



TM

HEROES

ROLE-PLAYING GAME





BENCHMARK APs

APs	Time	Distance	Weight	Volume	Money	Information
0	4 seconds	10 ft.	Sack of grain (50 lbs.)	1 cubic ft.	\$25	Paragraph
1	8 seconds	20 ft.	Human Child (100 lbs.)	2 cubic ft.	\$50	Typed page
2	16 seconds	40 ft.	Human Adult (180 lbs.)	4 cubic ft.	\$100	2 typed pages
3	32 seconds	80 ft.	Lion (400 lbs.)	8 cubic ft.	\$200	1,000 words
4	1 minute	150 ft.	10' high tree (700 lbs.)	15 cubic ft.	\$400	Chapter from a book
5	2 minutes	100 yards	Grizzly bear (1 1/2 ton)	30 cubic ft.	\$800	Term paper
6	4 minutes	200 yards	Car (1.5 tons)	60 cubic ft.	\$1500	Short story
7	8 minutes	1/8 mile	Elephant (3 tons)	125 cubic ft.	\$3000	64K memory
8	16 minutes	1/4 mile	Semi-truck (6 1/2 tons)	250 cubic ft.	\$6000	Novella
9	32 minutes	1/2 mile	Light tank (12.5 tons)	500 cubic ft.	\$12,500	Paperback novel
10	1 hour	1 mile	DC-9 airplane (25 tons)	1000 cubic ft.	\$25,000	Elementary textbook
11	2 hours	2 miles	Battle tank (30 tons)	2000 cubic ft.	\$50,000	1 Megabyte of memory
12	4 hours	4 miles	Blue whale (60 tons)	4000 cubic ft.	\$100,000	Tolstoy's "War and Peace"
13	8 hours	8 miles	Boeing 747 (110 tons)	8000 cubic ft.	\$200,000	
14	16 hours	16 miles	C-5A galaxy (240 tons)	15000 cubic ft.	\$400,000	1/2 year of DC Comics
15	1 day	30 miles	Freighter (450 tons)	32000 cubic ft.	\$800,000	1 year of DC Comics
16	2 days	60 miles	Destroyer (900 tons)	65000 cubic ft.	\$1,500,000	Oxford English Dictionary
17	4 days	125 miles	Small building (1800 tons)	130000 cubic ft.	\$3,000,000	Set of encyclopedias
18	1 week	250 miles	Loaded train (3800 tons)	260000 cubic ft.	\$6,000,000	
19	2 weeks	500 miles		500000 cubic ft.	\$12,000,000	
20	1 month	1000 miles		1000000 cubic ft.	\$25,000,000	

AP RANGE UPPER LIMITS

APs	Time	Distance	Weight	Volume	Money
0	4 seconds	10 ft.	50 lbs.	1 cubic ft.	\$25
1	8 seconds	20 ft.	100 lbs.	2 cubic ft.	\$50
2	16 seconds	40 ft.	200 lbs.	4 cubic ft.	\$100
3	32 seconds	80 ft.	400 lbs.	8 cubic ft.	\$200
4	1 minute	150 ft.	750 lbs.	16 cubic ft.	\$400
5	2 minutes	100 yds.	1500 lbs.	32 cubic ft.	\$800
6	4 minutes	200 yds.	1.5 tons	64 cubic ft.	\$1600
7	8.33 minutes	416 yds. 2 ft.	3.25 tons	128 cubic ft.	\$3200
8	16.66 minutes	833 yds. 1 ft.	6.5 tons	256 cubic ft.	\$6400
9	33.33 minutes	1666 yds. 2 ft.	13 tons	512 cubic ft.	\$12800
10	1 hr, 6.66 min.	1 mile, 4720 ft.	26 tons	1024 cubic ft.	\$25600
11	2 hrs, 13.33 min.	3 miles, 4160 ft.	52 tons	2048 cubic ft.	\$51200
12	4 hrs, 26.66 min.	7 miles, 3040 ft.	104 tons	4096 cubic ft.	\$102400
13	8 hrs, 53.33 min.	15 miles, 800 ft.	208 tons	8192 cubic ft.	\$204800
14	16 hrs, 40 min.	28 miles, 2160 ft.	375 tons	16,384 cubic ft.	\$409600
15	1 day, 9 hrs, 20 min.	56 miles, 4320 ft.	750 tons	32,768 cubic ft.	\$819200
16	2 days, 18 hrs, 40 min.	113 miles, 3360 ft.	1500 tons	65,536 cubic ft.	\$1638400
17	5 days, 18 hrs 53.33 min.	236 miles, 3920 ft.	3125 tons	131,072 cubic ft.	\$3276800
18	11 days, 13 hrs, 46.66 min.	473 miles, 2560 ft.	6250 tons	262,144 cubic ft.	\$6553600
19	23 days, 3 hrs, 33.33 min.	946 miles, 5120 ft.	12500 tons	524,288 cubic ft.	\$13107200
20	46 days, 7 hrs, 6.66 min.	1893 miles, 4960 ft.	25000 tons	1,048,576 cubic ft.	\$26214400

AP EQUATIONS

Time = Distance - Speed
Distance = Speed + Time
Speed = Distance - Time

GOING FOR BROKE

Opposing Value Columns Declared	Resistance Value Column Modifiers
+2	-3
+4	-6
+6	-9
+8	-12

ACTION TABLE

Opposing Value Columns

Acting Value Rows

	0	1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+5
1-2	6	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	80	+5
3-4	5	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	75	
5-6	4	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	70	
7-8	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	65	
9-10	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	60	
11-12	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	55	
13-15	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	50	
16-18	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	45	
19-21	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	40	
22-24	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	36	
25-27	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	32	
28-30	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	28	
31-35	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	24	
36-40	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	21	
41-45	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	18	
46-50	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	15	
51-55	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	13	
56-60	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4	5	7	9	11	
+5																				C

+5: One Column Shift for each +5.

C: Cancel - One +5 Row cancels one +5 Column.

COMBAT MANEUVER TABLE

Maneuver	OV Column Shifts	RV Column Shifts
Critical Blow	+2	-3
Devastating Attack	+4	-6
Flailing Attack	-2	+3
Grappling Attack	0	0
Sweep Attack	-1	-1
Multi-Attack on:		
2	+1	+1
3-4	+2	+2
5-8	+3	+3
9-15	+4	+4
16-20	+5	+5
31-60	+6	+6
61-125	+7	+7
Team Attack by:		
2	-1	0
3-4	-2	0
5-8	-3	0
9+	-4	0
Pulling A Punch	0	+1
Planned Knockback	0	0
Charging Attack	0	0
Take Away	+2	+1
Trick Shot	+2 (minimum)	0
Block	Special (see Rules Manual)	
Dodge	+1	0
Pressing The Attack	-1	0
Laying Back	+1	0

INFORMATION TABLES

I. Perception

RAPs	Information Gained
N	Nothing perceived.
1 RAP	A quick glance; a shadow moving.
1/2 RV	A recognizable shape or movement, with direction and at a certain distance from the perceiving Character.
Full RV	A definite object or event.
Over RV	Details about the object or event.

II. Detective

RAPs	Information Gained
N	No information gained.
1 RAP	A single piece of information learned from the clue.
1/2 RV	A good deal of information about the clue.
Full RV	Everything that can be learned from the clue.

III. Gadgetry

RAPs	Information Gained
N	No information gained.
1 RAP	The type of Gadget.
1/2 RV	The basic workings of the Gadget.
Full RV	A working knowledge of all the Gadget's design and functions, with the knowledge needed to modify or repair the Gadget.

IV. Character Interaction

RAPs	Information Gained
N	No information gained.
1 RAP	The Interrogated Character reveals one piece of information.
1/2 RV	The Character tells half of his/her information.
Full RV	The Character tells all s/he knows.

RESULT TABLE

Resistance Value Columns

Effect Value Rows

			1 to 2	3 to 4	5 to 6	7 to 8	9 to 10	11 to 12	13 to 15	16 to 18	19 to 21	22 to 24	25 to 27	28 to 30	31 to 35	36 to 40	41 to 45	46 to 50	51 to 55	56 to 60	+5
X	0																				
1-2	+1	A	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	+5
3-4	+1	A	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
5-6	+1	A	3	2	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
7-8	+1	A	5	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
9-10	+1	A	8	6	4	3	2	N	N	N	N	N	N	N	N	N	N	N	N	N	*
11-12	+1	A	10	9	7	6	4	3	N	N	N	N	N	N	N	N	N	N	N	N	*
13-15	+1	A	12	11	9	8	7	5	3	N	N	N	N	N	N	N	N	N	N	N	*
16-18	+1	A	14	13	11	10	9	8	6	4	N	N	N	N	N	N	N	N	N	N	*
19-21	+1	A	18	17	16	14	12	10	8	6	4	N	N	N	N	N	N	N	N	N	*
22-24	+1	A	21	20	19	17	15	13	11	9	7	5	N	N	N	N	N	N	N	N	*
25-27	+1	A	24	23	22	20	18	16	14	12	10	8	6	N	N	N	N	N	N	N	*
28-30	+1	A	27	26	25	23	21	19	17	15	13	11	9	7	N	N	N	N	N	N	*
31-35	+1	A	30	29	28	26	24	22	20	18	16	14	12	10	8	N	N	N	N	N	*
36-40	+1	A	35	34	33	31	29	27	25	23	21	19	17	14	12	9	N	N	N	N	*
41-45	+1	A	40	38	36	34	32	30	28	26	24	22	20	18	16	13	10	N	N	N	*
46-50	+1	A	45	43	41	40	38	36	34	31	28	26	24	22	20	17	14	11	N	N	*
51-55	+1	A	50	48	46	44	42	40	38	36	34	32	30	27	24	21	18	15	12	N	*
56-60	+1	A	55	53	51	49	47	45	43	41	39	36	33	30	27	24	21	18	15	13	*
+5		A	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	C

For every 5 APs of Effect Value over 60, increase the RAPs by 5.
Shift the Effect Value up one row for each +5 column and use the 60 Resistance Value.

A All. The Result APs are equal to the Effect Value.
C Cancel. One +5 Row cancels one +5 Column.
N No Effect. The action has no effect on the target.

ADVANTAGE TABLE

Area Knowledge	+2 CS for/against Perception Checks in area known
Attractive	-1 CS to OV vs. Persuasion of opposite sex
Connoisseur	-1 CS to OV vs. Persuasion if able to use
Gift of Gab	-2 CS to OV vs. Character Interaction
Iron Nerves	+2 CS vs. Fear or Intimidation
Lightning Reflexes	+2 to Initiative Rating
Luck	+1 CS bonus once per adventure
Popularity	-1 CS to OV vs. Persuasion
Scholar	-2 CS to OV when area studied applies
Sharp Eye	-1 CS to OV or Perception Checks

DRAWBACK TABLE

Age (old)	-2 to Initiative Rating
Guilt	+1 CS to all OV/RVs if fee unpaid
Innocent	-1 CS to OV against manipulation
Irrational Attraction	Degree Resistance #
	Minor 5
	Serious 11
	Catastrophic 18
Irrational Fear	Degree Resistance #
	Minor 5
	Serious 11
	Catastrophic 18
Rage	Degree Rage #
	Minor 2
	Serious 3
	Catastrophic 4
Strange Appearance	Automatic Intimidation Attack
Unluck	+2 CS penalty once per adventure

Universal Modifiers

Description	Standard Action Modifier	Automatic Action OV & RV
Easy	-1	N/A
Average	0	N/A
Challenging	+1	2
Difficult	+2	4
Strenuous	+3	6
Extreme	+4	8
Pushing the Limit	+5	10
Herculean	+6	12
Beyond the Limit	+7	15



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