

Levels and Scale

Because the scale is calibrated for superheroes, 6 is defined as the maximum “human”—as opposed to superhuman—level of ability. This divides the scale into three tiers: low (1-2), human (3-6), and super (7-10).

1	Weak	Weak, minimum human
2	Poor	Below average human
3	Average	Average human
4	Fair	Above average human
5	Good	Exceptional human
6	Great	Extraordinary human
7	Incredible	Low superhuman
8	Amazing	Superhuman
9	Fantastic	High superhuman
10	Supreme	Godlike, maximum

Benchmarks

Level	Weight	Material	Distance	Speed
1	Brick	Leather	A couple of yards	Sprint
2	Child	Plastic	Across a street	Dolphin, horse
3	Heavy sack	Brick	A city block	Car, cheetah, falcon
4	Person	Aluminum	Several city blocks	Fast race car
5	Motorcycle	Concrete	Ten to twenty blocks	Fast helicopter
6	Car	Stone	A few miles	Passenger jet
7	Tank or bus	Iron	Tens of miles	Speed of sound
8	Jet or train	Steel	Hundreds of miles	Supersonic
9	Building	Diamond	Thousands of miles	Escape velocity
10	Mountain	Unobtainium	Virtually anywhere	Near light-speed

Time

Narrative Time

Narrative time is based on the progress of the story. The basic unit of narrative time is a **chapter**, like a chapter of a comic book or novel, focused on a particular locale or event. All the chapters of a single game session make up an **issue**, like a single comic book. Multiple issues make up a **series**, just like an ongoing comic book series. A “limited series” might have a predetermined end-point.

Action Time

Action time is when things in the game start happening quickly: fights, chase scenes, and so forth. The basic segment of action time is a **panel**, which covers an abstract amount of time equal to the action depicted in a single comic book panel.

All of the characters’ panels add up to a **page**.

Each page, characters can ...

Move once during their panel. This range depends on the character’s abilities.

Act once during their panel, doing one thing like making an attack, using a power, or doing some other significant activity involving a test.

React a largely unlimited amount to other circumstances, although this still requires that the character be capable of taking action.

Interact as much as they would like, including talking and minor activities that do not involve tests, such as picking things up, opening doors, noticing things, and so forth.

Tests

Effort (Acting Ability + d6) – Difficulty (Opposing Ability + d6) = Outcome
Ability Limits

In some situations, one ability may **limit** another, applying the lower of the two abilities to the test. Most such tests specify “the lower of” two or more abilities.

Outcome

Outcome	Degree
–5 or less	Massive Failure (minus three degrees). The effort fails spectacularly.
–3 to –4	Major Failure (minus two degrees). The effort fails significantly.
–1 to –2	Moderate Failure (minus one degree). The effort fails.
0	Marginal Success (zero degrees). The effort barely succeeds, and may fail.
1 to 2	Moderate Success (one degree). The effort succeeds.
3 to 4	Major Success (two degrees). The effort succeeds significantly.
5 or more	Massive Success (three degrees). The effort succeeds spectacularly.