SILVER AGE SENTINELS

THE SUPERHERO ROLE-PLAYING GAME

PERSONAL WEAPONS

WEAPON	Tri-Stat DAMAGE	d20 System DAMAGE	ABILITIES	DISABILITIES	SKILL
Bladed Weapons					
Axe	10	[[1d8]]	Muscle-Powered	Inaccurate Melee	Melee (Axe)
Broadsword	12	[[1d10]]	Muscle-Powered	Melee	Melee (Sword)
Knife or Dagger	6	[[1d4]]	Concealable Melee	Melee	Melee (Knife)
Long Sword	12*	[[1d8*]]	Muscle-Powered	Melee	Melee (Sword)
Short Sword	8	[[1d6]]	Concealable Melee	Melee	Melee (Sword)
Spear	10	[[1d8]]	Muscle-Powered	Melee	Melee (Polearm)
Blunt Weapons					
Bo, Staff or Pipe	6*	[[1d6*]]	Knockback Muscle-Powered	Melee	Melee (Polearm)
Club, Baseball Bat	6	[[1d6]]	Knockback Muscle-Powered	Melee	Melee (Club)
Nunchuku or Chain	6	[[1d6]]	Flexible Muscle-Powered	Melee	Melee (Whips/Chains)
Whip, Rope, or Belt	4	[[1d4]]	Concealable Low Penetration Flexible Muscle-Powered	Melee	Melee (Whips)

Bows — 2 Armour, 20 Health Points / [[1 Armour, 20 Hit Points]]

WEAPON	Tri-Stat DAMAGE	d20 System DAMAGE	ABILITIES	DISABILITIES	SKILL
Crossbow	12	[[1d10]]	none	Slow, Limited Shots (1)	Archery (Crossbow)
Long Bow	10	[[1d8]]	none	Limited Shots (1)	Archery (Bow)

Pistols — 4 Armour, 30 Health Points / [[2 Armour, 30 Hit Points]]

WEAPON	Tri-Stat DAMAGE	d20 System DAMAGE	ABILITIES	DISABILITIES	SKILL
Light Pistol	8	[[1d6+1]]	Concealable	Low Penetration Short Range	Gun Combat (Pistol)
Heavy Pistol	12	[[1d8+1]]	Concealable	Short Range	Gun Combat (Pistol)
Machine Pistol	10	[[1d8]]	Auto-Fire Spreading	Inaccurate Short Range	Gun Combat (Auto-fire)
Magnum Revolver	14	[[1d8+2]]	Concealable Short Range	Limited Shots (6)	Gun Combat (Pistol)
Medium Pistol	10	[[1d8]]	Concealable	Short Range	Gun Combat (Pistol)
Revolver	8	[[1d6+1]]	Concealable Short Range	Limited Shots (6)	Gun Combat (Pistol)

Rifles — 5 Armour, 35 Health Points / [[3 Armour, 35 Hit Points]]

WEAPON	Tri-Stat DAMAGE	d20 System DAMAGE	ABILITIES	DISABILITIES	SKILL
Assault Rifle	14	[[1d8+2]]	Auto-Fire Spreading	Limited Shots (6)	Gun Combat (Auto-fire)
Heavy Assault Rifle	18	[[2d6+2]]	Auto-Fire Spreading	Inaccurate Limited Shots (6)	Gun Combat (Auto-fire)
Hunting Rifle	14	[[1d8+2]]	none	none	Gun Combat (Rifle)
Light Rifle	8	[[1d6]]	none	none	Gun Combat (Rifle)
Sniper Rifle	20	[[2d8+1]]	Accurate	Limited Shots (6)	Gun Combat (Rifle)

Shotguns — 5 Armour, 35 Health Points / [[3 Armour, 35 Hit Points]]

WEAPON	Tri-Stat DAMAGE	d20 System DAMAGE	ABILITIES	DISABILITIES	SKILL
Shotgun	18**	[[2d6+2**]]	Spreading	Limited Shots (6) Low Penetration Short Range	Gun Combat (Rifle)
Heavy Shotgun	22**	[[2d8+2**]]	Spreading	Limited Shots (6) Low Penetration Short Range	Gun Combat (Rifle)

* Requires two hands to wield properly; delivers +4 damage when wielded two-handed.

** Some shotguns are "double-barrelled" and can fire both barrels at once. If so, an additional 8 [[+1d6]] damage is delivered. Double Barrelled shotguns have the Limited Shots (2) Disability.

Assault Weapons — 5 Armour, 35 Health Points / [[3 Armour, 35 Hit Points]]

WEAPON	Tri-Stat DAMAGE	d20 System DAMAGE	ABILITIES	DISABILITIES	SKILL
Light Mini-Gun	12	[[1d8+1]]	Accurate Auto-Fire Spreading	Limited Shots (6) Static	Gun Combat (Auto-fire)
Heavy Mini-Gun	22	[[2d8+2]]	Auto-Fire Spreading	Limited Shots (6) Static	Gun Combat (Auto-fire)
Machine Gun	20	[[2d8+1]]	Auto-Fire Spreading	Static	Heavy Weapons (Machine Gun)
Submachine Gun	10	[[1d8+1]]	Auto-Fire Spreading	Limited Shots (6)	Gun Combat (Auto-fire)

Heavy Weapons — 4 Armour, 30 Health Points / [[2 Armour, 25 Hit Points]]

WEAPON	Tri-Stat DAMAGE	d20 System DAMAGE	ABILITIES	DISABILITIES	SKILL
66 mm LAW Light Anti-Tank Weapon	40	[[3d6+6]]	Area Effect Burning Penetrating	Inaccurate Limited Shots (1) Self-Destruct Slow Static	Heavy Weapons (Launcher)

Thrown Weapons

WEAPON	Tri-Stat DAMAGE	d20 System DAMAGE	ABILITIES	DISABILITIES	SKILL
Concussion Grenade	30	[[2d10+1]]	Area Effect x3 Concealable	Limited Shots (1) Self-Destruct Short Range	Thrown Weapons (Grenades)
Thrown Knife	4	[[1d4]]	Concealable	Limited Shots (1) Short Range	Thrown Weapons (Blades)

Non Lethal Ranged Weapons —3 Armour, 25 Health Points / [[2 Armour, 25 Hit Points]]

WEAPON	Tri-Stat DAMAGE	d20 System DAMAGE	ABILITIES	DISABILITIES	SKILL
Tear Gas Grenade	30	[[2d10+1]]	Area Effect x2 Enduring	Inaccurate Limited Shots (1) Self-Destruct Slow Stun Toxic	Heavy Weapons (Grenades)
Taser	12	[[1d8+1]]	Stun	Low Penetration Short Range Slow	Gun Combat (Pistol)
Pepper Spray	12	[[1d8+1]]	Concealable	Melee Range Irritant Stun Limited Shots (6) Toxic	none

Ordnance — 10 Armour, 60 Health Points / [[5 Armour, 60 Hit Points]]

WEAPON	Tri-Stat DAMAGE	d20 System DAMAGE	ABILITIES	DISABILITIES	SKILL
120 mm Heat (M1 Abrams Tank)	80	[[5d6+10]]	Area Effect Burning Long Range Penetrating	Limited Shots (1)	Heavy Weapons (Launcher)
120 mm Sabot (M1 Abrams Tank)	100	[[6d6+12]]	Accurate Long Range Penetrating x2	Limited Shots (1)	Heavy Weapons (Launcher)
Stinger Missile	60	[[4d6+8]]	Area Effect Homing Long Range Penetrating	Backblast Limited Shots (1) Only Air Targets Self-Destruct Slow Static	Heavy Weapons (Launcher)
Tomahawk Missile	140	[[7d6+14]]	Accurate x4 Area Effect x3 Long Range x8 Penetrating x2	Self-Destruct Slow Static Stoppable	Heavy Weapons (Launcher)

NOTE: When two values are listed, the values presented in double-square brackets indicate the d20 System values. Numbers outside of the brackets are for the Tri-Stat System.
If only one value is listed, it is for use with both the d20 System and the Tri-Stat System unless clearly indicated otherwise.

IMPROVISED WEAPONS

OBJECT	Tri-Stat DAMAGE	d20 System DAMAGE	ABILITIES & DISABILITIES	STRENGTH REQUIREMENT
Bus	30	[[2d10+1]]	Area Effect Inaccurate Low Penetration	Superstrength Level 4 / [[Strength 56]]
Car	24	[[2d8+3]]	Area Effect Inaccurate Low Penetration	Superstrength Level 2 / [[Strength 42]]
Dumpster	18	[[2d6+2]]	Inaccurate Low Penetration	Superstrength Level 2 / [[Strength 40]]
Manhole Cover	24	[[2d8+3]]	Low Penetration	Body 16 / [[Strength 28]]
Park Bench	8	[[1d6+1]]	Low Penetration	Superstrength Level 1 / [[Strength 32]]
Steel Girder	30	[[2d10+1]]	Spreading Inaccurate	Superstrength Level 3 / [[Strength 48]]
Telephone Pole	20	[[2d8+1]]	Spreading Inaccurate	Superstrength Level 2 / [[Strength 40]]
Stop Sign	6	[[1d4+1]]		Body 10 / [[Strength 18]]

SUITS OF ARMOUR

ARMOUR TYPE	ARMOUR VALUE	PENALTIES
Ancient Armour		
Light Mail	6 / [[3]]	-2 on physically-oriented checks
Partial Metal Armour	10 / [[5]]	-4 on physically-oriented checks
Full Metal Armour	12 / [[6 to 8]]	-6 on physically-oriented checks
Modern Armour		
Leather Jacket	2 / [[1]]	None
Soft Body Armour	8 / [[4]]	-2 on physically-oriented checks
Tactical	16 / [[8]]	-4 on physically-oriented and combat checks
Shields		
Buckler	4 / [[2]]	None
Standard Shield	12 / [[6]]	Requires one free hand to use
Heavy Shield	16 / [[8]]	Requires one free hand to use, -4 on physically-oriented checks
Tactical Shield	20 / [[10]]	Requires one free hand to use, -2 on physically-oriented checks

STATIC OBJECT ARMOUR RATINGS

OBJECT	ARMOUR RATING	OBJECT	ARMOUR RATING
Bench/Table, Metal	8 / [[4]]	Steel Cables	8 / [[4]]
Bench/Table, Wood	4 / [[2]]	Steel Girder	30 / [[15]]
Cement Barrier	30 / [[15]]	Stop Sign	6 / [[3]]
Door, Wooden	8 / [[4]]	Telephone Pole, Metal	20 / [[10]]
Door, Vault	50 / [[25]]	Telephone Pole, Wood	16 / [[8]]
Dumpster, Metal	18 / [[9]]	Tree, Giant	40 / [[20]]
Furniture, Wood	4 / [[3]]	Tree, Large	30 / [[15]]
Ladder, Metal	8 / [[4]]	Tree, Medium	20 / [[10]]
Manhole Cover	24 / [[12]]	Tree, Small	10 / [[5]]
Melee Weapon	Equal to the weapon's damage [[the weapon's maximum damage]]		

BUILDING ARMOUR

TYPE OF BUILDING	AWKWARD SIZE	ARMOUR RATING
Phone Booth	1	5
Wood Shed	2	10
Three-Bedroom House	3	15
Small Office Building (6 Floors)	4	20
Mid-Sized Office Building (12 Floors)	5	25
Large Office Building (24 Floors)	6	30
Skyscraper (50 Floors)	7	35

DAMAGE PERCENTAGE – TRI-STAT ONLY

DICE ROLL	RESULT
2-5	Maximum Damage
6-10	75% of Maximum Damage
11-16	50% of Maximum Damage
17-20	25% of Maximum Damage

CRITICAL HITS – TRI-STAT ONLY

DICE ROLL	RESULT (A)	RESULT (B)	RESULT (C)	RESULT (D)
2-5	175% Damage	250% Damage	200% Damage	400% Damage
6-11	150% Damage	200% Damage	200% Damage	300% Damage
12-20	125% Damage	150% Damage	200% Damage	200% Damage

KNOCKBACK DISTANCE

Add:

+ Percentage of Maximum Damage delivered [[Damage Inflicted]]
+ Attacker's Attack Combat Value [[1/2 Attacker's Base Attack Bonus]] (only if the character possesses the ACV Knockback Combat Technique)

Multiply by:

x Critical Hit damage multiplier, if the attack delivered a critical hit or Called Shot to Vital – Tri-Stat only

Subtract:

– Target's Body Stat [[One half target's Constitution]]
– Target's Immovable Attribute Level x 20
– Target's Force Field Attribute Level x 20 (only for Force Fields without the Full Impact Disability)

CRASHING AND FALLING DAMAGE

SPEED	FALLING DISTANCE	Tri-Stat DAMAGE	d20 SYSTEM DAMAGE
20 kph [[20 mph]]	up to 4 metres [[9 feet]]	10	[[1d6+2]]
30 kph [[30 mph]]	5 metres to 9 metres [[10 to 29 feet]]	20	[[2d6+4]]
50 kph [[50 mph]]	10 metres to 29 metres [[30 to 89 feet]]	30	[[3d6+6]]
100 kph [[100 mph]]	30 metres to 59 metres [[90 to 179 feet]]	50	[[4d6+8]]
150 kph [[150 mph]]	60 metres to 149 metres [[180 to 449 feet]]	70	[[5d6+10]]
200 kph [[200 mph]]	150 metres to 499 metres [[500 to 1499 feet]]	90	[[6d6+12]]
500 kph [[500 mph]]	500 metres [[1500 feet]] (or greater)	120	[[7d6+14]]
1,000 kph [[1,000 mph]]		150	[[8d6+16]]
2,500 kph [[2,500 mph]]		180	[[9d6+18]]
each additional 2,500 kph [[2,500 mph]]		+30	[[+1d6+2]]

ATTACK CHECK MODIFIERS

ATTACK SITUATION	MODIFIER
Attacker is:	
Taking an action to aim	+2, or +3 with scope
Attacking Multiple Targets with one action (Tri-Stat Only)	-4 per additional target
Attacking with two weapons (same target)	-8
Attacking with two weapons (different targets)	-12
Attempting a Combined Attack	-2 per attacker after the first
Attempting to Touch the Target	+6
Making a Total Attack	+2
Firing personal weapons from a moving vehicle	-2 or -4
Firing personal weapons while piloting a vehicle	-8
Firing personal weapons while swimming or performing acrobatics	-4
In an awkward position (on the ground, etc.)	-4
Attacker is Attempting a Called Shot:	
Disarming (with melee attack)	-4
Disarming (with a ranged attack)	-8
Targeting a partially armoured point	-4
Targeting a vital spot	-8
Targeting a Weak Point	-2, -4, or -6
Target is Moving at:	
up to 99 mph [[99 mph]]	no modifier
100 to 499 mph [[100 to 499 mph]]	-2
500 to 999 mph [[500 to 999 mph]]	-4
1,000 to 4,999 mph [[1,000 to 4,999 mph]]	-6
5,000 to 9,999 mph [[5,000 to 9,999 mph]]	-8
10,000 to 49,999 mph [[10,000 to 49,999 mph]]	-10
50,000 mph [[50,000 mph]] or more	-12
Target beyond melee range, and:	
Concealed by trees or brush	-2
Concealed by darkness, fog, or smoke	-4
Taking cover	-2 to -6
Range Modifiers:	
Attacking at up to twice range	-4
Attacking at up to five times range	-8

DEFENSE CHECK MODIFIERS

DEFENSE SITUATION	MODIFIER
Dodge/Parry Defense	No Modifier
Block Defense	+2
Total Defense	+2 [[+4]] per attack sacrificed
Defending Against Multiple Attacks	-4 [[-2]] per additional attack (cumulative)
Defending Against Undetectable Assailant	-8
Defending When Surprised	Defense Check Not Possible [[Flat-Footed; No Dex Bonus]]
Defending Against Critical Hit	Defense Check Not Possible

ACTION DIFFICULTIES

Tri-Stat Check Value Modifier	d20 System Task Difficulty (DC)	Difficulty of the Action
+10	[[3]]	Practically Guaranteed (why roll dice?)
+8	[[5]]	Extremely Easy
+6		Quite Easy
+4	[[7]]	Easy
+2		Below Average Difficulty
0	[[10]]	Average Difficulty
-2	[[15]]	Above Average Difficulty
-4	[[20]]	Difficult
-6	[[25]]	Quite Difficult
-8	[[30]]	Extremely Difficult
	[[35]]	Supremely Difficult
-10	[[40]]	Practically Impossible

MOVEMENT-RELATED COMBAT PENALTIES

	NORMAL CHARACTER	MOVEMENT ATTRIBUTE	PENALTY
Jogging (Tri-Stat)	Up to Body x 4 metres per round	Up to Maximum Attribute Level -2	no penalty
Jogging (d20 System)	Up to Dexterity x 1 yard per round	Maximum Attribute rank -2	no penalty
Running (Tri-Stat)	Up to Body x 5 metres per round	Maximum Attribute Level -1	-2
Running (d20 System)	Up to Dexterity x 3 yards per round	Maximum Attribute rank -1	-2
Sprinting (Tri-Stat)	Up to Body x 6 metres per round	Maximum Attribute Level	-4
Sprinting (d20 System)	Up to Dexterity x 3 yards per round	Maximum Attribute rank	-4

TRICK SHOT MODIFIERS – TRI-STAT ONLY

TRICK SHOT DEGREE OF DIFFICULTY	ATTACK'S PENALTY TO HIT	DEFENDER'S PENALTY TO EVADE
Fancy Trick Shot	-2	-2
Challenging Trick Shot	-4	-4
Complex Trick Shot	-6	-6
Difficult Trick Shot	-8	-8
Fantastic Trick Shot	-10	-10

XP AWARDS – d20 ONLY

Base Award = 100 times the average character level of the characters in the hero group

Add half the base award if the characters overcame weak/inferior conflict

Add the base award if the characters overcame moderate/comparable conflict

Add 1.5 to 2 times the base award if the characters overcame strong/superior conflict

Add 10% of the base award if the characters fail to overcome minor/inferior conflict

Add 20% of the base award if the characters fail to overcome moderate/comparable conflict

Add 30% of the base award if the characters fail to overcome strong/superior conflict

Add half the award for good, heroic, in-character role-playing

Add the base award for strong, heroic, in-character role-playing

Add 1.5 to 2 times the base award for exceptional, heroic, in-character role-playing