



CHALLENGE ACTION RESOLUTION TABLE

RV (Attack)	RV (Other)	RED	ORANGE	YELLOW	GREEN	WHITE
-6	-3	-	01	02-03	04-07	08-100
-5	(-2.5)	-	01-02	03-06	07-09	10-100
-4	-2	-	01-03	04-07	08-12	13-100
-3	(-1.5)	-	01-04	05-09	10-19	20-100
-2	-1	-	01-06	07-13	14-25	26-100
-1	(-0.5)	-	01-07	08-19	20-35	36-100
0	0	01	02-11	12-26	27-50	51-100
1	(0.5)	01-02	03-13	14-33	34-67	68-100
2	1	01-03	04-20	21-50	51-98	99-100
3	(1.5)	01-09	10-37	38-79	80-99	100
4	2	01-23	24-55	56-98	99	100
5	(2.5)	01-47	48-95	96-98	99	100
6	3	01-96	97	98	99	100

ASCENDANT



CHALLENGE ACTION RESOLUTION TABLE

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-3	(-1.5)	-	01-04	05-09	10-19	20-100
-2	-1	-	01-06	07-13	14-25	26-100
-1	(-0.5)	-	01-07	08-19	20-35	36-100
0	0	01	02-11	12-26	27-50	51-100
1	(0.5)	01-02	03-13	14-33	34-67	68-100
2	1	01-03	04-20	21-50	51-98	99-100
3	(1.5)	01-09	10-37	38-79	80-99	100
4	2	01-23	24-55	56-98	99	100
5	(2.5)	01-47	48-95	96-98	99	100
6	3	01-96	97	98	99	100

DAMAGE CONDITIONS

CONDITION	EFFECT OF CONDITION	FINDING CONDITION
Dazed	Can only take 2 Actions, one must be Automatic	1 HP at start of Panel; otherwise at end of Panel
Staggered	Can only take 1 Action, cannot be Challenge	2 HP at start of Panel; otherwise at end of Panel
Overwhelmed	Cannot take Actions, Sustained powers drop	3 HP at start of Panel; otherwise at end of Panel if Det > 0

SPs	DISTANCE	BENCHMARK	WEIGHT	BENCHMARK	TIME	BENCHMARK
0	5 FEET	Human height	25 LBS	Small dog	3.5 SEC	1 Page
-1	2.5 FET	Human footstep	12 LBS	Domestic cat	1.75 SEC	1 Panel of a Page
-2	1.25 FEET	Bowling pin height	6 LBS	Standard red brick	0.9 SEC	1 heartbeat of moment
-3	8 INCHES	Stripper heel height	3 LBS	Human brain	0.5 SEC	500 milliseconds
-4	4 INCHES	House mouse length	24 OUNCES	Basketball	0.25 SEC	250 milliseconds
-5	2 INCHES	Golf tee height	12 OUNCES	Football	0.125 SEC	120 milliseconds
-6	1 INCH	Human thumb width	6 OUNCES	Baseball / Hockey Puck	0.06 SEC	60 milliseconds

SPs	DISTANCE	BENCHMARK	SPEED	BENCHMARK	TIME	BENCHMARK
0	5 FEET	Human height	1 MPH	Turtle walking	3.5 SEC	1 PAGE
1	10 FEET	Horse, compact car length	2 MPH	Human crawling	7 SEC	2 PAGES
2	20 FEET	Full-size car length	4 MPH	Human walking	14 SEC	4 PAGES
3	40 FEET	City bus length	8 MPH	Human jogging	30 SEC	0.5 MIN
4	80 FEET	Blue whale length	16 MPH	Human running	60 SEC	1 MIN
5	160 FEET	Titanosaur length	30 MPH	Human sprinting	120 SEC	2 MIN
6	320 FEET	Football field length	60 MPH	Antelope sprinting	4 MIN	Typical toilet break
7	640 FEET	NYC avenue block length	125 MPH	Gold eagle diving	8 MIN	Typical YouTube video
8	1/4 MILE	Empire State Building height	250 MPH	Bugatti Veyron speed	15 MIN	Typical coffee break
9	1/2 MILE	Burj Khalifa height	500 MPH	Boeing 747 speed	30 MIN	Typical TV comedy
10	1 MILE	Cargo train length	1,000 MPH	BAC Concorde speed	1 HOUR	Typical TV drama
11	2 MILES	Manhattan Island width	2,000 MPH	Mig-25 Foxbat speed	2 HOURS	Typical movie
12	4 MILES	Las Vegas Strip length	4,000 MPH	X-15 Rocket Jet speed	4 HOURS	Typical RPG session
13	8 MILES	Minneapolis to St. Paul trip	8,000 MPH	Mach 12	8 HOURS	Typical work day
14	15 MILES	Durham to Raleigh trip	16,000 MPH	Mach 24	16 HOURS	Crunch work day
15	30 MILES	Dallas to Fort Worth trip	32,000 MPH	Apollo Rocket speed	32 HOURS	Day and half
16	60 MILES	English Channel length	65,000 MPH	Earth orbit speed	2.5 DAYS	Long weekend
17	125 MILES	Philadelpia to Long Island trip	130,000 MPH	Space probe speed	5 DAYS	Typical work week
18	250 MILES	Grand Canyon length	260,000 MPH	Lightning bolt speed	10 DAYS	Typical cruise
19	500 MILES	Pittsburgh to Chicago trip	525,000 MPH	Slow comet orbit speed	3 WEEKS	Month
20	1,000 MILES	Boston to Atlanta trip	1,050,000 MPH	Fast comet orbit speed	6 WEEKS	Month-and-half
21	2,000 MILES	Historic Oregon Trail length	2,100,000 MPH	.003 speed of light	12 WEEKS	Fiscal quarter
22	4,000 MILES	Nile River length	4,200,000 MPH	.0075 speed of light	24 WEEKS	Typical TV season
23	8,000 MILES	Anchorage to Buenos Aires trip	8,400,000 MPH	.015 speed of light	1 YEAR	Novel writing time
24	16,000 MILES	2/3 circumference of Earth	16,800,000 MPH	.03 speed of light	2 YEARS	Congressional term
25	32,000 MILES	1 1/3 circumference of Earth	33,500,000 MPH	.05 speed of light	4 YEARS	GRRM release schedule



SUPERMETRIC BENCHMARK TABLES - PART 2

SPs	WEIGHT	BENCHMARK	DENSITY	BENCHMARK	VOLUME	BENCHMARK
0	25 LBS	Small dog	0.2 LBS/CF	Carbon Dioxide	125 CF	Sedan interior
1	50 LBS	Loaded backpack	0.4 LBS/CF	Methane gas	250 CF	Fire engine tank
2	100 LBS	Manhole cover	0.8 LBS/CF	Goose down	500 CF	Full-size van interior
3	200 LBS	Human	1.6 LBS/CF	Tabacco flakes	1000 CF	Small bedroom
4	400 LBS	Light motorcycle	3.2 LBS/CF	Popcorn, sawdust	2000 CF	Roof top water tower
5	800 LBS	Utility pole	6.4 LBS/CF	Hay, shredded paper	4000 CF	Backyard pool
6	1,600 LBS	Horse weight	12.8 LBS/CF	Charcoal, snow	8000 CF	One-room apartment
7	1.5 TONS	Sedan weight	25 LBS/CF	Wood, lithium	16,000 CF	Giant ash tree
8	3 TONS	Full-size SUV	50 LBS/CF	Ethanol, ice, water	32,000 CF	Giant sequoia tree
9	6 TONS	Medium truck	100 LBS/CF	Concrete, lava, brick	64,000 CF	Olympic pool
10	12 TONS	LAV-25	200 LBS/CF	Aluminum, granite	125,000 CF	Freest. water tower
11	25 TONS	Stonehenge obelisk	400 LBS/CF	Copper, iron, steel	250,000 CF	Bel-Air mansion
12	50 TONS	NYC subway car	800 LBS/CF	Lead, mercury	500,000 CF	Independ.-class frigate
13	100 TONS	Blue whale	1600.4 LBS/CF	Gold, platinum, osmium	1,000,000 CF	Ticonder.-class cruiser
14	200 TONS	2,000-sf house	3200 LBS/CF	Ultra-dense alloys	2,000,000 CF	Ohio-class submarine
15	400 TONS	Jetliner	6500 LBS/CF	Sun's core	4,000,000 CF	Iowa-class battleship
16	800 TONS	Trillion blocks	13,000 LBS/CF	-	8,000,000 CF	Nimitz-class carrier
17	1,600 TONS	Giant Sequoia	26,000 LBS/CF	-	16,000,000 CF	Manhattan city block
18	3,200 TONS	Saturn V rocket	52,000 LBS/CF	-	33,000,000 CF	Empire State Building
19	6,500 TONS	Independense-class frigate	105,000 LBS/CF	-	65,000,000 CF	Target Warehouse
20	13,000 TONS	Ticonderoga-class cruiser	210,000 LBS/CF	-	130,000,000 CF	Louisiana Superdome
21	25,000 TONS	Ohio-class submarine	420,000 LBS/CF	-	260,000,000 CF	Brandenburg Aerium
22	50,000 TONS	Iowa-class battleship	840,000 LBS/CF	-	525,000,000 CF	Boeing Everett Factory
23	100,000 TONS	Nimitz-class cruiseliner	1,680,000 LBS/CF	-	1,000,000,000 CF	Suburb square mile
24	200,000 TONS	Freedom-class cruiseliner	3,335,000 LBS/CF	-	2,100,000,000 CF	Manhattan neighbor
25	400,000 TONS	Empire State Building	6,670,000 LBS/CF	-	4,200,000,000 CF	San Miguel Island

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TEAM & MULTI-ATTACK

TEAM SIZE	TEAM BONUS	M-A PENALTY
2-3	+1	-1
4-6	+2	-2
7-12	+3	-3
13-25	+4	-4
26-50	+5	-5
51-100	+6	-6
101-200	+7	-7
201-400	+8	-8
401-800	+9	-9
801-1,600	+10	-10
1,601-3,200	+11	-11
3,201-6,400	+12	-12

DIFFICULTY

DIFFICULTY	DV RANGE	ORDINARY (AV 2)	EXPERT (AV 5)
TRIVIAL	0	Orange+ result 50% likely	Red+ result 96% likely
EASY	1	Yellow+ result 50% likely	Red+ result 96% likely
MODERATE	2	Green+ result 50% likely	Red+ result 96% likely
INTERESTING	3	Green+ result 25% likely	Orange+ result 50% likely
STRESSFUL	4	Green+ result 12% likely	Yellow+ result 50% likely
STRENUOUS	5	Green+ result 7% likely	Green+ result 50% likely
DIFFICULT	6	Green+ result 3% likely	Green+ result 25% likely
VERY DIFFICULT	7	Green+ result 1% likely	Green+ result 12% likely
MONSTROUSLY DIFFICULT	8	Impossible	Green+ result 7% likely
SUPERHUMANLY DIFFICULT	9	Impossible	Green+ result 3% likely
SUPERHUMANLY DIFFICULT	10	Impossible	Green+ result 1% likely

SUPERMETRIC BENCHMARK TABLES - PART 3

SPs	AREA	BENCHMARK	MONEY	BENCHMARK	INFORMATION	BENCHMARK	FAME
0	25 SF	Toilet Stall	1c	Penny	1.5 words	1 PAGE	25
1	50 SF	King-Size Bed	2c	2 Pennies	3 words	2 PAGES	50
2	100 SF	Small Bedroom	4c	Nickle	6 words	4 PAGES	100
3	200 SF	Master Bedroom	8c	Dime	12 words	0.5 MIN	200
4	400 SF	Small Studio Apt	16c	3 Nickels	25 words	1 MIN	400
5	800 SF	One-Bedroom Apt	32c	Quarter	50 words	2 MIN	800
6	1,600 SF	Three-Bedroom House	64c	Soda pop	100 words	Typical toilet break	1,600
7	3,200 SF	Five-Bedroom House	\$1.25	iPad app	200 words	Typical YouTube video	3,200
8	6,400 SF	Mansion, Basketball Court	\$2.50	Movie rental	400 words	Typical coffee break	6,400
9	12,800 SF	U.S. Bullion Vault at Ft. Knox	\$5	Soy latte	800 words	Typical TV comedy	12,800
10	25,000 SF	Bel-Air Mansion	\$10	Movie ticket	1,600 words	Typical TV drama	25,000
11	50,000 SF	Football Field, Gates Residence	\$20	Hardback novel	3,200 words	Typical movie	50,000
12	100,000 SF	Manhattan City Block	\$40	RPG rulebook	6,400 words	Typical RPG session	100,000
13	200,000 SF	Kennedy Center	\$80	Boardgame	12,800 words	Typical work day	200,000
14	400,000 SF	Lincoln Memorial Pool	\$160	Utility bill	25,000 words	Crunch work day	400,000
15	800,000 SF	Buckingham Palace	\$320	Game console	50,000 words	Day and half	800,000
16	1,600,000 SF	The Pentagon, 35 acres	\$640	43" HDTV	100,000 words	Long weekend	1,600,000
17	3,200,000 SF	Grand Central Station	\$1,280	Dell laptop	200,000 words	Typical work week	3,200,000
18	6,400,000 SF	Disneyland	\$2,500	Gaming PC	400,000 words	Typical cruise	6,400,000
19	12,800,000 SF	Rural 300-acre farm	\$5,000	77" Plasma TV	800,000 words	Month	12,800,000
20	25,000,000 SF	Monaco or 1 sq. mile	\$10,000	Motorcycle	1,600,000 words	Month-and-half	25,000,000
21	50,000,000 SF	Central Park + Adjacent Blocks	\$20,000	Automobile	3,200,000 words	Fiscal quarter	50,000,000
22	100,000,000 SF	Malheur Nat. Park Giant Fungus	\$40,000	Full-size SUV	6,400,000 words	Typical TV season	100,000,000
23	200,000,000 SF	Nauru Island (8 sq. miles)	\$80,000	Luxury car	12,800,000 words	Novel writing time	200,000,000
24	400,000,000 SF	San Miguel Island (15 sq. miles)	\$160,000	Sports car	25,000,000 words	Congressional term	400,000,000
25	800,000,000 SF	St. Thomas Island (32 sq. miles)	\$320,000	Super car	50,000,000 words	GRRM release schedule	800,000,000

DETERMINATION, HEALTH, DURABILITY & DAMAGE

POWER SPs	RV (Other)	DAMAGE	BASE/GREEN	YELLOW	ORANGE	RED
1	15	3	3	6	12	24
2	20	4	4	8	16	32
3	30	6	6	12	24	48
4	40	8	8	16	32	64
5	60	12	12	24	48	96
6	80	16	16	32	64	128
7	120	24	24	48	96	192
8	160	32	32	64	128	256
9	240	48	48	96	192	384
10	320	64	64	128	256	512
11	480	96	96	192	384	768
12	640	128	128	256	512	1,024
13	960	192	192	384	768	1,520
14	1,280	256	256	512	1,024	2,048
15	1,920	384	384	768	1,536	3,040
16	2,560	512	512	1,024	2,048	4,096
17	3,840	768	768	1,536	3,072	6,144
18	5,120	1,024	1,024	2,048	4,096	8,192
19	7,680	1,536	1,536	3,072	6,144	12,288
20	10,240	2,048	2,048	4,096	8,192	16,384
21	15,360	3,072	3,072	6,144	12,288	24,576
22	20,480	4,096	4,096	8,192	16,384	32,768
23	30,720	6,144	6,144	12,288	24,576	49,152
24	40,960	8,192	8,192	16,384	32,768	65,536

COMBAT FORMULAS

ATTACK	RV CALCULATION	EV
Ranged Attack	AGI vs AGI/Min DV	Power
Melee Attack	VAL vs VAL	MIG/Power
Emotional Attack	CHA vs RES	Power
Mental Attack	INS vs RES	Power
Ramming Attack	AGI vs AGI/Speed	Weight+Speed
Wrestling Attack	VAL vs VAL/MIG (weight+speed)	Special

COST OF POWER STUNTS

POWER STUNT	HP COST	MIN COST
Same Power, Different Modifier	(Emulated Power Cost - Base Power Cost)/6	1
Different Power, Same Category	(Emulated Power Cost - Base Power Cost)/4	2
Different Power, Different Category	(Emulated Power Cost - Base Power Cost)/2	5
Related Effect with Control Category	(Emulated Power Cost - Base Power Cost)/6	1
Different Effect with Control Category	(Emulated Power Cost - Base Power Cost)/4	2
Any Perk with Power	(Emulated Power Cost - Base Power Cost)/4	2 (10 Extra Attack)
Any Power with Primary Attribute	(Emulated Power Cost - Base Power Cost)/2	5
Emergency Power Stunt	HP Cost +5	MIN +5

DAMAGE TYPE

TYPE	SPECIAL EFFECT
ANNIHILATING	Disintegration: target must make MIG vs SEV Challenge Check or be obliterated
BLUDGEONING	Knock Back: target knocked back a Distance equal to SEV - 2 - Weight
CONCUSSIVE	Knock Back: target knocked back a Distance equal to SEV - 2 - Weight
COSMIC	Disintegration: target must make MIG vs SEV Challenge Check or be obliterated
CORROSIVE	Corroding: target takes damage each Panel with SEV as EV, SEV decreases by 1 per Panel
CRYOGENIC	Frozen: target must makes MIG vs SEV Challenge Check or be obliterated
ELECTRICAL	Disrupted: target reduces Initiative by SEV and loses 1 Action if MIG < SEV; SEV decreased by 1 per Panel
IONIZING	Disrupted: target reduces Initiative by SEV and loses 1 Action if MIG < SEV; SEV decreased by 1 per Panel
LACERATING	Bleeding: target takes damage each Panel with SEV as EV, SEV decreases by 1 per Panel
NEURAL	Disoriented: target reduces Initiative by SEV and loses 1 Action if RES < SEV; SEV decreased by 1 per Panel
PENETRATING	Bleeding: target takes damage each Panel with SEV as EV, SEV decreases by 1 per Panel
PSYCHIC	Disoriented: target reduces Initiative by SEV and loses 1 Action if RES < SEV; SEV decreased by 1 per Panel
THERMAL	Burning: target takes damage each Panel with SEV as EV, SEV decreases by 1 per Panel
TOXIC	Poisoned: target takes damage each Panel with SEV as EV, SEV decreases by 1 per Panel

