GAMEMASTER'S SCREEN
FOR
CHAMPIONS
THE SUPERHERO ROLE PLAYING GAME

PRESENCE ATTACKS

Presence Attack is	Effect of Attack
1x Target's Presence	Target is impressed, will hesitate enough so that the character may act before the target this phase.
2x Target's Presence	Target is very impressed, will hesitate as above and only get a 1/2 move or fire during his next phase. Target will long consider what the character has said.
3x Target's Presence	Target is awed, will hesitate for 1 full phase. Target will possibly do as the attacker commands.
4x Target's Presence	Target is cowed, may surrender, run away, or faint. Target will nearly always follow commands.

FALLING

Segment	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"
9	30"	195"
10	30"	225"
11	30"	255"
12	30"	285"
etc.		

Damage taken = 1D6 per every 1" of velocity

POWER ADVANTAGES

AREA EFFECT (hexes) = +1

AREA EFFECT (radius) = +1

ARMOR PIERCING = +1/2

ATTACK WITH NO NORMAL DEFENSE = +1

BASED ON EGO COMBAT VALUE = +1

EXPLOSIONS = +1/2

INVISIBLE POWER EFFECTS = +1/2

POWER AFFECTS DESOLIDIFIED OBJECTS = +1/2

RANGE = +1/2.

REDUCED ENDURANCE COST = Each 1/2 END = +1/4

USABLE ON OTHERS = +1/2

SKILLS

ACROBATICS = 10 pts., roll 9+(DEX/5), +1 per 2 pts.

CLIMBING = 5 pts., Roll 9+(STR/5), +1 per 2 pts. Base speed 2" per phase, +1" per 2 pts.

COMPUTER PROGRAMING = 5 pts., roll 9+(INT/5), +1 per 2 pts.

DETECTIVE WORK = 5 pts. roll 9+(INT/5), +1 per 2 pts.

DISGUISE = 5 pts. roll 9+(INT/5), +1 per 2 pts.

FIND WEAKNESS = 10 pts. roll 11 or less, +1 per 5 pts. -1 per 3", one attack only.

LACK OF WEAKNESS = 5 pts. -1 to Find Weakness roll per 1 pt.

LUCK = 5 pts. for 1D6 of Luck.

MARTIAL ARTS = STR in pts. +x1/2 damage for (STR/2).

MISSLE DEFLECTION = 10 pts. roll 9+(DEX/5), +1 per 3 pts.

SECURITY SYSTEMS = 5 pts. roll 9+(INT/5), +1 per 2 pts.

SKILL LEVELS
3 pts. Specific Level +1 with one power,skill, or attack.
5 pts. GROUP Level +1 with a class of powers, skills, or attacks.
10 pts. Overall Level +1 with any skill, power, attack, or action.

STEALTH = 5 pts. roll 9+(DEX/5), +1 per 2 pts.

SWINGING = 5 pts. Swing 1" per 1 pt.

POWERS

ARMOR = 3 pt. of resistant defense for 5 pts.

CHARACTERISTIC DEFENSE = 1 pt. of Characteristic Defense for 1 pt.

CHARACTERISTIC DRAIN = 1D6 for 10 pts. times cost multiple of characteristic to be drained. Power has no range.

CHARACTERISTIC TRANSFER = 1D6 for 15 pts. times cost multiple of transferred characteristic. Power has no range.

CLINGING = 10 pts. for ability to exert up to 20 STR, +10 STR for 5 pts.

DAMAGE RESISTANCE

1/2 Defense versus	Cost
Hand-to hand killing attacks	5 pts.
Hand-to hand and physical ranged killing attacks	10 pts.
Energy killing attacks	10 pts.
All killing attacks	15 pts.

DANGER SENSE = 10 pts. for base 11 or less roll, +1 to roll for every 3 pts.

DARKNESS = 10 pts. for 1" radius Darkness. Impervious to normal sight, +5 pts. Impervious to Ultraviolet and Infrared vision, +5 pts. Impervious to Radar, +5 pts. Impervious to X-ray vision, +5 pts. +1" radius for +5 pts.

DENSITY INCREASE = 10 pts. for +5 STR, +5 CON, +3 fully resistant PD and ED, +1 BODY, and -1" knockback, and 2x mass.

DESOLIDIFICATION = 40 pts. Move through +1 Body Pip of wall for +5 pts. *6 BODY BASIC*

EGO ATTACK = 1D6 damage for every 10 pts. No range modifier, requires line of sight.

EGO DEFENSE = 1 pt. for +1 Ego Defense, base Ego Defense INT/5.

ELEMENTAL CONTROL = *1st SLOT FULL COST, SUBSEQUENT SLOTS ½ COST.*

ENERGY BLAST = 1D6 for every 5 pts. in Energy Blast. Maximum Range = 5 x pts. in inches. Range Modifier is -1 for every 3".

ENHANCED SENSES

Enhanced Vision = +1 per 3 pts.
Infrared Vision = 5 pts.
Ultraviolet Vision = 10 pts.
Telescopic Vision = 15 pts.
Microscopic Vision = 10 pts.
X-ray Vision = 20 pts.
N-ray Vision = 30 pts.
Enhanced Hearing = +1 per 3 pts.
Ultrasonic Hearing = 10 pts.
Parabolic Hearing = 15 pts.
Active Sonar = 20 pts.
Passive Sonar = 25 pts.
Discriminatory Smell = 5 pts.
Tracking = 15 pts.
Radio Hearing = AM, FM, and Police bands for 3 pts.
High Range Radio Hearing = All the radio communications bands for 10 pts.
360 Degree Vision = 20 pts.
Radar Sense =20 pts. 2x range per +5 pts.

ENTANGLE = 1D6 of Entangle for every 10 pts. Range = 5 x pts. in inches. Range modifier = -1 per 3".

EXTRA LIMB = 10 pts. for each Extra Limb. Extra Limb costs no END, but using STR with the Extra Limb incurs the normal END cost. *+1 OCV IN H-TO-H COMBAT.*

FTL = 10 pts. 2x FTL speed for +5 pts.

FLASH = 1D6 of Flash in a 1" radius for 10 pts. Maximum Range = 5 x pts. Range modifier = -1 per 3".

FLASH DEFENSE = -1 phase Flashed for every 1 pt.

FLIGHT = 2 pts. for every 1" of Flight. Minimum Cost = 10 pts. END cost is 1 END for every 5" of Flight.

FORCE FIELD = +1 resistant defense for every +1 pt.

FORCE WALL = +1 pt. resistant defense for every 2 pts. *1 HEX SIDE - / 5 PTS* Range = pts. in Force Wall in inches.

GLIDING = +4" of Gliding for every 5 pts. Gliding costs no END

GROWTH = 1 meter taller, +5 STR, +2 BODY, +5 PRE, +1 PD, +1 ED, +2" of ground movement, +1" climbing, +1 OCV in hand-to-hand combat, -1 DCV, -1" when knocked back, 2x normal mass for every 10 pts.

INSTANT CHANGE = 10 pts. for any clothes. 5 pts. for the last thing you were wearing.

INVISIBILITY = 20 pts. for Invisibility, +5 pts. for invisibility to Infrared and Ultraviolet Vision, +5 pts. Invisible to X-ray Vision, +5 pts. Invisible to N-ray Vision, +5 pts. Invisible to Radar, + x1/2 cost no fringe effect.

KILLING ATTACK (hand-to-hand) = 1D6 Killing Attack for every 15 pts. No Range.

KILLING ATTACK (Ranged) = 1D6 Killing Attack for every 15 pts. Range = 5 x pts.

LIFE SUPPORT =
 5 pts...Character may breathe underwater
10 pts...Character does not have to breathe, immune to inhaled gas
15 pts...Character is immune to gasses absorbed through the skin
20 pts...Character may survive in space or under high pressure
25 pts...Character need not eat or excrete
30 pts...Character may survive under conditions of extreme heat, cold, radiation, etc. although he still takes damage from attacks of these types due to shock

MENTAL ILLUSIONS = 1D6 of Mental Illusions effect for 5 pts. Range is line of sight, no range modifier.

MIND CONTROL = 1D6 for every 5 pts. Range is line of sight, no range modifier.

MIND SCANNING = 1D6 Mind Scan for 5 pts. +1 to Attack Roll for every +3 pt. Line of sight is not necessary, and there is no range modifier.

MULTIPOWER = 1 pt. for every 1 pt. in the power reserve, active pts. in slot/5 = cost of slot, active pts. in slot/10 = cost of fixed slot.

REGENERATION = recover 1 BODY each recovery for 10 pts. No END cost.

RUNNING = +1" of ground movement for every +2 pts.

SHRINKING = +2 DCV, -2 sight Perception Rolls by others, -2" of ground movement, +3" of knockback, 1/2 size, and 1/8 mass for every + pts.

STRETCHING = +1" of stretching for every 5 pts.(2" noncombat stretch).

SUPERLEAP = 2x distance for every 10 pts. Minimum Cost = 10 pts.

SWIMMING = +1" of Swimming for every +2 pts.

TELEKINESIS = 10 pts.of STR for 10 pts. Range = pts. in Telekinesis.

TELEPATHY = 1D6 for 5 pts. Range line of sight, no range modifier.

TELEPORTATION = 30 pts., +1" for every +2 pts., 2x mass for +5 pts., 2x distance for +1 phase and +5 pts., 1 location for +1 pt.

TUNNELLING = 1" per phase for every 5 pts. *+10 FOR 3PTS*

BREAKING THINGS

OBJECT	BODY PIPS
Home Interior Wall	5
Home Exterior Wall	6
Brick Wall	8
Reinforced Concrete	10+
Armor Plate	12+
Guns	8*
Automobile	10*
Trucks and Busses	12*
Light Pole	7
Fire Hydrant	10
Armored Car	12
Bank Vault	16
Safe	10
Tank (Front Armor)	16
Airplane	10*
Helicopter	8*
Interior Door	2
Exterior Door	4
Steel Girder	14

+: Very heavy objects may have more Body Pips.
*: 1/2 damage will render this object nonfunctional.

KNOCKOUT CHART

Stun Pip Total	Recover
0 to -10	Every Phase, Post Segment 12
-11 to -20	Post Segment 12 only
-21 to -30	Once a minute only
-31 or more	Character recovers at GM option (a long time).

PRESENCE ATTACKS

Presence Attack is	Effect of Attack
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3x Target's Presence	Target is awed, will hesitate for 1 full phase. Target will possibly do as the attacker commands.
4x Target's Presence	Target is cowed, may surrender, run away, or faint. Target will nearly always follow commands.

SEGMENTED MOVEMENT

Velocity in: KPH	MPH	Segment	Turn
14	8	2	24
36	22	5	60
72	43	10	120
108	65	15	180
144	86	20	240
180	108	25	300
216	130	30	360
252	151	35	420
288	173	40	480
324	194	45	540
360	216	50	600
540	324	75	900
720	432	100	1200
1080	648	150	1800
1440	864	200	2400
1800	1080	250	3000
2160	1296	300	3600
3600	2160	500	6000

For any number between those listed, the following are simple approximations:

Miles per hour = 1/3 inches per turn
Inches per segment = 1/4 miles per hour
Kilometers per hour = 1/2 inches per turn
Inches per segment = 1/7 kilometers per hour

FALLING

Segment	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"
9	30"	195"
10	30"	225"
11	30"	255"
12	30"	285"
etc.		

Damage taken = 1D6 per every 1" of velocity

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SPEED CHART

SPEED

SEGMENT	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	-	-	-	-	X
2	-	-	-	-	-	X	X	X	X	X	X	X
3	-	-	-	X	X	-	-	X	X	X	X	X
4	-	-	X	-	-	X	X	-	X	X	X	X
5	-	-	-	-	X	-	-	X	-	X	X	X
6	-	X	-	X	-	X	X	X	-	-	X	X
7	X	-	-	-	-	-	X	-	X	X	X	X
8	-	-	X	-	X	X	-	X	X	X	X	X
9	-	-	-	X	-	-	X	X	-	X	X	X
10	-	-	-	-	X	X	-	-	X	X	X	X
11	-	-	-	-	-	-	X	X	X	X	X	X
12	-	X	X	X	X	X	X	X	X	X	X	X

HERO GAMES

HERO05

SPEED CHART

SEGMENT	Speed 1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	-	-	-	-	X
2	-	-	-	-	-	X	X	X	X	X	X	X
3	-	-	-	X	X	-	-	X	X	X	X	X
4	-	-	X	-	-	X	X	-	X	X	X	X
5	-	-	-	-	X	-	-	X	-	X	X	X
6	-	X	-	X	-	X	X	X	-	-	X	X
7	X	-	-	-	-	-	X	-	X	X	X	X
8	-	-	X	-	X	X	X	-	X	X	X	X
9	-	-	-	X	-	-	X	X	-	X	X	X
10	-	-	-	-	X	X	-	-	X	X	X	X
11	-	-	-	-	-	-	X	X	X	X	X	X
12	-	X	X	X	X	X	X	X	X	X	X	X

COMBAT MANEUVERS CHART

Combat Maneuver	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker*	+0	-5	x1 1/2
Kick*	-2	-2	x1 1/2
Block	+0	+0	----
Dodge	---	+3	----
Grab	-1	-2	----
Move By	-2	-2	x1/2 + (V/5)
Move Through#	-(V/5)	-3	x1 + (V/3)
Martial Punch	+0	+2	x1 1/2
Martial Kick	-2	+1	x2
Martial Block	+2	+2	x2
Martial Dodge	---	+5	----
Martial Throw	+(V/5)	+1	x1 + (V/5)

* This maneuver takes one extra segment to perform.
\# The character takes 1/2 the STUN and BODY damage he does to his target.
V The number of inches that are moved by you or your target.

STRENGTH CHART

Strength	Lift	Damage	KDamage	Jump
-20	1.6kg	-----	-----	--
-15	3.2kg	-----	-----	--
-10	6.4kg	-----	-----	--
-5	12.5kg	-----	-----	--
0	25kg	0D6	+0	0"
5	50kg	1D6	+1	1"
10	100kg	2D6	+1/2D6	2"
15	200kg	3D6	+1/2D6	3"
20	400kg	4D6	+1D6	4"
25	800kg	5D6	+1D6	5"
30	1.6ton	6D6	+1 1/2D6	6"
35	3.2ton	7D6	+1 1/2D6	7"
40	6.4ton	8D6	+2D6	8"
45	12.5ton	9D6	+2D6	9"
50	25ton	10D6	+2 1/2D6	10"
55	50ton	11D6	+2 1/2D6	11"
60	100ton	12D6	+3D6	12"
65	200ton	13D6	+3D6	13"
70	400ton	14D6	+3 1/2D6	14"
75	800ton	15D6	+3 1/2D6	15"
80	1.6kton	16D6	+4D6	16"
85	3.2kton	17D6	+4D6	17"
90	6.4kton	18D6	+4 1/2D6	18"
95	12.5kton	19D6	+4 1/2D6	19"
100	25kton	20D6	+5D6	20"

kg = Kilogram   ton = 1,000 kg   kton = 1,000 tonnes.
Jump = running broad jump distance
KDamage = added damage if character has Killing
          Attack (hand-to-hand).

COMBAT MODIFIERS CHART

Modifier	OCV	DCV	Range Mod
Setting			
1 Phase	+1	+0	x2
Bracing for a phase (requires a solid object to brace against)	+1	Drops to 0	x2
Target Size			
Target fills 1 hex	+1	----	--
Target fills 2 hexes	+2	----	--
Target fills 4 hexes	+3	----	--
Target fills 8 hexes	+4	----	--
Target is 1/2 man sized	-2	----	--
Target is 1/4 man sized	-4	----	--
Target is 1/8 man sized	-6	----	--

Target size Modifiers also modify OCV when throwing a larger than Man sized object. (a bus would be +9)

Modifier	OCV	DCV	Range Mod
Area Effect attack (CV of Target hex = 0, if miss, effect centers in adjacent hex, roll 1D6 for which)	+1	+0	--
Explosion (as Area Effect)	+1	+0	--
Surprise Attacks Surprise attack, target in combat	+0	Target's DCV is x1/2 No Levels.	--
Surprise attack, target not in combat	+0	Target's DCV is 0	--
Concealment			
Target is 1/2 concealed	-2	+0	--
Target is 3/4 concealed	-4	+0	--
Target shows head only	-6	+0	--
Surprise maneuver (Attacker does a type of attack that the defender was surprised by. GM must decide level of surprise and feasibility of maneuver.	+0-+3	+0	--
Throwing Throwing Unbalanced Object (Irregular shapes like unwilling characters, a chair, a Building, etc.)	+0	+0	-1 per 1"
Throwing Balanced Object (Regular shapes like a spear, a pole, a cooperative character, etc.)	+0	+0	-1 per 2"
Spreading dice Spreading for a better chance to hit.	+1	+0	-1D6 per +1
Spreading for a small area effect.	+0	+0	-1D6 per 1"

KNOCKBACK

Knockback = # of BODY done by attack - 2D6

Circumstance	# of dice rolled for knockback
Target is in the air	-1D6
Target is underwater	+1D6
Attack was a Killing Attack	+1D6
Attack was a Martial Attack	+1D6

KNOCKOUT CHART

Stun Pip Total	Recover
0 to -10	Every Phase, Post Segment 12
-11 to -20	Post Segment 12 only
-21 to -30	Once a minute only
-31 or more	Character recovers at GM option (a long time).

THROWING DISTANCE

Extra Strength	Balanced Object	Unbalanced Object
0	0"	0"
5	10"	2"
10	20"	4"
15	30"	6"
20	40"	8"
25	50"	10"
30	60"	12"
35	70"	14"
40	80"	16"
45	90"	18"
50	100"	20"
etc.		

If the object is thrown straight up, the distance is halved (x1/2).

SEGMENTED MOVEMENT

Velocity in:	KPH	MPH	Segment	Turn
	14	8	2	24
	36	22	5	60
	72	43	10	120
	108	65	15	180
	144	86	20	240
	180	108	25	300
	216	130	30	360
	252	151	35	420
	288	173	40	480
	324	194	45	540
	360	216	50	600
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	1440	864	200	2400
	1800	1080	250	3000
	2160	1296	300	3600
	3600	2160	500	6000

For any number between those listed, the following are simple approximations:

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Inches per segment = 1/4 miles per hour
Kilometers per hour = 1/2 inches per turn
Inches per segment = 1/7 kilometers per hour

WEAPONS

Weapon Size	Damage	Range Mod	Shots
Pistol	1D6:3D6	-1 per 3"	6/20
Heavy Pistol	1D6+1:4D6	-1 per 3"	6/20
Carbine	1 1/2D6:5D6	-1 per 4"	20
Rifle	2D6:6D6	-1 per 5"	20
Heavy Rifle	2D6+1:7D6	-1 per 5"	20
Machine Gun	2 1/2D6:8D6	-1 per 6"	100
L. Autocannon	3D6:9D6	-1 per 12" *	
M. Autocannon	3D6+1:10D6	-1 per 14" *	
H. Autocannon	3 1/2D6:11D6	-1 per 16" *	
Light Tank Gun	4D6:12D6	-1 per 18" *	
M. Tank Gun	4D6+1:13D6	-1 per 20" *	
H. Tank Gun	4 1/2D6:14D6	-1 per 22" *	
V.H. Tank Gun	5D6:15D6	-1 per 24" *	

Range mod: -1 to OCV per "X" inches, first "X" inches at -0.

Shots: Number of times the weapon may be fired. Each Autofire burst takes 10 shots. The second number for Pistols and and Heavy Pistols is for Autofire weapons.

*: This means that the weapon may only be used when mounted in a vehicle or static mount.

EXPLOSIVES

Explosive	Damage	Cost	Weight
Fragmentation Grenade	2D6 K	15 pts.	1/2 kg
Concussion Grenade	6D6	15 pts.	1/2 kg
Dynamite (1 stick)	6D6	15 pts.	1/2 kg
Dynamite (4 sticks)	8D6	20 pts.	2 kg
Gas Tank	13D6:8D6 K	---	---
Mortar Round	4D6 K	30 pts.	---
Howitzer Round	5D6 K	38 pts.	---

K = Killing Attack.

ARMOR

Armor	Defense	Acts on	Cost
Bulletproof Vest	+6	11 or less	10 pts.
Flak Vest	+8	11 or less	13 pts.
Flak Suit	+8	14 or less	16 pts.

The defense refers to both PD and ED.

BREAKING THINGS

OBJECT	BODY PIPS
Home Interior Wall	5
Home Exterior Wall	6
Brick Wall	8
Reinforced Concrete	10+
Armor Plate	12+
Guns	8*
Automobile	10*
Trucks and Busses	12*
Light Pole	7
Fire Hydrant	10
Armored Car	12
Bank Vault	16
Safe	10
Tank (Front Armor)	16
Airplane	10*
Helicopter	8*
Interior Door	2
Exterior Door	4
Steel Girder	14

+: Very heavy objects may have more Body Pips.
*: 1/2 damage will render this object nonfunctional.

COMBAT MANEUVERS CHART

Combat Maneuver	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker *	+0	-5	x1 1/2
Kick *	-2	-2	x1 1/2
Block	+0	+0	---
Dodge	---	+3	---
Grab	-1	-2	---
Move By	-2	-2	x1/2 + V/5
Move Through #	-V/5	-3	x1 + V/3
Martial Punch	+0	+2	x1 1/2
Martial Kick	-2	+1	x2
Martial Block	+2	+2	x2
Martial Dodge	---	+5	---
Martial Throw	+V/5	+1	x1 + V/5

*: This maneuver takes one extra segment to perform.

\#: The character takes 1/2 the STUN and BODY damage he does to his target.

V: The velocity the subject is traveling at the time.

STRENGTH CHART

Strength	Lift	Damage	KDamage	Jump
-20	1.6kg	-----	-----	--
-15	3.2kg	-----	-----	--
-10	6.4kg	-----	-----	--
-5	12.5kg	-----	-----	--
0	25kg	0D6	+0	0"
5	50kg	1D6	+1	1"
10	100kg	2D6	+1/2D6	2"
15	200kg	3D6	+1/2D6	3"
20	400kg	4D6	+1D6	4"
25	800kg	5D6	+1D6	5"
30	1.6ton	6D6	+1 1/2D6	6"
35	3.2ton	7D6	+1 1/2D6	7"
40	6.4ton	8D6	+2D6	8"
45	12.5ton	9D6	+2D6	9"
50	25ton	10D6	+2 1/2D6	10"
55	50ton	11D6	+2 1/2D6	11"
60	100ton	12D6	+3D6	12"
65	200ton	13D6	+3D6	13"
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95	12.5kton	19D6	+4 1/2D6	19"
100	25kton	20D6	+5D6	20"

kg = Kilogram ton = 1,000 kg kton = 1,000 tonnes.
Jump = running broad jump distance
KDamage = added damage if character has Killing
     Attack (hand-to-hand).

KNOCKBACK

Knockback = # of BODY done by attack - 2D6

Circumstance	# of dice rolled for knockback
Target is in the air.....................	-1D6
Target is underwater....................	+1D6
Attack was a Killing Attack.............	+1D6
Attack was a Martial Attack.............	+1D6

COMBAT MODIFIERS CHART

Modifier	OCV	DCV	Range Mod
Setting 1 Phase	+1	+0	x2
Bracing for a phase (requires a solid object to brace against)	+1	Drops to 0	x2
Target Size			
Target fills 1 hex	+1	---	--
Target fills 2 hexes	+2	---	--
Target fills 4 hexes	+3	---	--
Target fills 8 hexes	+4	---	--
Target is 1/2 man sized	-2	---	--
Target is 1/4 man sized	-4	---	--
Target is 1/8 man sized	-6	---	--
Target size Modifiers also modify OCV when throwing a larger than Man sized object. (a bus would be +4)			
Area Effect attack (CV of Target hex = 0, if miss, effect centers on adjacent hex, roll 1D6 for which)	+1	+0	--
Explosion (as Area Effect)	+1	+0	--
Surprise Attacks Surprise attack, target in combat	+0	Target's DCV is x1/2 No Levels.	--
Surprise attack, target not in combat	+0	Target's DCV is 0	--
Concealment			
Target is 1/2 concealed	-2	+0	--
Target is 3/4 concealed	-4	+0	--
Target shows head only	-6	+0	--
Surprise maneuver (Attacker does a type of attack that the defender was surprised by. GM must decide level of surprise and feasibility of maneuver.	+0-+3	+0	--
Throwing Throwing Unbalanced Object (Irregular shapes like unwilling characters, a chair, a Building, etc.)	+0	+0	-1 per 1"
Throwing Balanced Object (Regular shapes like a spear, a pole, a cooperative character, etc.)	+0	+0	-1 per 2"
Spreading dice Spreading for a better chance to hit.	+1	+0	-1D6 per +1
Spreading for a small area effect.	+0	+0	-1D6 per 1"