

Generic Automobiles

Generic Automobiles										
Cars	Pass	Cargo	Size	Doors	Man	Speed	Def.	Hard	HPs	PDC
Subcompact	3	100 lb.	L	2	-2	16	8	3	20	22
Compact	3	275 lb.	L	2	-1	20	9	5	30	26
Sedan	5	425 lb.	H	4	-2	22	8	5	34	28
Wagon	6	275 lb.	H	5	-2	22	8	5	32	28
Limousine (Stretched Sedan)	9	500 lb.	H	6	-1	20	8	5	40	32
Sports Car	2	250 lb.	H	2	-2	30	8	5	32	30
Trucks										
Pickup Truck	2	1700 lb.	H	2	-2	18	8	5	36	28
SUV	4	1000 lb.	H	5	-2	18	8	5	32	28
Cube Van ("Box Truck")	2	33000 lb.	H	3*	-4	20	8	5	44	34
Shipping Truck ("10 Tonne)	2	66000 lb.	H	3*	-4	20	8	5	44	36
Armoured Truck	2	3600 lb.	H	3*	-2	20	8	10	36	34

Vans and Buses										
Minivan	8	325 lb.	H	4*	-2	18	8	5	34	28
Van	2	1000 lb.	H	3*	-2	18	8	5	36	30
Small Bus	40	–	C	2*	-4	18	8	5	48	38
Touring Bus	n/a	750 lb.*	C	2	-4	20	8	5	48	38
City Bus	100	–	C	2*	-6	16	6	5	70	50
Motorcycles										
Scooter	1	20 lb.	M	–	-1	12	9	5	16	21
Street Bike	1*	40 lb.	L	–	-1	27	9	5	22	26
Dirt Bike	1*	–	M	–	+0	16	10	5	18	23
Sport Bike	1*	20 lb.	M	–	-1	37	10	5	18	27

Vehicle Types

There are three general categories of Generic Vehicles: Cars, Trucks/Vans, and Motorcycles. These categories exist most for the sake of organising the list. The Drive skill applies equally to all three.

Cars

Subcompact cars are smaller versions of Compact cars: two doors, low horsepower, and little cargo space. Subcompacts often have trouble keeping up with highway speeds, but they're perfectly suited for big-city driving because they can park in

small spaces. They're often boxy and square-looking.

- Chevrolet Vega GT, Ford Pinto Runabout, AMC Gremlin, Ford Fiesta, Opel Corsa

Compact cars are built to be small and run on relatively little gas. They come standard with four doors and have enough horsepower to maintain highway speeds as well as having a moderate amount of cargo space. You can buy two-door models as well (see Templates). They're often snub-nosed, having shortened front and rear ends.

- Honda Civic, Ford Focus, Nash Rambler, Chevrolet Corvair Monza 900, Volkswagon Golf MK6

Sedans are full-sized cars with four doors. They are built for city and highway driving, and have generous trunks/boots. They have the familiar look of American cars: long hoods and trunks.

- Opel Kadett, Lincoln Town Car, Chevrolet Cavalier, Ford Crown Victoria, Mercedes E55 AMG

Limousines are "stretched" sedans; they have an extra set of doors in the middle and, thus, extended space in the centre that usually contains two sets of bench seats that face each other. Stretched Sedans don't fit in standard parking spaces because they are about one-third longer than regular sedans, but they can maintain highway speeds without much trouble. They suck up a lot of gas.

Sports Cars are built for minimal passenger and cargo space in order to make room for powerful engines and reduce the

vehicle's weight. They generally have long hoods and shortened rear-ends.

- Lamborghini Diablo, Chevrolet Corvette Stingray, Lotus Elan M100, Porsche 911

Wagons, also called Station Wagons, are essentially sedans with a covered back end instead of a trunk. This increases their storage space and/or adds an extra set of seats. In all other respects, they're just like sedans.

- Volkswagen Jetta, Buick Sport Wagon, Chevrolet Bel Air, Volvo 240, Toyota Camry, Ford Taurus

Trucks

Pickup Trucks are larger and taller than most cars and have an open bed on the back, called a "flat bed," instead of back seats. They are built to haul cargo, and suitable for driving both in the city and on the highway.

- Ford F150, GMC C1500, Chevrolet Silverado, Dodge Ram, Nissan Titan, Toyota Tundra, Suzuki Equator

Cube Van and Shipping Trucks—also called "5 Tonnes" or "10 Tonnes," respectively—have cabs so high that you have to step up into them, and covered back ends with a single, locking door at the back. They are built to transport cargo. Therefore, they're built for highway speeds, and although they take up much more room than cars, they're regularly used to transport goods within cities, as well. There's no inherent difference between the two other than size.

SUVs, or "Sport-Utility Vehicles," are a little higher off the ground than cars and often have four-wheel drive, like trucks.

but they're covered and contain one, large interior space filled primarily with seating as well as a large storage area at the back with a vertical window.

- Ford Explorer, Jeep Cherokee, Toyota Land Cruiser, Land Rover Range Rover, Audi Q7, Volvo XC90

Armoured Trucks are used to transport expensive cargo such as jewels, precious metals, or far more often than anything else, money. They have two seats in the cab and a storage area separated by hardened steel walls. The single door at the back has an integrated, mechanical lock that is very hard to pick (Disable Device DC 30).

Vans and Buses

Minivans are, in essence, larger Wagons. They are taller and roomier, contain three rows of seats, and have a storage area roughly the same size as a Sedan's trunk/boot. Minivans are notoriously top-heavy and largely associated with suburbanites.

- Kia Sedona, Volkswagon Vanagon Syncro, Ford Aerostar, Toyota Van Wagon 4WD, GMC Safari

Vans are box-shaped, fully covered vehicles with two seats up front and empty space in the back. There is no barrier between the seats and the storage area. Vans tend to have little if any hood.

- Dodge Sprinter, Chevrolet Nomad, Chrysler Voyager, Ford Econovan, Suzuki Supercarry, Toyota Probox

Small Buses are extra wide and about twice as long as Sedans. They have a single driver's seat and many rows of bench seats for passengers. These bench seats rarely provide seat belts. They are most often used as local school buses.

Touring Buses are extra wide and about twice as long as Sedans. The driver and passenger seats are separate from the living area, which usually has two rooms—a bedroom and a living room—as well as a very small washroom. Touring Buses are most often used by bands or other entertainers who spend large amounts of time on the road. The Cargo on a touring bus might seem low, but that amount is in addition to all the weight of the living quarters in the back.

City Buses are extra wide and three times as long as Sedans. There is a single driver's seat and many rows of passenger seating as well as standing room and overhead bars and straps to hold onto. City buses are built specifically for public transportation in urban areas. Although city buses are built to take a great deal of weight, they have no actual cargo space. The weight is assumed to be people.

Motorcycles

Scooters are essentially low-powered motorcycles with a step-through design and a flat place to place the rider's feet. They aren't powerful enough to keep up with highway speeds, but they're entirely equipped for the city. Many modern scooters have electrical engines.

- Vespa Primavera, Kymco G3, Honda Beat, Piaggio MP3, Aprillia SR50, Lambretta Luna, Yamaha Spy

Street Bikes are primarily designed for transportation, thus they have slick tires and minimal shocks. They are quite

capable of maintaining highway speeds and, because of their relatively small size, quite convenient in cities when it comes to parking.

- Harley-Davidson Softail, BMW Cruiser, Honda Gold Wing, Yamaha Royal Star Venture

Dirt Bikes are primarily designed for off-road and recreational riding, so they have extra-powerful shocks. You can ride them in the city, of course, but they're over-engineered for the job and the pavement would quickly wear away their knobby tires.

- Yamaha YZ 250F, Kawasaki ZX-10R, Honda CRF150F, BMW K1600GT, Ducati Diavel, MV Agusta F3

Sport Bikes are primarily designed for, as their name suggests, sheer speed on pavement. They have slick tires but also super-charged engines and aerodynamic design.

- Suzuki GSX-R, BMW S1000RR, Honda CB750, Kawasaki Ninja, Triumph Daytona

Generic Aircraft

Generic Aircraft												
Name	Crew	Pass	Cargo	Init.	Man.	Speed	Def.	Hard	HPs	Size	PDC	Res.
Helicopter, small	1	4	250 lb.	-4	-4	240 (24)	6	5	28	G	39	Lic (+1)
Helicopter, large	2	13	5,000 lb.	-4	-4	200 (20)	6	5	36	G	45	Res (+2)

Helicopter, military	2	14	9,000 lb.	-4	-4	320 (32)	6	5	46	G	47	Mil (+3)
Airplane, prop	1	3	120 lb.	-4	-4	210 (21)	6	5	30	G	36	Lic (+1)
Jet, small	2	10	500 lb.	-4	-4	1,100 (110)	6	5	44	G	40	Lic (+1)

Aircraft

You use the Pilot for all aircraft, from attack helicopters to prop planes. It's not realistic, but do you really want realism from a superhero RPG? I didn't think so.

Small Helicopter

This is the standard, goggle-eyed two-seater that is in use the world over by local news organizations and police alike. It has also been adapted by many military forces for light duty. It is two squares wide and seven squares long. It provides three-quarters cover for crew and passengers.

- Bell Jet Ranger

Large Helicopter

This twin-engine civilian helicopter is sturdy and reliable. It is used around the world for for passenger and cargo duty, and it is still used by many militaries around the world. It is three squares wide and seven squares long. It provides three-quarters cover for crew and passengers (one-quarter cover for passengers if the cargo doors are open).

- Bell Model 212

Military Helicopter

This is the standard attack helicopter in use by major militaries such as the US and China. It is three squares wide and twelve squares long. It provides three-quarters cover to crew and passengers (one-quarter cover to passengers if the cargo doors are open).

- UH-60 Blackhawk

Propeller Plane

This common single-engine propeller plane is relatively inexpensive. It is seven squares wide (including wings; fuselage is one square wide) and six squares long. It provides three-quarters cover for crew and passengers.

- Cessna 172 Skyhawk

Private Jet

This is a sleek business jet with twin turbofans set on the fuselage above and behind the wings, which provide the power. The interior includes luxury accommodations and a bathroom. It is ten squares wide (including wings; fuselage is two squares wide) and twelve squares long. It provides three-quarters cover for crew and nine-tenths cover for passengers.

- Learjet Model 45
-

Object HPs and Hardness

Hardness: Each object has Hardness, a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see table, below).

Hit Points: An object's hit point total depends on what it is made of or how big it is (see table, below).

Table: Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	10/inch of thickness
Fantasy Metal I (e.g., Vibranium)	25	40/inch of thickness
Fantasy Metal II (e.g., Adamantium)	50	75/inch of thickness

Table: Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
--------	----------	------------	----------

<i>Lock</i>			
Cheap	0	1	10
Average	3	5	15
High Quality	5	10	20
High Security	10	120	35
Ultrahigh Security	20	150	40
<i>Manufactured objects¹</i>			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Gargantuan	8	20	30
Colossal	10	30	50
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple Wooden Door	5	10	13
Strong Wooden Door	5	20	23
Steel Door	10	120	35
Cinderblock Wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal Bars	10	15	30

1 Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.

Energy Attacks: Acid and sonic/concussive attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

Armour Modifications

If your GM allows it, you can pay a little extra (or a little less) for slightly different kinds of body armour.

Almost all of the options on the table, below, translate to using better or poorer materials (e.g., titanium instead of steel, household plastic instead of sophisticated polymers). In real terms, these kinds of armour are either custom made or home made, or they're of higher or lower quality. Remember that you can supply whatever flavour text you want, so your armour could be recycled hockey gear, or you might have scrounged together enough titanium to beat out a chest plate in your basement. That kind of thing is entirely up to you.

You can combine any and all modifications to body armour, but you cannot layer the same kind of modification. For example, you cannot take Hardened twice in order to get a +2 Armour Bonus. Also, Armour Modification bonuses **do not stack with mastercraft** bonuses or enhancement bonuses.

Armour	Def	Non-Prof.	Max Dex	ECP	Speed	Weight	PDC
Mastercraft	–	–	+1*	1	–	–	2
Heavy	–	–	-2*	-1	-10 ft.	50.00%	-2
Light	–	–	+2*	1	+10 ft.	-50.00%	2
Ultra-Light	–	–	+3*	2	+10 ft.	-75.00%	3
Flexible	–	–	+1*	1	+10 ft.	–	1
Hardened	1	–	–	–	–	–	1
Softened	-1	–	–	–	–	–	-1
Conductive	–	–	–	–	–	–	-1
Ferrous	–	–	–	–	–	–	-1
Fragile	–	–	–	–	–	–	-2
Low Melting Point	–	–	–	–	–	–	-1
Insert, Light	1	1	+8*	-1	–	3 lb.	12
Insert, Medium	2	1	+6*	-2	–	5 lb.	13
Insert, Heavy	3	1	+6*	-3	–	7 lb.	14

* This number modifies the Maximum Dexterity of a pre-existing piece of body armour.

Mastercraft: This armour is simply of higher quality in general. Mastercraft bonuses represent a combination of improvements that incorporates lowered weight, flexibility, and hardening. Therefore, **Mastercraft bonuses do not stack with other modification bonuses.** You can buy Mastercraft easily. It's just a better quality of armour. To buy higher grades of Mastercraft (i.e., Improved, Awesome, and Supreme) requires that you make it yourself or get someone to make it in the game world. That level of quality requires a face-to-face meeting.

Heavy/Light: This kind of body armour is made of materials of different weights but similar hardness, which adjusts the

armour's Maximum Dexterity, Armour Penalty, and Speed Modifier accordingly. It could be super-light ceramic or super-dense metal, for example.

Flexible: This kind of body armour is made of materials that can bend and flex but retain their protective qualities, such as meshes, textiles that become rigid on impact, or space-age variations on good old chain mail. Adjust the Maximum Dexterity of the armour as indicated. This could be made of ultra-modern woven fibres or space-age plastic.

Hardened/Softened: This kind of body armour is made of materials of different hardness/softness, but about the same weight. Reduce or increase its Armour bonus to Defence as indicated. This could have been specially treated in a patented chemical process, or weakened by years of use and repair.

Conductive: This kind of body armour conducts electricity. It is usually made of metal, but other materials are theoretically possible.

Ferrous: This kind of body armour is made of a metal that can be affected by magnetic fields. To be ferrous literally means that the metal has some iron in it, but you can come up with whatever explanation you like.

Fragile: This kind of body armour is made of a material, such as ceramics or certain plastics, that does not bend or dent but instead shatters when it takes a blow at the wrong angle and/or of sufficient force. Every time you either (a) take a critical hit or (b) take 30 or more HPs of damage in a single blow, Fragile body armour loses 1 point of protection. If this reduces the body armour to +0, then the damage effectively destroys it. It falls off your body in shards (which is actually kind of a cool image, so you've got that going for you). This kind of armour could be designed to take hits so that you don't.

Low Melting Point: This kind of body armour is usually made of plastic, but it can also be certain kinds of metal. Whenever it takes heat damage of 30 HPs or more, it loses 1 point of protection. Whenever it takes electrical damage of 50HPs or more, it loses 1 point of protection. This reduction is cumulative. If it reduces the body armour to +0 protection, then the armour has effectively melted right off of your body, and it'll be a pain in the ass to clean up. The most common low-melting-point body armour is sports padding (e.g., hockey gear, American football pads, etc.).

Inserts (armour): These are small pieces of plastic, ceramics, or metal that you affix to your clothing. The individual pieces can be be very small and affixed to a mesh that is then sewn into clothing, or they can be larger and fit individually into special pockets. Meshes are flexible but more delicate, and large pieces are less flexible but more robust, but the game rules don't differentiate between the two. Inserts come in **Light, Medium, and Heavy**. You cannot layer inserts.

Archaic Armour

Archaic Armour is what most people think of when you say "armour." It was largely devised in the mediaeval/feudal periods before firearms became the standard weapons of war. It includes mail and plate armour. It does not include anything that you can purchase or repurpose in the modern world, which is Modern Armour.

Armour, Archaic	Defence	Non-Prof	Max Dex	ECP	Speed	Weight	PDC
Padded	+1	+1	8	-3	30	10 lb.	9

Leather Armour	+2	+1	6	-0	30	15 lb.	12
Studded Leather Armour	+3	+1	5	-1	30	20 lb.	13
Hide Armour	+3	+2	4	-3	20	25 lb.	10
Scale Armour	+4	+2	3	-4	20	30 lb.	16
Mail Shirt	+5	+2	2	-5	20	40 lb.	18
Lamellar	+5	+2	3	-4	20	35 lb.	20
Breastplate	+5	+2	3	-4	20	30 lb.	18
Splint Armour	+6	+3	0	-7	20	45 lb.	18
Banded Armour	+6	+3	1	-6	20	35 lb.	19
Half-Plate	+7	+3	0	-7	20	50 lb.	21
Plate Armour	+8	+3	1	-6	20	50 lb.	23

Padded Armour is made of layers of cloth and batting. Armour used for training attack dogs and extremely heavy winter clothing fall under this classification of armour.

Leather Armour consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

Studded Leather Armour is made from tough but flexible leather (not hardened leather as with normal leather armour) reinforced with close-set metal rivets. Some heavily studded motorcycle gear can be considered studded leather.

Hide Armour is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in. Shadow creatures and other primitive individuals that are unconcerned about appearance or hygiene commonly wear hide armour.

Scale Armour is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. It includes gauntlets.

A **Mail Shirt** is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

Lamellar is similar to splint armour. It consists of small, overlapping plates of metal sewn together or stitched to a backing of leather or cloth.

A **Breastplate** covers your front and your back. It comes with a helmet and greaves (plates to cover your lower legs). A light suit or skirt of studded leather beneath the breastplate protects your limbs without overly restricting movement.

Splint Armour is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible mail protects the joints. It includes gauntlets.

Banded Armour is made of overlapping strips of metal sewn to a backing of leather and mail. The strips cover vulnerable areas, while the mail and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. A suit of this armour includes gauntlets.

Half-Plate is a combination of mail with metal plates (breastplate, epaulettes, elbow guards, gauntlets, tasses, and greaves) covering vital areas. Buckles and straps hold the whole suit together and distribute the weight, but the armour still hangs more loosely than full plate. It includes gauntlets.

Plate Armour consists of metal plates that cover the entire body. It's heavy and loud, but it provides a great deal of protection.