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## CHARTS & REFERENCE

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### PDQ MASTER CHART

LEVEL	AS QUALITY RANK	MODIFIER TO 2D6 ROLL	AS DIFFICULTY RANK	TARGET NUMBER
<b>Poor</b>	Notably Inept.	<b>-2</b>	A trivial task.	<b>5</b>
<b>Average</b>	Typical human capability.	<b>0</b>	Straightforward task.	<b>7</b>
<b>Good</b>	Better than usual; most professionals or talented newcomers.	<b>+2</b>	Complex task, requiring attention to detail.	<b>9</b>
<b>Expert</b>	Noted/famed professional; talent with skill to back it up.	<b>+4</b>	Intricate task, difficult and requiring sharp concentration, hard for a typical untrained person (Average).	<b>11</b>
<b>Master</b>	Acclaimed genius: talent with substantial skill behind it.	<b>+6</b>	Extremely difficult task, hard for most professionals in the field (Good).	<b>13</b>

### T&J INTENSITY CHART

POWER RANK & MODIFIER	DIFFICULTY RANK & TARGET NUMBER	TIME* (DURATION**)	RANGE*	SPEED*	AREA	WEIGHT	FORCE	ENERGY	MONEY
<b>Poor [-2]</b>	<b>Poor [5]</b>	1 action/reaction (5 minutes)	Touch (12 in.)	Running (20 mph)	Closet (1 sq. yard)	Heavy person (250 lbs.)	Knockout Punch	Candle	\$1
<b>Average [0]</b>	<b>Average [7]</b>	1 Turn (30 minutes)	Near (10 yards)	Racecar (150 mph)	Room (25 sq. yards)	Motorcycle (500 lbs.)	Full-tilt Body check	Campfire	\$100
<b>Good [+2]</b>	<b>Good [9]</b>	1 Scene (1 hour)	Middling (100 yards)	Jet (500 mph)	Football field (6,400 sq. yards)	Car (1.5 tons)	Baseball bat	Bonfire	\$10,000
<b>Expert [+4]</b>	<b>Expert [11]</b>	2 Scenes (6 hours)	Far (1,000 yds.)	Supersonic (2,200 mph; Mach 3)	Square mile (3 mil. sq. yds.)	Tank (75 tons)	Ram w/ car	Forest fire	\$1 million
<b>Master [+6]</b>	<b>Master [13]</b>	4 Scenes (24 hours)	Too Far (5 miles)	Hypersonic (7,700 mph; Mach 10)	US Township (112 mil. sq. yds.)	Battleship (50,000 tons)	Cannonball	Volcano	\$1 billion

\* Expanded from the basic concepts on Time, Range, and Movement found in *Chapter 2*, p. 18.

\*\* *Duration* is for longer measures of Time that do not adequately fit within the (re)action/Turn/Scene structure -- endurance flying, vacuum support, maintaining a non-combat power, etc. Making an Power effect permanent (petrification, disintegrations, etc.) is up to the GM's Veto.

### STUNT COST CHART

EFFECTIVE RANK (FROM BASE ABILITY)	HERO POINT COST
2 Downshifts	Zero
1 Downshift	1
At Rank	2
1 Upshift	4
2 Upshifts	8
3 Upshifts	16
...etc.	x 2

### GAINING HERO POINTS

- Following *Motivation* (1d6 HP).
- Performing *Heroic Actions* (1 or more HP).
- Accepting a *Revoltin' Development* (2d6 HP).
- Affected by a *Limitation* (1 HP effect; 1 HP surpassed) or *Vulnerability* (lose next action; Damage Ranks = MOD; 1d6+MOD HP).
- Esprit de Corps* (1 or more).
- By *converting a MAX point* into a Hero Point.

### USING HERO POINTS

- ◆ **Detect & Discover.** Dictate a new fact about the situation at hand; 1 *Hero Point* per minor detail, 2 *Hero Points* per significant detail, or 4 *Hero Points* per major detail; **subject to GM Veto.**
- ◆ **Energize Stunts.** Increase the effective Rank of a Stunt. *Variable cost.*
- ◆ **Haymaker.** After a successful attack, add an Upshift to Damage; 1 *Hero Point* per Upshift.
- ◆ **I Know a Guy.** Remember a contact with possible useful information on current situation; 2 *Hero Points* and a *Scene* to get the info; **subject to GM Veto.**
- ◆ **Luck Be a Lady.** "As I fall off of the zeppelin to certain doom, I luckily manage to grab onto a guy line hanging from the gondola. . ."; 2 *Hero Points* per plausible coincidence, or 4 *Hero Points* per implausible coincidence.
- ◆ **Make It Count.** Gain an additional 1d6 on next roll; 3 *Hero Points* per die.
- ◆ **Pull Yourself Together.** Regain 1d6 lost Failure Ranks; 1 *Hero Point* and one action or reaction.
- ◆ **Push a Quality or Power.** Gain an Upshift to Rank for next roll; 2 *Hero Points* per Upshift.
- ◆ **Second Wind.** Regain 1d6 lost Damage Ranks; 2 *Hero Points* and one Turn per die of recovery.
- ◆ **Use a Trophy.** Retrieve and use an applicable Trophy (see *Chapter 6, MacGuffins, Plot Devices, & Trophies*, p. 69) from a previous adventure. 1 or 2 *Hero Points*, at GM's discretion.

### USING MAX FOR IMPROVEMENT

- ◆ To Increase a *Quality Rank*: 4 MAX per *Quality Rank*.
- ◆ To Increase a *Power Rank*: 8 MAX during a relevant *Scene* per *Power Rank*.
- ◆ To Purchase a *New Quality*: 4 MAX and related *Story Hook* for new Good [+2] *Quality*.
- ◆ To Purchase a *New Power*: 8 MAX and related *Story Hook* during a relevant *Scene* for new Average [0] *Power*.