







[™] Indicates Trademark of DC Comics Inc. All character names, renditions, associated slogans, and indicia are Trademarks of DC Comics Inc. Copyright © 1985 DC Comics Inc. All Rights Reserved.
* Shield logo is a trademark of Mayfair Games.

BENCHMARK APs

APs	TIME	DISTANCE	WEIGHT	VOLUME	INFORMATION	APs
0	4 seconds	10 feet	Sack of grain (50 lbs.)	1 cubic ft.	Paragraph	0
1	8 seconds	20 feet	Human Child (100 lbs.)	2 cubic ft.	Doublespace Typed Page	1
2	16 seconds	40 feet	Human Adult (180 lbs.)	4 cubic ft.	2 Typed Pages	2
3	32 seconds	80 feet	Lion (400 lbs.)	35 gal. Fishtank	1,000 words	3
4	1 minute	150 feet	10' high tree (700 lbs.)	Doghouse	Chapter from a Book	4
5	2 minutes	100 yards	Grizzly Bear (½ ton)	Closet	Term Paper	5
6	4 minutes	200 yards	Car (1.5 tons)	Pantry	Short Story	6
7	8 minutes	¼ mile	Elephant (3 tons)	5-Man Tent	64K Computer Memory	7
8	16 minutes	½ mile	"Semi-" Truck (6¼ tons)	Bathroom	Novella	8
9	32 minutes	¾ mile	Light Tank (12.5 tons)	Bedroom	Paperback Novel	9
10	1 hour	1 mile	DC-9 Airplane (25 tons)	Living Room	Elementary Textbook	10
11	2 hours	2 mile	Battle Tank (30 tons)	Store Front	1 Megabyte of Memory	11
12	4 hours	4 miles	Blue Whale (60 tons)	Studio Apt.	Tolstoy's "War and Peace"	12
13	8 hours	8 miles	Boeing 747 (110 tons)	1 Bedroom Apt.		13
14	16 hours	16 miles	C-5A Galaxy (240 tons)	Cottage		14
15	1 day	30 miles	Freighter (450 tons)	3 Bedroom House	A Year of DC Comics	15
16	2 days	60 miles	Destroyer (900 tons)	2 Flat Apt. Building	Oxford English Dictionary	16
17	4 days	125 miles	Small Building (1800 tons)	4 Flat Apt. Building	Set of Encyclopaedias	17
18	1 week	250 miles	Loaded Train (3800 tons)	Small Warehouse		18
19	2 weeks	500 miles		Large Warehouse		19
20	1 month	1000 miles		8 Story Building		20

For ease of play, we recommend that you use the Benchmark APs above. For exact definition, use the Upper Limit table below.



TM

HEROES ROLE PLAYING GAME

GAMEMASTER'S SCREEN

AP RANGE UPPER LIMITS

APs	TIME	DISTANCE	WEIGHT
0	4 seconds	10 feet	50 lbs.
1	8 seconds	20 feet	100 lbs.
2	16 seconds	40 feet	200 lbs.
3	32 seconds	80 feet	400 lbs.
4	1 minute	150 feet	750 lbs.
5	2 minutes	100 yards	1500 lbs.
6	4 minutes	200 yards	1.5 tons
7	8 minutes 20 s.	416 yds. 2 ft.	3.25 tons
8	16 minutes 40 s.	833 yds. 1 ft.	6.50 tons
9	33 minutes 20 s.	1666 yds. 2 ft.	13 tons
10	1 hour 6% m.	1 mile, 4720 ft.	26 tons
11	2 hours 13% m.	3 miles, 4160 ft.	52 tons
12	4 hours 26% m.	7 miles, 3040 ft.	104 tons
13	8 hours 53% m.	15 miles, 800 ft.	208 tons
14	16 hours 40 m.	28 m. 2160 ft.	375 tons
15	1 day 9 h. 20 m.	56 m. 4320 ft.	750 tons
16	2 days 18 h. 40 m.	113 m. 3360 ft.	1500 tons
17	5 days 18 h. 53% m.	236 m. 3920 ft.	3125 tons
18	11 d. 13 h. 46% m.	473 m. 2560 ft.	6250 tons
19	23 d. 3 h. 33% m.	946 m. 5120 ft.	12500 tons
20	46 d. 7 h. 6% m.	1893 m. 4960 ft.	25000 tons

COMBAT MODIFIERS

TYPE OF ATTACK	Opposing Value Column Modifier	Resistance Value Column Modifier
Critical Blow	+2	-3
Devastating Attack	+4	-6
Multi-Attack on 2	+1	+1
on 3-4	+2	+2
on 5-8	+3	+3
on 9-15	+4	+4
on 16-30	+5	+5
on 21-60	+6	+6
Pull Your Punch	-	+1
Sweep Attack Area	-1	-1
Linear Area	-1	-
Team Attack by 2	-1	-
by 3-4	-2	-
by 5-8	-3	-
Trick Shot (minimum)	+2	-
Situation Modifiers		
Blindside	-1	-
Darkness	+2	-
Surprise	-2	-
Underwater	-	+1

ACTION TABLE

Acting Value Rows	Opposing Value Columns																			
	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.

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

OV & RV: Opposing Value and Resistance Value
n.a.: Not Applicable

AP EQUATIONS

Time = Distance - Speed

Effect Value - Weight = Distance

Distance = Speed + Time

Speed = Distance - Time

INTERROGATION

Knowledge Points	Information Revealed
1-2	A minor clue or riddle
3-4	Name or place of a character connected with the central theme
5	Vague details about the villain's scheme
6	All that the interrogated character knows.

PERSUASION

NPC State Before Persuasion	Opposing V. Column Modifier
Awestruck/Enamored	-2
Friendly	-1
Neutral	0
Suspicious	+1
Hostile	+3
Opposed to Character	+4
Personal Vendetta	+7

GOING FOR BROKE

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

OPTIONAL POWER RANGE EFFECTS

Range	AP Modification to Determine Range	Opposing Value Column Modifier
Short	Range APs minus 3 APs	0
Medium	Range APs	+1
Long	Range APs plus 1 AP	+2

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	
	x	0																		+5	
1-2	+1	A	1	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	*
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	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	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.

™ Indicates Trademark of DC Comics Inc. All character names, renditions, associated slogans and indicia are Trademarks of DC Comics Inc. Copyright © 1985 DC Comics Inc. All Rights Reserved.

BODY AND WEIGHT OF COMMON ITEMS

TYPE			BODY WEIGHT					
Buildings			Openings and Entrances			Furnishings and Appliances		
House	13	10	Small Window	1	0	Dining Room Chair	1	0
Single Office Building	15	12	Medium Window	2	1	Small Desk	1	0
Brownstone Six Flat	17	14	Interior Door	3	1	Dresser	2	1
Warehouse	17	14	Large Window	3	3	Large Dining Table	2	2
Mansion	18	15	Outside Door	4	1	Large Desk	3	1
Small Office Building	18	15	Large Double Door	5	2	Piano (Baby Grand)	3	3
Abandoned Factory	20	20	Bullet-Proof Glass	7	+1*	Washing Machine	3	3
High Rise Office Building	22	16	Steel Reinforced Door	7	3	Kitchen Sink	4	1
Apartment, High Rise	25	17	Bank Vault Door	16	12	King Size Bed	4	2
Office Skyscraper	29	23	Landscape			Couch	4	3
Walls			Bush	2	0	Refrigerator	4	3
Wood	6	5	Sapling	2	2	Bathtub	5	3
Brick	8	7	Small Tree	4	4			
Concrete	10	8	Medium Tree	7	6			
Reinforced Concrete	12	10	Large Tree	10	9			
Steel	17	13	Larger Tree	13	12			
Promethium	25	12	Huge Tree	16	15			

* Add to weight of window size.

* Add to weight of window size.