COMBET



Welcome to the Combat Book, a booklet length addition to *Church and State* designed to make running the pulse-pounding combats of the adventure easier on the GM. Here you will find combat sheets for the major players and their minions, as well as maps for all the likely combat scenes in *Church and State*.

The Combat Sheets are quick sheets for the GM's use, gathering and summarizing the combat information for a character into an easy to read and use format. Each character is given several different attacks, representing a range of different combat options that they most commonly use, given descriptive names as well as precalculated attack, damage, and defense totals. A few of these attacks are noted as being extra effort, meaning that they're something of a signature move that the character will only pull out in the most extreme of circumstances. Then the characters saves, protection, and movement are listed. In cases where sprint speed is over 10000 it is rounded off to the nearest thousand, and when over a million to the nearest ten-thousand. Skills, Feats, and Powers that are applicable to combat/conflict are listed - this is not a full skill/feat list for the character, only those likely to be important in a combat situation. Any Feat or Power that is listed in Red Underline is a situational variable that has not been used in the calculation of the characters attack values and so it's in red to make it easy for the GM to remember it is there in the fitting circumstance. Major NPCs then have a damage/condition track used to keep track of how much damage or special effects they have taken. Minions have a "total number" and "number down" box to keep track of how many minions there are, and how many are out of the fight.

All of the Maps are oriented with north at the top of the page, and all grids are 1 square to 5(ish) feet, unless noted otherwise. A general key is found below.







	mnn	•		<u> </u>			
	man	COMBAT 4	SETS				
Initiative +5					Base Ra	ange = 275	
	Mr. Knifey	Pinpoint Shot	3 Bou	nce Ricochet	Ultim	ate Sniper	
Attack	+12	+22		+16		+17	
Damage	+3L	+11L, penetrating	+11L,	penetrating	+16L,	penetrating	
Defense	17 / 12	12		12		12	
Description	Knife to the kidney	Accurate shot		to confuse the di- n of the bullet	A shot	to the vitals	
	SAVES			MOVE	EMENT		
Damage: +4	Fortitude: +4 Reflex: +8	Will : +5	Run	Single 30 De	ouble 60	Sprint 120	
		skills and	FEATS				
	3, Move Silently +18, Spot +12; Acc hot, Ricochet Attack	curate Attack, All-Out /	Attack, Far Sho	ot, <u>Improved Critical:</u>	<u>Rifle</u> , <u>Point B</u>	<u>Blank Shot</u> , Power	
		POWER	?5				
Equipment: <u>Rail R</u>	<u>(Amazing Save (AII)) +3 [</u> Source: ⁻ <i>ifle</i> (Weapon) +11 [Stunts: Increas <i>p-ear radio</i> : Radio Listen & Transm	sed Range (double), Pene	etrating; Source	e: Equipment.];			
Blinded 🗆	Stunned Disabled Dazed Deafened Ent	angled 🔲 Exhausted	Fatigued	Dying Dying Nauseated D	Dead Dead Paralyzed	Prone	
Initiative +9		COMBAT 4	5et5				
	Oops, is that my pen	in vour eve?	Making a poin	t The	Odds are 10	0 million to 1	
Attack	+10		+6		+10		
Damage	6L		+3L	6	L (-12 to Dar		
Defense	21/16		21/16	-	21/10	-	
Description	Thrown mastery atta jects in painful		Knife attack		astery attac	;k, small objects in :h Luck Power	
	SAVES			MOVE	EMENT		
Damage: +1	Fortitude: +1 Reflex: +5	Will : +2	Run	Single 30 De	ouble 60	Sprint 120	
		skills and	FEATS				
Bluff +5, Knowled	ge (Super-heroes) +11; Assessmen	t, Throwing Mastery.					
POWERS							
Things Your Feeb	<u>hiverse (Luck) +12</u> [Extras: Jinx, F <i>le Mind Cannot Comprehend</i> (Supe -ear radio: Radio Listen & Transmi	<u>r-Intelligence) +5</u> [Sour					
DAMAGE TRA	Stunned Disabled	I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I <td></td> <td>Dying D Nauseated D</td> <td>Dead D Datalyzed D</td> <td></td>		Dying D Nauseated D	Dead D Datalyzed D		

		•			RGh	47 •		
		COMBAT SE	15					
Initiative +4				_				
		Attack		Fat	tigue Screech	1		
Attack Democe		Vill Save)		·10 F	+6	rt)		
Damage Defense		(area) /16		+10 F	atigue (vs Fo 20/16	rt)		
			C.t.			1:441 o o:ul	ماميام	l da a
Description		ontrol to create panic	Fatiç	gue power blast,		little giri	snrie	кіпд
	SAVES	M/// 0			NOVEMENT	0		100
Damage: +0	Fortitude: +0 Reflex: +11		Run	Single 30	Double 6	50 S	orint	120
Evasion — may us	e Reflex save as Damage save vs	SKILLS AND FE	ATS					
Intimidate +13, Se	nse Motive +11; Dodge, Evasion.							
		POWERS						
Squirrelly Reflexed Equipment: Micro-of DAMAGE TRACE Blinded D	tigue) +10 [Source: Training/Sup. s (Amazing Save (Ref)) +5 [Source: Training/Sup. s (Amazing Save (Ref)) +5 [Source: Training/Sup. ear radio: Radio Listen & Transm Image: Comparison of the second secon	ce: Training.] it D D D D D D D d D Unconscious	Fatigued	Dying D Nauseated	Dead Deralyze	_	Prone	
Initiative +5	Aww, did I break it?	Shock Glove Punch	0	Disorient		Blink & P)	
Attack	+15 (opposed roll)	+11	U	+11		+11	unch	
Damage	Taunt	+11 stun attack	+11 nai	usea (vs Fort)	+	11 stun a	ttack	
Defense	12 / 11	23/18		23/18		34/1		
Description	Taunt	Punch with the gloves — host touch &/or Fusillade	Grab and t	teleport until you puke		g telepor ination, 5	t and	
	SAVES			N	OVEMENT			
Damage: +0	Fortitude: +0 Reflex: +12	2 Will: +0	Run	Single 30	Double 6	0 Sp	orint	120
Evasion — may u	se Reflex save as Damage save v	s non-area attacks	Teleport	Single 55	Double 11	10 Sp	orint	112640
		Skills and Fe	ATS					
Bluff +10, Taunt +1	5; Attack Finesse, Dodge, Evasic	on, Expertise, Improved Dis	arm, Instan [.]	t Stand.				
		POWERS						
<u>Fast as Fast Can B</u> Equipment: <u>Shock</u>	<u>verywhere (Teleportation) +11</u> [E <u>e (Amazing Save (Ref)) +5</u> [Sourc <u>Gloves (Stun Weapon) +11</u> [Extra <u>ear radio</u> : Radio Listen & Transm	ce: Training.] s: Ghost Touch; Flaws; Devi				rce: Muta	tion]	
DAMAGE TRAC	< 0 0 0 0 0 0 0 0 0							
	Stunned Disabled	d 🔲 Unconscious		Dying 🗖	Dead			
Blinded 🗖	Dazed Deafened Ent	angled 🛛 Exhausted 🗖	Fatigued	Nauseated	Paralyze	ed 🗖	Prone	

			COMBAT	SETS				
Enitiative +3 (+	11)*		COMPAT			* All italics a	re when at full	boost
	Holy Fire	Sword of God	l Rain a	of Fire	Destruction of M		The Wrath of	
Attack	+9	+8		.9	+9		+5	000
Damage	+15S	+7L <i>(+15L)</i>		6S	+15 transmutat	tion	+20S (area)
Defense	21 <i>(27)</i> / 18	21 <i>(27)</i> / 18		<i>7) /</i> 18	21 <i>(27)</i> / 18		203 (a) ca 21 <i>(27)</i> / 1	
Defense	21 (27)7 10	21 (27)7 10	21 (22	/// 10	21 (27)7 10		massive burst o	
Description	A blast of holy fire	A wicked slice fi the holy swore		on of flame, m the air	Turns an item int		om the air — ex fort	
	SAN	/ES			٨	NOVEMENT	г	
Damage: +2	Fortitude: +2 <i>(+10)</i>	Reflex : +3 (+11)	Will: +5 <i>(+13)</i>	Run	Single 30	Double	60 Sprint	120
Protection +15	5 force field	+5	mental protection	n Fly	Single 75	Double 1	50 Sprint	10 millio
ntimidata , 10	(18), Sense Motive +9 ((17) Aprial Camb	SKILLS AND		andorahin Dowar A	ttaak Start	lo	
ntimidate + 10	(18), Selise Motive +9 (<i>+17)</i> , Aerial Comb	at, indomitable w	/iii, mspire, L	eader snip, Power A	ITACK, STALL	le	
			POWE	RS				
quipment: <u>Flan</u>	ning Swords (Weapon) + ACK							
Equipment: <u>Flan</u> DAMAGE TR Blinded E EEPER O	ming Swords (Weapon) + Ack □ □ □ □ □ □ Stunned □ Dazed □ Deafen FTHE KEYS	5 Disabled D ed Entangle	Unconso Unconso d C Exhausted	□ □ □ [cious □	Dying Dying C Dying C ed Nauseated	Dead Dead Paralyz		e 🗖
Equipment: <u>Flan</u> DAMAGE TR Blinded C EEPER O Initiative: +1	ning Swords (Weapon) + ACK □ □ □ □ □ □ Stunned □ Dazed □ Deafen F THE KEYS Purge th	5 Disabled D ed Entangle	Unconso Unconso d C Exhausted	□□□□ cious □ I□ Fatigue	Dying Dying Diamage: +0	Dead Dead Paralyz	III iI zedIProne	e 🗖
Equipment: <u>Flan</u> DAMAGE TR Blinded D EEPER O Initiative: +1 Attack	ming Swords (Weapon) + Ack □ □ □ □ □ □ Stunned □ Dazed □ Deafen FTHE KEYS Purge th +7 (vs W	5 Disabled ed Entangle COMBAT	Unconso Unconso d C Exhausted SETS Spirits of	the Airy Su	Dying Dying C Dying C ed Nauseated	Dead Dead Paralyz	III iI zedIProne	e 🗆
Equipment: <u>Flan</u> DAMAGE TR Blinded C EEPER O Initiative: +1 Attack Damage	ming Swords (Weapon) + ACK □ □ □ □ □ □ Stunned □ Dazed □ Deafen OF THE KEYS Purge th +7 (vs W +6S (t	5 Disabled ed Entangle COMBAT e Wicked Mind	Unconso Unconso d Exhausted SETS Spirits of	the Airy Su	Dying Dying Diamage: +0	Dead Dead Paralyz	III iI zedIProne	e 🗖
Equipment: <u>Flan</u> DAMAGE TR Blinded C EEPER O Initiative: +1 Attack Damage Defense	Ack □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	5 Disabled Disabled Disabled Disabled Disabled Disabled Disabled Disabled Disabled Disabled Mind COMBAT Wicked Mind Disdom Defense) mental blast)	Unconse Unconse d Exhausted SETS Spirits of	the Airy Su	Dying D Dying D ed Nauseated Nauseated Damage: +0 Force Fiel Ref: +1 MO	Dead Dead Paralyz	III iI zedIProne	R
Equipment: <u>Flan</u> DAMAGE TR Blinded C EEPER O Initiative: +1 Attack Damage Defense	Ack □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	5 Disabled ed Entangle COMBAT (COMBAT (Sdom Defense) mental blast) 13 / 12 prings the pain of	Unconse Unconse d Exhausted SETS Spirits of sin A trippi	the Airy Su +4 +6 Trip 13 / 12 ng blast of ai	Dying D Dying D ed Nauseated Nauseated Damage: +0 Force Fiel Ref: +1 MO	Dead Dead Paralyz AVES Fort: +0 Id: +6 Will: +5		R
Equipment: <u>Flan</u> DAMAGE TR Blinded C EEPER O Initiative: +1 Attack Damage Defense Description <u>Sacred Magic (</u> tion; Flaws: E	Ack □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	5 Disabled Disabled D	Unconse Unconse d Exhausted SETS Spirits of sin A trippi EATS & POWE	the Airy Su +4 +6 Trip 13 / 12 ng blast of ai	Dying D Dying D Nauseated Nauseated Damage: +0 Force Fiel Ref: +1 MO r Run: 30 Mental Blast, Healin	Dead Dead Dead Paralyz		R
Equipment: <u>Flan</u> PAMAGE TR Blinded C EEPER O Initiative: +1 Attack Damage Defense Description <u>Sacred Magic (</u> tion; Flaws: E	ACK CONTRACTOR (Weapon) + ACK CONTRACTOR CONTRACTOR Stunned CONTRACTOR Stunned CONTRACTOR Dazed CONTRACTOR Dazed CONTRACTOR Purge th +7 (vs W) +6S (I A blast that the (Sorcery) +6 (Element Excluded Group, Rote; S	5 Disabled Disabled D	Unconse Unconse d Exhausted SETS Spirits of sin A trippi EATS & POWE eld, Telepathy or (, Indomitable Will	the Airy Su +4 +6 Trip 13 / 12 ng blast of ai	Dying Digital Dying Digital Dying Digital Digi	Dead Dead Dead Paralyz		R
Equipment: <u>Flan</u> DAMAGE TR Blinded C EEPER O Initiative: +1 Attack Damage Defense Description <u>Sacred Magic (</u> tion; Flaws: E Concentration + RDER O	ACK CONTRACTOR (Weapon) + ACK CONTRACTOR CONTRACTOR Stunned CONTRACTOR Stunned CONTRACTOR Dazed CONTRACTOR Purge th +7 (vs W +6S (I A blast that the (Sorcery) +6 (Element Excluded Group, Rote; S 8, Sense Motive +8, Spo FMIKHAEL	5 □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ ed □ Entangle COMBAT □ □ □ e Wicked Mind □ <td>Unconse Unconse d Exhausted SETS Spirits of sin A trippi EATS & POWE eld, Telepathy or (, Indomitable Will</td> <td>the Airy Su +4 +6 Trip 13 / 12 ng blast of ai ERS Comprehend, I I, Leadership,</td> <td>Dying D Dying D Nauseated Nauseated Damage: +0 Force Fiel Ref: +1 MO r Run: 30 Mental Blast, Healin Point Blank Shot, 7</td> <td>Dead Dead Paralyz AVE5 Fort: +0 Id: +6 Will: +5 VEMENT D / 60 / 120 ng, Teleporta</td> <td></td> <td>POWN</td>	Unconse Unconse d Exhausted SETS Spirits of sin A trippi EATS & POWE eld, Telepathy or (, Indomitable Will	the Airy Su +4 +6 Trip 13 / 12 ng blast of ai ERS Comprehend, I I, Leadership,	Dying D Dying D Nauseated Nauseated Damage: +0 Force Fiel Ref: +1 MO r Run: 30 Mental Blast, Healin Point Blank Shot, 7	Dead Dead Paralyz AVE5 Fort: +0 Id: +6 Will: +5 VEMENT D / 60 / 120 ng, Teleporta		POWN
Equipment: <u>Flan</u> PAMAGE TR Blinded C EEPER O Initiative: +1 Attack Damage Defense Description <u>Sacred Magic (</u> tion; Flaws: E Concentration + RDER O	ACK CONTRACTOR (Weapon) + ACK CONTRACTOR CONTRACTOR Stunned CONTRACTOR Stunned CONTRACTOR Dazed CONTRACTOR Purge th +7 (vs W +6S (I A blast that the (Sorcery) +6 (Element Excluded Group, Rote; S 8, Sense Motive +8, Spo FMIKHAEL	5 Disabled Disabled ed Entangle COMBAT (isdom Defense) mental blast) 13 / 12 orings the pain of SKILLS, F Control, Force Fie ource: Mystic.] ot +7, Detect Evil COMBAT of Attack, -1 to hit fr	Unconse Unconse d Exhausted SETS Spirits of Sin A trippi EATS & POWE eld, Telepathy or (C , I ndomitable Will SETS	the Airy Su +4 +6 Trip 13 / 12 ng blast of ai ERS Comprehend, I I, Leadership,	Dying Diamage: +0 Dying Diamage: +0 Force Fiel Ref: +1 MO r Run: 30 Mental Blast, Healin Point Blank Shot, 7 Sating on*	Dead Dead Paralyz AVE5 Fort: +0 Id: +6 Will: +5 VEMENT D / 60 / 120 ng, Teleporta		POWN
Equipment: <u>Flan</u> DAMAGE TR Blinded C EEPER O Initiative: +1 Attack Damage Defense Description Sacred Magic (tion; Flaws: E Concentration + RDER O Initiative: +3	ACK CONTROL (Weapon) + ACK CONTROL CONTRUCA CONTROL CONTROL CONTROL CONTROL CONTROL C	5 Disabled Disabled ed Entangle COMBAT (isdom Defense) mental blast) 13 / 12 orings the pain of SKILLS, F Control, Force Fie ource: Mystic.] ot +7, Detect Evil COMBAT of Attack, -1 to hit fr	Unconse Unconse d Exhausted SETS Spirits of Sin A trippi EATS & POWE eld, Telepathy or (, I ndomitable Will SETS for every Mikhaelite (the Airy Su +4 +6 Trip 13 / 12 ng blast of ai ERS Comprehend, I I, Leadership,	Dying	Dead Dead Paralyz AVE5 Fort: +0 Id: +6 Will: +5 VEMENT D / 60 / 120 ng, Teleporta		POWN
Equipment: <u>Flan</u> PAMAGE TR Blinded C EEPER O Initiative: +1 Attack Damage Defense Description <u>Sacred Magic (</u> tion; Flaws: E Concentration + RDER O Initiative: +3 Attack	ACK CONTRACTOR (Weapon) + ACK CONTRACTOR CONTRACTOR Stunned CONTRACTOR Stunned CONTRACTOR Dazed CONTRACTOR Purge th +7 (vs W +6S (t A blast that th (Sorcery) +6 (Element Excluded Group, Rote; S 8, Sense Motive +8, Spo F MIKHAEL * = Group Sword of the Lord	5 □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ ed □ Entangle □ □ COMBAT □ □ □ □ isdom Defense) □ □ □ □ mental blast) 13 / 12 □ □ □ □ isdom Defense) □ □ □ □ □ mental blast) 13 / 12 □ □ □ □ □ Control, Force Fie □	Unconso Unconso d Exhausted SETS Spirits of sin A trippi EATS & POWE eld, Telepathy or C , I ndomitable Will SETS or every Mikhaelite of Combined Fire*	the Airy Su fail Fatigue the Airy Su fail Fatigue the Airy Su fail Fatigue the Airy Su fail the Airy Su fai	Dying Diamage: +0 Dying Diamage: +0 Force Fiel Ref: +1 MO r Run: 30 Mental Blast, Healin Point Blank Shot, 7 Sating on*	Dead Dead Paralyz AVE5 Fort: +0 Id: +6 Will: +5 VEMENT D / 60 / 120 ng, Teleporta		POWN
Equipment: <u>Flan</u> DAMAGE TR Blinded C EEPER O Initiative: +1 Attack Damage Defense Description <u>Sacred Magic (</u> tion; Flaws: E	ACK CONTROLOGY (Weapon) + ACK CONTROLOGY (Weapon) + ACK CONTROLOGY (Weapon) + Stunned CONTROLOGY (Weapon) + Stunned CONTROLOGY (Weapon) + Dazed Control C	5 Disabled Disabled Ed Entangle COMBAT (isdom Defense) mental blast) 13 / 12 prings the pain of SKILLS, F COMBAT Outrol, Force Fiele outre: Mystic.] pt +7, Detect Evil Marksman +9	Unconse Unconse d C Exhausted SETS Spirits of Sin A trippi EATS & POWE eld, Telepathy or (C , I ndomitable Will SETS for every Mikhaelite (C Combined Fire* +11	the Airy Su +4 +6 Trip 13 / 12 ng blast of ai ERS Comprehend, I I, Leadership, under 5 particip Army of Zi +9/+9	Dying Damage: +0 Point Blank Shot, The aligned Dying	Dead Dead Paralyz AVES Fort: +0 Id: +6 Will: +5 VEMENT D / 60 / 120 AVES True Sight.		

Bluff +5, Drive +4, Intimidate +5, Sense Motive +4, Spot +5. All-Out Attack, Detect Evil, Dodge, Heroic Surge, Indomitable Will, Point Blank Shot, Power Attack, Rapid Shot, Startle.



HE JWORN	COMBA	T SETS		5	aves	TOTAL
Initiative: +1	* = Group Attac	ck, -1 to hit for every Su	worn under 5 participating	Damage: +3	Fort : +1	NUMBER
	Single Shot	Group Fire*	Sworn till Death*	Armor: +4		
Attack	+5	+9	+7	Ref : +2	Will: +4	
Damage	+7L	+7L	+9L			
Defense	15 / 12	15 / 12	15 / 12	MON	/EMENT	TAKEN DOWN
Description	Single rifle shot	Group rifle fire	Full out group fire	Run: 30	/ 60 / 120	
		SKILLS, FEATS	a powers			
IGHTEOUS M	ILITARY MAI	СОМВАТ	SETS		SAVES	TOTAL
ICHTEOUS	(ILITARY MA) * = Group A		SETS ry Sworn under 5 particip	atina		TOTAL
				ating Damage: - s*	4 Fort : +2	
	* = Group A	Attack, -1 to hit for even	ry Sworn under 5 particip	s* Damage: - Armor: +	4 Fort : +2	
Initiative: +1	* = Group A Pop Gun	Attack, -1 to hit for even Massed Fire*	ry Sworn under 5 particip. Stripling Warrior	ating Damage: - s*	4 Fort : +2	
Initiative: +1	* = Group A Pop Gun +4	Attack, -1 to hit for even Massed Fire* +8	ry Sworn under 5 particip Stripling Warrior +6	ating s* Damage: - s* Armor: + Ref: +1	4 Fort : +2	
Initiative: +1 Attack Damage	* = Group A Pop Gun +4 +7L	Attack, -1 to hit for even Massed Fire* +8 +7L	ry Sworn under 5 particip Stripling Warrior +6 +9L	ating s* Damage: - s* Armor: + Ref: +1 M	4 Fort: +2 4 Will: +3	NUMBER
Initiative: +1 Attack Damage Defense	* = Group A Pop Gun +4 +7L 12 / 11 Single rifle shot	Attack, -1 to hit for even Massed Fire* +8 +7L 12 / 11	ry Sworn under 5 particip Stripling Warrior +6 +9L 12 / 11 Group power attac	ating s* Damage: - s* Armor: + Ref: +1 M	4 Fort: +2 4 Will: +3	NUMBER
Initiative: +1 Attack Damage Defense Description	* = Group A Pop Gun +4 +7L 12 / 11 Single rifle shot	Attack, -1 to hit for even Massed Fire* +8 +7L 12 / 11 Group rifle fire SKILLS, FEATS 8	ry Sworn under 5 particip Stripling Warrior +6 +9L 12 / 11 Group power attac G POWERS	ating s* Damage: - Armor: + Ref: +1 M ck Run:	4 Fort: +2 4 Will: +3 OVEMENT 30 / 60 / 120	NUMBER TAKEN DOWN
Initiative: +1 Attack Damage Defense Description Listen +3, Knowledge	* = Group A Pop Gun +4 +7L 12 / 11 Single rifle shot	Attack, -1 to hit for even Massed Fire* +8 +7L 12 / 11 Group rifle fire SKILLS, FEATS 8 on (Soldier) +4, Sear	ry Sworn under 5 particip Stripling Warrior +6 +9L 12 / 11 Group power attac G POWERS	ating s* Damage: - Armor: + Ref: +1 M ck Run:	4 Fort: +2 4 Will: +3 OVEMENT 30 / 60 / 120 Blank Shot, Power	NUMBER TAKEN DOWN

			Damage: +1	FORT: +1	
	Bang Bang	Kiss My Cross	-		
Attack	+3	+3 (opposed roll)	Armor: N/	4	
Damage	+3L	Target is at -4 to all rolls for 1 turn	Ref : +1	Will: +0	
Defense	12 / 11	12 / 11		MOVEMENT	TAKEN DOWN
Description	Pistol shot	Taunt	R	un: 30 / 60 / 120	

SKILLS, FEATS & POWERS

Bluff +3, Intimidate +3, Sense Motive +3, Taunt +3.

REFORMED PRO	STITUTE co	MBAT SETS	SA	AVES	TOTAL
Initiative : +0	Stun Gun Momma	I'm DYYYYYING!!	Damage: +0	Fort: +0	NUMDER
Attack	+0	+3 (opposed roll)	Armor : NA		
Damage	+4 Stun Attack	Bluff target into believing something	Ref : +0	Will : +0	
Defense	11	11	MOV	EMENT	TAKEN DOWN
Description	Taser attack	Bluff	Run: 30	/ 60 / 120	
	SKILL	s, feats & powers			

Bluff +3, Search +2.



	ГТ				
CONGREGATIONAL	COMBAT SETS		54	AVES	TOTAL
Initiative: +0			Damage: +0	Fort : +0	NUMBER
	Bad Man!	Human Shield	Armor: NA		
Attack	+0	-			
Damage	+0S	-	Ref : +0	Will : +1	
Defense	10	10	MOV	EMENT	TAKEN DOWN
Description	Angry but ineffective punch attack	Standing in the way	Run: 30	/ 60 / 120	
	skills, feats &	Powers			
Sense Motive +3. Take the F	all (can can take a hit for Mikhael if wi	thin 5 feet of him).			
JESUIT CONFESSO	COMBAT SETS		54	VES	TOTAL
Initiative: +0			Damage: +0	Fort : +0	NUMBER
	Dare you strike a p	riest!?	-		
Attack	+8 (vs DC 10 + Wisdom bonus + fea	r/Will save bonuses)	Armor : NA		
Damage	Intimidation		Ref : +0	Will : +5	
Defense	11		MOV	EMENT	TAKEN DOWN
Description	Intimidate		Run: 30	/ 60 / 120	
	CHALLE FEATE S				

Skills, Feats & Powers

Intimidate +8, Sense Motive +8, Spot +5. Detect Evil, Indomitable Will.

PRIEST	COMBAT SETS	5	AVES	TOTAL
Initiative: +0		Damage: +0	Fort : +0	NUMBER
	Human Shield	Armor : NA		
Attack	+8 Diplomacy			
Damage	none	Ref : +0	Will : +3	
Defense	10	MO	VEMENT	TAKEN DOWN
Description	Standing in the way and pleading humanitarian mercy	Run: 30	0 / 60 / 120	
	Skills, FEATS & POWERS			

Sense Motive +9. Indomitable Will.

ROCK N ROLL - con



COMBAT SETS Initiative: +4 **Bass Explosion** Drum Roll **Rage Against Machines** Heavy Metal Thunder Beat Attack +10 +5 +8/+8 +10 +5/+5/+5 +13 disintegrate Damage +13s (area) +18s (area) +13s (area) +14s (area, sustained) 19 / 15 19 / 15 19 / 15 Defense 19 / 15 19 / 15 A ground-shaking A rapid series of strikes, A sonic disintegration at-A continuous barrage of Description A single blast sound — Extra Effort power attack rattling like a drum roll tack SAVES MOVEMENT Will: +5 Fortitude: +3 Reflex: +4 Damage: +3 Run Single 30 Double 60 Sprint 120 Protection +13 force field, impenetrable SKILLS AND FEATS Bluff +10, Intimidate +10, Listen +17, Sense Motive +6, Taunt +10; Inspire, Leadership, Detect (Targeting Sense: Hearing), Immunity (Own Powers), Ultra-Hearing POWERS Ghetto-Blaster (Energy Control: Sound) +13 [Extras: Area, Energy Blast, Force Field [Extras: Affects Others, Impeneterable], Multi-Fire, Selective, Super-Senses [Extra: Telescopic; Flaw: Hearing Only]; Power Stunts: Create Sound Bubble, Disintegrate, Multi Shot, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot]; Revolutionary Fervor (Amazing Save (Will & Fort)) +2. Dead Dying Stunned 🛛 Disabled Unconscious Blinded 🗖 Dazed 🗖 Deafened 🗖 Entangled 🗖 Exhausted 🗖 Fatigued 🗖 Nauseated 🗖 Paralyzed 🗖 Prone COMBAT SETS SAVES TOTAL NUMBER Initiative: +0 Damage: +0 Fort: +0 Peer Pressure Taunt Armor: +4 +13 (18*) (opposed roll) Attack na **Ref**: +0 Will: +2 Will save vs 11(16*) -4 to all actions for 1 turn Damage MOVEMENT Defense 12 12 Run: 30 / 60 / 120 TAKEN DOWN "Did your mom lose a bet with God?" Intimidating Presence attack Description SKILLS, FEATS & POWERS Bluff +13 (18*), Intimidate +13 (18*), Sense Motive +7, Taunt +13 (18*); Leadership, Startle; Instant Demographics Boost (Boost Charisma) +5 [Extra: Affects Others, Flaws: Cannot Affect Self]; Definition of Cool (Super-Charisma) +1 [Extra: Intimidating Presence] *while boosted COMBAT SETS TOTAL SAVES Initiative: +3 NUMBER * = Group Attack, -1 to hit for every agent under 5 participating Damage: +2 Fort: +2 Combined Fire* Full Out* Tank Buster* Sniper **Armor**: +5 +7/+7 +7/+7/+7 +9 Attack +7

> **MOVEMENT** Run: 30 / 60 / 120

Will: +3

Ref: +3

+13L

12

RPG attack

SKILLS & FEATS

Rapid-fire attack Reckless attack

+8L

12

Damage

Defense

Description

+5L

15 / 12

Single shot rifle

+7L

15 / 12

Climb +5, Jump +5, Hide +8, Move Silently +8, Swim +5; All-Out Attack, Point Blank Shot, Power Attack, Rapid Shot, Sneak Attack



lite Bodygu	ARD COMBAT	SETS			SA	/ES	TOTAL
Initiative: +6	* = Group Attac	ck, -1 to hit for every	agent under 5 participatii	gent under 5 participating Damag		Fort: +2	NUMBER
	Back Up Thump	Careful Shot	Group Barrage*	Arn	nor: +4		
Attack	+3	+5	+9	Ref	10	Will: +3	
Damage	+3s	+5L	+5L	NCJ.			
Defense	14/12	14/12	14/12		MOVE	MENT	TAKEN DOW
Description	Club	Pistol	Group Pistol Attac	k	Run: 30 /	60 / 120	
		SKILLS, FEATS	& POWERS				
Drive +8, Intimidate + feet of him).	3, Listen +6, Medicine	+4, Search +5, Spc	ot +12; Take the Fall (c	an take a	hit for Roc	k if within 5	
ANGER	COMB	AT SETS			9	AVES	TOTAL
Initiative: +1					Damage: +1	Fort : +1	NUMBER
		Switchblade Cap that Ass Trash Talk			Armor : NA	١	
Attack	+2	+3	+4 (opposed ro		Ref : +1	Will: +0	
Damage	+3L	+3L	Target is flat-fo	oted			
Defense	12 / 11	12 / 11	12 / 11		MOVEMENT		TAKEN DO
Description	Knife attack	Pistol	Taunt		Run: 3	0 / 60 / 120	
Bluff +4, I ntimidate +	4, Taunt +4.	skills, feats	& Powers				
NION PICKET		SETS			SAVE	5	TOTAL
Initiative: +1				Damage:	+1 F	ort : +1	NUMBER
	Louisville SI	ugger	Brick Toss	Armor:	NA		
Attack	+3		+2	Ref : +0	14	/ill : +3	
Damage	+4s		+4S	NEI . +U			
Defense	12/11		12/11		MOVEN	ENT	TAKEN DOW
Description	Baseball I	bat Trad	litional riot style		Run: 30 / 6	0 / 120	
		SKILLS, FEATS	S DOWERS				
		JAILLO, FERIO	a puvers				

BIGGEST FAN	COMBAT SET	5	SA	VES	TOTAL
Initiative : +0	Flailing Dork Attack	Flaming Idiot Rage Provocation	Damage: +0	Fort : +0	NUMBER
Attack	+0	+4 (opposed roll)	Armor : NA		
Damage	+0s	Target is at -4 to all rolls for 1 turn	Ref : +0	Will : -1	
Defense	10	10	MOV	EMENT	TAKEN DOWN
Description	Punch	Taunt	Run: 30	/ 60 / 120	
	SKILLS,	FEATS & POWERS			

Taunt +4; Take the Fall (can take a hit for Rock if within 5 feet of him).



					_
UNION WORKER	COMBAT SETS		5/	AVES	TOTAL
Initiative: +0			Damage: +1	Fort : +1	NUMBER
	Wrench Clobber	Bite me, spandex boy!	Armor: NA		
Attack	+0	+1 (opposed roll)			
Damage	+3S or +2L	Target at -4 to all rolls for 1 turn	Ref : +0	Will : +0	
Defense	10	10	MOV	EMENT	TAKEN DOWN
Description	Attack with a heavy tool	Taunt	Run: 30	/ 60 / 120	
Bluff +1, Spot +1, Taunt +1	•	FEATS & POWERS			
MUSICIHN	COMBAT SETS		5/	AVES	TOTAL
Initiative: +0			Damage: +0	Fort : +0	NUMBER
	Guitar Smack	Your girlfriend is good in bed	Armor: NA		
Attack	+0	+3 (opposed roll)			
Damage	+2s	Target at -4 to all rolls for 1 turn	Ref : +0	Will : +0	
Defense	10 11		MOV	EMENT	TAKEN DOWN
Description	Attack with an instrument	Taunt	Run: 30	/ 60 / 120	
	SKILLS, 1	FEATS & POWERS			
Bluff +2, Taunt +3.					
UNION REP	COMBAT SETS		5/	AVES	TOTAL
Initiative : +0			Damage: +0	Fort: +0	NUMBER
	Wrench Clobber	The Big Lie	Armor: NA		
Attack	+0	+5 (opposed roll)	Ref : +0	Will: +3	
Damage	+3S or +2L	Fools target			
Defense	11	11		EMENT	TAKEN DOWN
Description	Attack with a heavy tool	Bluff	Run: 30	/ 60 / 120	
	SKILLS, F	Feats & Powers			
Bluff +5, I ntimidate +6, Se	ense Motive +8.				
LHWYER	COMBAT SETS		5/	AVES	TOTAL
Initiative: +0	Jab	Cease and Desist or I will sue!	Damage: +0	Fort : +0	NUMBER
Attack	+0	+8 (opposed roll)	Armor: NA		

Attack +0 +8 (opposed roll) **Will**: +1 **Ref**: +0 +0s Damage Target takes the proposed action MOVEMENT TAKEN DOWN Defense 10 10 Description Punch Taunt Run: 30 / 60 / 120 SKILLS, FEATS & POWERS

Bluff +7, Sense Motive +7, Taunt +8.





Single Shot Group Fire* Tank Buster* Armor: +4 Attack +4 +7 +7 Armor: +4 Damage +5L / +7S +6L +12L Ref: +1 Will: +2 Defense 13 / 11 13 / 11 15 / 12 MOVEMENT TAKEN DOW	WAT	COMBAT	I SETS		SAVES		TOTAL
Single Shot Group Fire* Tank Buster* Attack +4 +7 +7 Damage +5L/+7S +6L +12L Ref: +1 Will: +2 Defense 13/11 15/12 MOVEMENT TAKEN DOW	Initiative: +1	* = Group Attac	k, -1 to hit for every Su	vorn under 5 participating	Damage: +3	Fort: +1	NUMBER
Affack +4 +/ +/ +/ +/ Damage +5L / +7S +6L +12L Ref: +1 Will: +2 Defense 13 / 11 13 / 11 15 / 12 MOVEMENT TAKEN DOV		Single Shot	Group Fire*	Tank Buster*	Duniuge. 10		
Defense 13 / 11 13 / 11 15 / 12 MOVEMENT TAKEN DOV	Attack	+4	+7	+7	Armor: +4		
MOVEMENT TAKEN DOV	Damage	+5L / +7S	+6L	+12L	Ref : +1	Will : +2	
	Defense	13 / 11	13 / 11	15 / 12	MOVEMENT		TAKEN DOWN
Description Single fille shot / Group rifle fire Group RPG attack Run: 30 / 60 / 120	Description	Single rifle shot / rubber bullets	Group rifle fire	Group RPG attack			
Skills, Feats & Powers			SKILLS, FEATS &	a powers			

Listen +4, Profession (SWAT) +4, Search +3, Spot +4. I ron Will, Point Blank Shot, Power Attack. *Riot Shield* (Deflection) +4

INDER COVER	COMBAT SETS		SAVES		TOTAL		
Initiative: +1	Necessary Force	I'm with you!	Freeze!	Damage: +0 Fort: +0	NUMBER		
Attack	+3	+4 (opposed roll)	+3 (vs. 10 + Will save)	Armor: NA			
Damage	+3L /+5S	Target is flat footed	Target stops	Ref : +1	Will : +1		
Defense	12 / 11	12 / 11	12 / 11	MOVEMENT		TAKEN DOWN	
Description	Pistol / rubber bullets	Bluff	Intimidate	Run: 30 / 60 / 120			
Skills, Feats & Powers							

Bluff +4, Intimidation +3, Search +5, Spot +5. Assessment.

BEAT COP	COMBAT SETS	SAVES		TOTAL				
Initiative: +1	Necessary Force	Freeze!	Damage: +0	Fort : +0	NUMBER			
Attack	+3	+2 (vs. 10 + Will Save)	Armor: NA					
Damage	+3L / +5S	Target stops	Ref : +1	Will : +0				
Defense	12 / 11	12 / 11	MOVEMENT		TAKEN DOWN			
Description	Pistol shot / rubber bullet	Intimidate	Run:	Run: 30 / 60 / 120				
Skills, Feats & Powers								

Bluff +3, Intimidate +3, Sense Motive +3, Taunt +3. Riot Shield (Deflection) +4



Subway Station, Lowest floor













The Cathedral — West Wing







The Studio, Rock's Pad



The Studio, Living and Security



The Studio, studio level



The Studio, public room and clinic











ANGELS AND ANARCHISTS











7



























OPEN GAME LICENSE VERSION I.OA

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/ or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product I dentity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product I dentity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. **The License**: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.0ffer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. **Grant and Consideration**: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.**Representation of Authority to Contribute**: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/ or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the

104

exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. **Use of Product Identity**: You agree not to Use any Product I dentity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product I dentity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product I dentity in Open Game Content does not constitute a challenge to the ownership of that Product I dentity. The owner of any Product I dentity used in Open Game Content shall retain all rights, title and interest in and to that Product I dentity.

8. **Identification**: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. **Updating the License**: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 \pmb{Copy} of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. **Use of Contributor Credits**: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 **Inability to Comply**: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 **Termination**: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 **Reformation**: I f any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Mutants & Masterminds RPG, Copyright 2002, Green Ronin Publishing; Author Steve Kenson,

Church and State, Copyright 2004, Bradley Robins

The following are designated as Product I dentity, in accordance with section 1(e) of the Open Gaming License, Version 1: All character names, all art and character designs.

M&M Superlink and the M&M Superlink logo are Trademarks of Green Ronin Publishing and are used with permission.