controlled, the fatigue from the extra effort doesn't affect you until you're free of the effect.</i>
<i>Retry</i>	<i>Some effects require extra effort to retry after a certain degree of failure. The extra effort merely permits another attempt to use the effect; it grants no other benefits.</i>
<i>Speed</i>	<i>Increase the hero's speed rank by +1 until the start of the hero's next turn.</i>
<i>Strength</i>	<i>Increase the hero's Strength rank by +1 until the start of the hero's next turn.</i>
<i>At the start of the turn immediately after using extra effort, the hero becomes fatigued. A fatigued hero who uses extra effort becomes exhausted and an exhausted hero who uses extra effort is incapacitated. If you spend a victory point at the start of the turn following the extra effort to remove the fatigue, the hero suffers no adverse effects. In essence, spending a victory point lets you use extra effort without suffering fatigue.</i>	

TABLE: POISONS	
RANK	SAMPLE POISON
1	Food poisoning: impaired and disabled; dazed and stunned for especially severe nausea.
2	Alcohol: Impaired and disabled; dazed and stunned for severe drunkenness
3	Pesticides: impaired and disabled, although a large enough dose or repeated exposure can also Weaken Stamina, even leading to death.
4	Chloroform: dazed, stunned, and incapacitated effects.
7	Cobra venom: Typically a Weaken effect against Strength, Agility, or Stamina (sometimes more than one), with Weaken Stamina potentially lethal, if the victim's Stamina drops below -5.
8	Mustard gas: Affliction with impaired, disabled, and incapacitated effects, linked with a Damage effect resisted by Fortitude.
9	Poisonous mushrooms: Typically a Fortitude Damage effect. Side-effects might include conditions like dazed, impaired, or hindered.
11	Chlorine gas: Affliction with dazed, stunned, and incapacitated effects, linked with a Damage effect resisted by Fortitude.
13	Curare: Affliction with dazed and hindered, stunned and immobilized, and incapacitated effects, linked with Weaken Stamina, as the poison can potentially stop the target's heart.
14	Cyanide: Fortitude Damage effect.
15	Nerve gas: Affliction with dazed and impaired, stunned and disabled, and incapacitated effects, linked with Fortitude Damage.
16+	Alien, supernatural, or super-science toxins

TABLE: DISEASES	
RANK	SAMPLE DISEASE
1-2	Common colds: Usually nothing more than an impaired condition.
3-5	Influenza (including bird flu, swine flu, etc.): Affliction with impaired, disabled, and incapacitated.
4	Malaria: Affliction with impaired, disabled, and incapacitated.
6	Typhoid: Affliction with dazed, stunned, and incapacitated.
7	Rabies: Affliction with impaired, compelled (paranoid and violent behavior), and incapacitated.
8	Leprosy: Affliction with impaired, disabled, and incapacitated.
10	AIDS: Weaken Fortitude, leading to other opportunistic infections.
11	Smallpox: Affliction with hindered and impaired, disabled, and incapacitated linked with Weaken Stamina.
12-14	Bubonic plague: Affliction with dazed and hindered, stunned and immobilized, linked with Weaken Stamina.
15	Ebola virus: Affliction with dazed, hindered, and impaired; stunned, immobilized, and disabled; and incapacitated, linked with Weaken Strength and Stamina.
16+	Engineered super-viruses

TABLE: FIRE DAMAGE	
RANK	FIRE EXAMPLE
1	Torch
2	Campfire
4	Blowtorch
6	Flame thrower
8	Burning jet fuel, napalm
10+	Chemical accelerants and fire powers

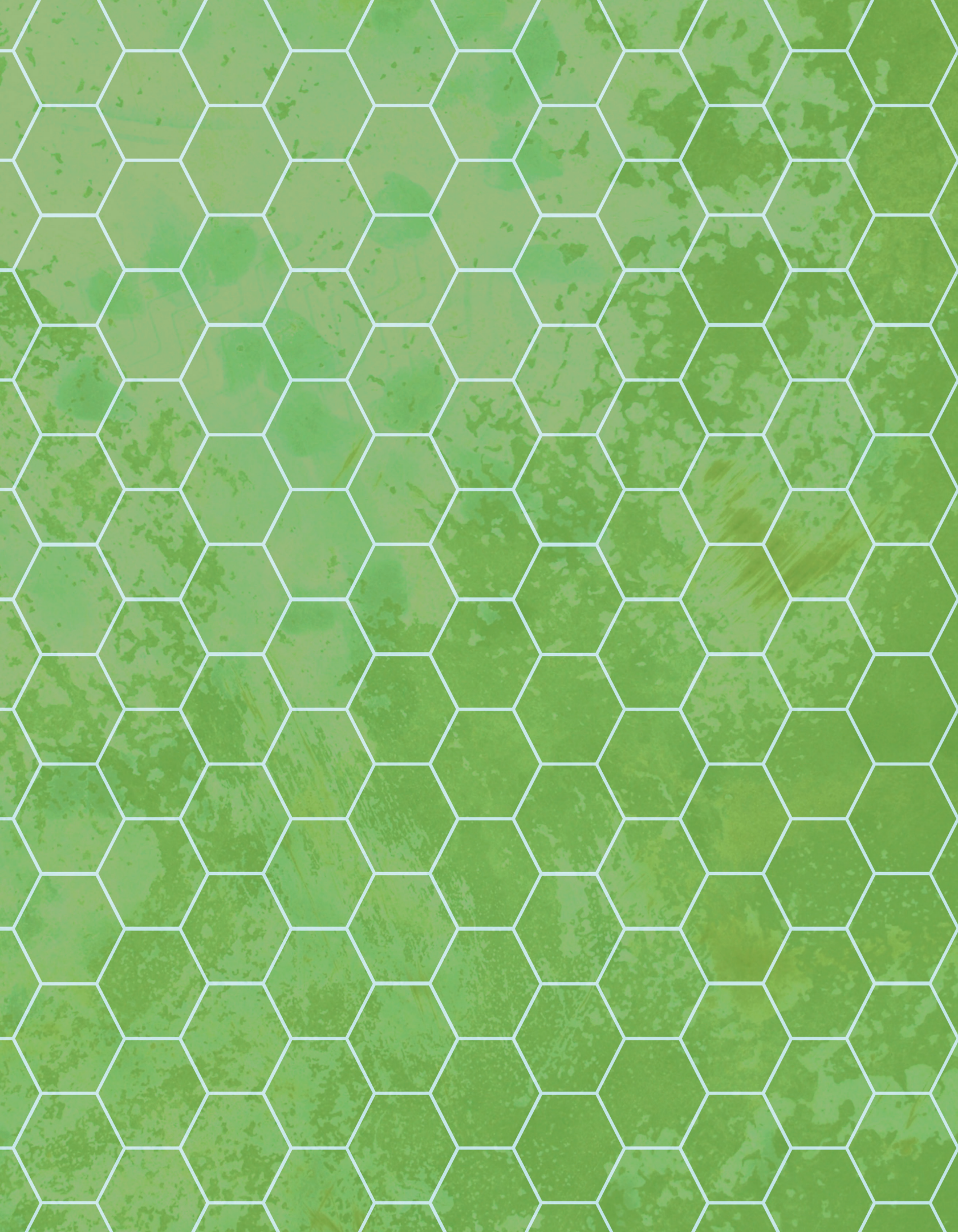
TABLE: RADIATION	
RANK	RADIATION EXAMPLE
1	Lingering irradiation
2-5	Nuclear fallout
4	Exposure to radioactive materials
6	Stellar radiation (deep space)
7	Nuclear reactor
8	Nuclear blast

COMBAT TRACKER

CHARACTER	INITIATIVE	CONDITION
1 .		
2 .		
3 .		
4 .		
5 .		
6 .		
7 .		
8 .		

NOTES

Large empty rectangular area for taking notes during the game.



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