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Combat

These posts contain expanded and changed rules for superheroic combat and movement as well as some optional fighting systems.

Combat

These rules are the most extensive, and contain a number of new combat manoeuvres as well as ways of handling powers in combat.

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Movement

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Optional Rules

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This section is a laboratory of ways to alter combat and other encounters in order to speed them up or make them more realistic.

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A Few Words About Violence

If you've played combat-based RPGs or video games for a while, it's easy to forget that in the kind of world where superheroes operate, **most people aren't accustomed to violence**. When someone starts shooting or crashes through a brick wall, most people are going to scream and run. You're different, of course. You run *towards* the smashing and gunfire, but that's part of what makes you a hero. Likewise, even those who might put themselves in the middle of violence, such as street criminals, are only rarely capable of actually killing anyone. Beating them up, maybe, but not killing. **Most people do non-lethal damage in combat because they hold back**, not just because they don't know how.

The superhero genre is distinctly different than other RPG genres, such as mediaeval fantasy or espionage or war. **Superheroes constantly have to work around innocent bystanders and pull their punches with street thugs**. It's just part of the genre; your characters will be so powerful that they have to pull their punches with regular humans in order to avoid killing them. You and your gaming group will have to decide how much of that kind of thing is expected in your game world, and how much the police, the government, and the public will be comfortable with heroes who actually kill the bad guys. As always, it's ultimately up to you, but it is something to think about.

Action Points

At character creation, you get 6AP, and then, at every level, you get a number of **Action Points (APs) equal to 6 plus one-half your character level**, rounded down. You can bank APs for as long as you like and spend them whenever you like.

Automatic Critical (1AP)

Make one successful hit a critical threat. You must still confirm the crit.

Death Retcon (3AP)

If you are killed (i.e., brought below -10 HPs) **you can retcon yourself back to life**. You must declare your intention to do so on your next turn after you were killed, and you must come up with a sufficiently plausible (although not necessarily logical or probable) explanation for how you really seemed dead a moment ago but aren't any longer. For example, if you fall out a window, you might have grabbed a flag-pole and swung in a window downstairs. If you were stabbed in the heart and fell to the ground, you might discover that you had a book in your breast pocket that was just thick enough that the blade left you unharmed. When you're retconned back to life, you are flat-footed and the GM will place you in the combat (you will either get up from where you fell, or come back into the area at an appropriate place).

When you come back, you have the **same number of hit points you had before you were killed**. For example, if you had only 5 HPs left, and were struck for 30 HPs, you would return to 5 HPs after the Death Retcon. Furthermore, you are **removed from the on-going effect that killed you** (if any). If you were plunged into a pool of molten steel, you wouldn't just reappear in the steel. Your character would, miraculously, have caught a hanging chain just before hitting the vat (even though there really wasn't a chain there to begin with), or if plausible, you could burst from the side of the vat with your *Super Strength*,

unharmd but really, really pissed off. Minor elements of the environment can change, like a door being broken down or a new, mundane object popping into existence, but you cannot create a powered item or utterly destroy one, either. One-time set pieces, however, are ripe for destruction. You may invoke a Death Retcon only **once per session**, regardless of how many APs you have.

Fake Feat (1AP)

For one round (i.e., until the beginning of your next turn), you gain the benefits of a feat that you don't have. You must have the prerequisites for this feat in order to fake it.

Roll Bonus (1AP)

Increase a single d20 roll by a 1d6 for every 5 character levels (see below).

Action-Point Bonus Dice

1st to 5th	1d6
6th to 10th	2d6
10th to 15th	3d6
16th to 20th	4d6
21st to 25th	5d6
26th to 30th	6d6
27st to 35th	7d6
36th to 40th	8d6

Power Stretch (1AP)

You can use one of your powers for something it doesn't do, but logically could (that's comic-book "logic," of course). See the [Power Stretch](#) description for more details.

Stabilize (1AP)

If your HPs go below zero and you are in the process of dying, you can spend 1 Action Point to stabilize. You can invoke this effect on your last round before you die, if you want to.

Temporary Powers (1AP)

For one encounter, you gain 1CP for every 5 character levels (i.e., 1st - 5th: 1CP, 6th - 10th: 2cp, etc.). You can spend them any way that you like, but you use them before an encounter begins, and you have to justify them narratively (e.g., a short-lived tech upgrade, a borrowed item, a temporary gift from a higher power, etc.). At the end of the encounter, whatever you bought with the temporary CPs disappears.

Negate Damage (2AP)

If you are struck for what looks like a great deal of damage from a single attack, you can **avoid that damage altogether**. You must invoke *Damage Negation* after the hit has been announced but before the damage has been announced. GMs are under no obligation to tell you how much damage an attack would have caused had you not negated it. No in-game explanation is necessary, but it can be a fun addition to the colour-commentary of an on-going battle.

Building Damage

You can do **damage to a building by simply attacking it**. It's hard to miss a building, but your GM might insist on an attack roll under special circumstances (e.g., you're falling through the air, you've been drugged, etc.).

Buildings have Hardness ratings based on what they're made of (wood, stone, steel, concrete, etc.), and they take only $\frac{1}{4}$ damage from piercing or ballistic attacks. **Buildings are unaffected by NL and are not vulnerable to critical hits or sneak attacks**, but the Demolitions skills and Craft Structural do grant damage multipliers when attacking buildings. If you manage to do sufficient damage to a building, you can trigger its Fortitude save.

GMs should exercise their judgement when it comes to damaging parts of a building that are purely decorative or do not bear any weight. Smashing a building's windows will not ever bring it down, for example, nor will tearing off all the gargoyles.

If your ranged attacks **miss someone who is standing in front of a building**, then the attack strikes the building. If you are **knocked back into a building**, it can take cascading damage. If you and your opponent are both **standing adjacent to a building and either of you misses with a mêlée attack**, then that attack has a 50% chance of striking the building. Finally, if the **reach of your mêlée attacks overlaps with a building and you miss** someone who is standing adjacent to or in front of a building, then your attack has a 50% chance of hitting the building. You can avoid hitting buildings for with the feat *Precise Strike* (see Chapter 4: Feats). Ranged damage, however, is unavoidable. GMs should *not* calculate building damage unless it's necessary, unless there's some chance that the building could actually come down on the players, and even then, a little fudged math for the sake of dramatic danger is sometimes part of the GM's job.

Buildings can take damage two ways: by floor or as a whole. If your GM prefers one of these systems over the other, she can choose to use just one. Both is the most accurate?the building might take a bad hit and topple, but it might also have to be pounded until there's nothing left?but either one will do the job.

By Floor

Average HPs per floor of various kinds of buildings are indicated on the table below. A two-floor house, for example, has 100 HPs. A building with a larger area can have more HPs, at the GM's discretion. Buildings can also have Hardness, as indicated by what they're made of (wood, stone, steel, etc.).

When a single floor's HPs are reduced to zero, then that floor collapses. **If you are inside the building and on a floor that collapses, you take Debris Damage** (see Table 8-1). You get a Reflex save for half that damage (DC 15). If you are within a five-foot step of an exit (door, window, etc.) that takes you out of the building entirely, passing the Reflex save indicates that you leapt out of the building, so you take no damage at all.

If you are **on a floor other than the top** and a higher floor falls on you, then your Reflex save also indicates whether you are **pinned in the rubble**. If you fail, you're pinned. For every round that you're pinned, you take 1d6 NL. If you are rendered unconscious by this NL, you must make a DC 15 Constitution check or start taking 1d6 damage per round. If you die, then at least you're already buried.

If you have **Improved Evasion and save for no damage**, then you managed to find a pocket in the debris. If you are under more than one floor of a building, you have enough breathable air for about 4 hours (see suffocation rules).

When a floor collapses, it and all the floors above it, if any, come crashing down on the floor below. Thus **the Debris Damage**

of *all* the falling floors is applied to the floor below the collapsed floor.

As a Whole

When a building takes damage as a whole, it has several Failure Thresholds. **Every time the HPs are reduced by the equivalent of one floor's worth of HPs, the building has to roll a Fortitude save** (DC 5, see Table 8-1 for Fort bonuses). If the building fails this check, the whole building falls. The DC for the Fortitude save increases by +2 every time the building has to make this check.

Building Stats

Building Type	Failure Threshold	Fortitude Bonus	Debris Damage (per floor)
Fortified: Bunker, Vault	150	+10	14d6
Sturdy: Bank, Headquarters, Library, Military Structure	130	+10	12d6
Underground: Subway Station, Sewer	100	+5	10d6
Institutional: Government Building, High School, Hospital	80	+4	8d6
Decorative: Temple (any), Museum	80	+2	8d6
Urban: Apartment, Office Tower, High-Rise	70	+4	7d6
Industrial: Factory, Warehouse	70	+2	7d6
Large Residential: Mansion, Dormitory	60	+2	6d6
Small Residential: One- or Two-Story House	50	+2	5d6
Commercial: Hair Salon, Coffee Shop, Boutique, Corner Store	40	+0	\\4d6
Temporary: Portable, Trailer	25	+0	3d6

Massive Damage

Your Massive Damage equals 50 HPs *or* your constitution score multiplied by your level, whichever is higher.

Non-Lethal Damage

Some forms of damage are so superficial that they can knock you on your ass, but they don't have any permanent effects. This is non-lethal damage, or "NL" (as opposed to lethal damage; "HP"). In *Phoenix*, **unarmed strikes** made by people without the proper training (i.e., the Combat Martial Arts feat) or without super-strength cause NL. **Some weapons and powers** are specifically designed to do only NL. Some other things, like **heat or exhaustion**, can cause NL as well. Specific things that cause NL will say so in their descriptions.

Tracking Non-Lethal Damage

Keep track of NL damage as a running total; do not reduce it from your HPs. When your NL equals your HPs, then you become *staggered*. When your NL is greater than your HPs, then you become *unconscious*.

For example, you have 50 HPs in total. You take 20 HPs lethal and 20 NL. If you were to take 10 HPs damage (i.e., reducing you to 20) or 10 NL damage (increasing you to 30), you would be staggered. If you took were to take 21 points of either lethal or non-lethal damage, you would fall unconscious. For the sake of simplicity, you can list your damage as "HP/NL." In the example above, you would have "30/20" (30 HPs remaining and 20 NL damage).

Making Non-Lethal Attacks

You can choose to do NL with a *mêlée* weapon that normally deals HPs, including unarmed strikes, but you **take a -4 penalty to attack**. This means that you attack with the "flat of the blade" or otherwise pull your punches. The feat [Merciful Mauler](#) eliminates this penalty. You can also do lethal damage with non-lethal weapons, including unarmed strikes, but you again take a -4 penalty to attack.

Non-Lethal Massive Damage

If you fail a massive-damage roll as a result of taking NL, then you merely fall unconscious. You do not die.

Super Attacks

"Super" is the *Phoenix* equivalent of "magic." It's the catch-all term for anything outside of the normal range of human ability. Any in-game effect that has an origin is automatically super. Any attack or effect that comes from an item?mystical, psionic, or supertech?is super. Enhancements granted by mastercraft tools or weapons are not super.

Like magic in standard d20 games, super attacks in *Phoenix* automatically **bypass standard DR**. Similarly, anything or anyone normally only **hit by magic effects** or attacks can be hit by super attacks. A vampire, for example, can be damaged by a super attack.

Strength scores of 25 or above are super, and 24 and below are not. Super Strength also **automatically does lethal damage**, whereas scores of 24 and below do not. Therefore an attack aided by one of those scores, usually Strength or Dexterity, is super as well. A rock (or a car) thrown by someone with a Dexterity of 27 is super. A punch from someone with a Strength of 32 is super.

Super Strength

Super Strength mostly speaks for itself. You have a higher Strength score and your bonuses go up accordingly. Published sources don't list the encumbrance and loads for scores above 30; because those are important for super fights, we calculated them for you (see the table below). A Strength 60 is not necessarily the upper limit. It's just where we decided to cut off the table.

Slowing a Moving Object

If you are in the path of a moving object?such as a runaway streetcar or a driverless truck?and you have Super Strength, then you can try to hasten its deceleration. As a full-round action, you can plant your feet on the ground and your hands or shoulders on the object. For every full-round action you spend doing this, you roll a Strength check and reduce the object's remaining HPs/feet by that number. The power [Mighty Lifting](#) multiplies your Strength bonus for the purposes of making this roll.

If you you are flying, you can use a full-round action to reduce the object's remaining HPs/feet by 1d6 per 100 pounds that you can lift. Be sure to take into account the Air Lift enhancement when you calculate your maximum weight.

Super Strength Stats

Score	Bonus	Light	Medium	Heavy
10	-	33 lb.	66 lb.	100 lb.
11	-	38 lb.	76 lb.	115 lb.
12	+1	43 lb.	86 lb.	130 lb.
13	+1	50 lb.	100 lb.	150 lb.
14	+2	58 lb.	116 lb.	175 lb.
15	+2	66 lb.	133 lb.	200 lb.
16	+3	76 lb.	153 lb.	230 lb.
17	+3	86 lb.	173 lb.	260 lb.
18	+4	100 lb.	200 lb.	300 lb.
19	+4	116 lb.	233 lb.	350 lb.
20	+5	133 lb.	266 lb.	400 lb.
21	+5	153 lb.	306 lb.	460 lb.
22	+6	173 lb.	346 lb.	520 lb.
23	+6	200 lb.	400 lb.	600 lb.
24	+7	233 lb.	466 lb.	700 lb.
Super Strength				
25	+7	266 lb.	533 lb.	800 lb.
26	+8	306 lb.	613 lb.	920 lb.
27	+8	346 lb.	693 lb.	1,040 lb.
28	+9	400 lb.	800 lb.	1,200 lb.
29	+9	466 lb.	933 lb.	1,400 lb.
30	+10	532 lb.	1,064 lb.	1,600 lb.
31	+10	612 lb.	1,224 lb.	1,840 lb.
32	+11	692 lb.	1,384 lb.	2,080 lb.
33	+11	800 lb.	1,600 lb.	2,400 lb.
34	+12	932 lb.	1,864 lb.	2,800 lb.
35	+12	1,064 lb.	2,132 lb.	3,200 lb.
36	+13	1,224 lb.	2,452 lb.	3,680 lb.
37	+13	1,384 lb.	2,772 lb.	4,160 lb.
38	+14	1,600 lb.	3,200 lb.	4,800 lb.
39	+14	1,864 lb.	3,732 lb.	5,600 lb.
40	+15	2,128 lb.	4,256 lb.	6,400 lb.
41	+15	2,448 lb.	4,896 lb.	7,360 lb.
42	+16	2,768 lb.	5,536 lb.	8,320 lb.
43	+16	3,200 lb.	6,400 lb.	9,600 lb.
44	+17	3,728 lb.	7,456 lb.	11,200 lb.
45	+17	4,256 lb.	8,528 lb.	12,800 lb.
46	+18	4,896 lb.	9,808 lb.	14,720 lb.
47	+18	5,536 lb.	11,088 lb.	16,640 lb.
48	+19	6,400 lb.	12,800 lb.	19,200 lb.
49	+19	7,456 lb.	14,928 lb.	22,400 lb.
50	+20	8,512 lb.	17,024 lb.	25,600 lb.
51	+20	9,792 lb.	19,584 lb.	29,440 lb.

52	+21	11,072 lb.	22,144 lb.	33,280 lb.
53	+21	12,800 lb.	25,600 lb.	38,400 lb.
54	+22	14,912 lb.	29,824 lb.	44,800 lb.
55	+22	17,024 lb.	34,112 lb.	51,200 lb.
56	+23	19,584 lb.	39,232 lb.	58,880 lb.
57	+23	22,144 lb.	44,352 lb.	66,560 lb.
58	+24	25,600 lb.	51,200 lb.	76,800 lb.
59	+24	29,824 lb.	59,712 lb.	89,600 lb.
60	+25	34,048 lb.	68,096 lb.	102,400 lb.

Combat Aid

You can Aid someone in combat: Aid Attack or Aid Defence. To **Aid Attack**, make an attack roll vs. DC 10. If you succeed, you grant a Circumstance bonus +2 to attack. In this case, you distract targets from properly defending themselves. To **Aid Defence**, you roll an attack vs. DC 15 and success grants a Circumstance bonus +2 to Defence. In this case, you actively defend your comrades from harm, parrying blows that they missed. Combat Aid requires a standard action. You can enhance this manoeuvre with the Team Player feats.

Grapple

If you have Super Strength (25+), you are not reduced to half speed if you try to move someone while grappling because you can just drag them with you. The GM might rule that a particular opponent is simply too heavy for your Super Strength to make a difference (e.g., if you were to try to resist a robot made of gold for example), but in such cases, you can simply consult your Encumbrance stats for your Strength score and resolve the issue that way, if necessary.

As an additional note, the Grapple manoeuvre is not nearly as complicated as it's made out to be. It's almost the same as any other unarmed strike.

- **First, it provokes an attack of opportunity** unless you have Improved Grapple. If the attack of opportunity hits and does damage, then the grapple is cancelled.
- **Second, you make a touch attack.** If that attack misses, then the grapple has been interrupted and does not proceed.
- **Third, there's an opposed Grapple test**, which is analogous to a damage roll. The roll is $d20 + BA + Strength + size$ modifiers.

That's it. If the attacker wins the opposed test, then the target is *grappled*, and there are other options at that point.

Knockback

Knockback happens when you get hit by something big and blunt that sends you flying instead of *just* doing damage to you. **If you make a blunt attack with Super Strength, and it inflicts damage equal to your greater than your target's Knockback Threshold, then that target is Knocked Back.** Unless you have the Light Knockback feat, you provoke Knockback whether you want to or not. Your Knockback Threshold is a fairly simple formula:

$$10 + \text{Strength modifier} + \text{Fortitude save} + \text{size modifier}$$

GMs might rule that a slashing attack with a particularly large weapon, such as an over-sized axe, might provoke Knockback.

If you are Knocked Back, you take damage normally, but you are also **thrown directly away from your attacker for a number of squares equal to one tenth (1/10th) the damage** of the attack (i.e., half the damage, in feet) and you fall. If the

damage is less than 10, then you are only Knocked Back within your square, but you still fall.

If you roll a **Reflex save (DC 15)**, then you land on your feet, or kip up, or do something equally cool. **If you can fly** or otherwise control your position in space, **then your Reflex Save is only 10, and you halve the distance** to which you are Knocked Back.

If you have DR, then take that amount off of the damage before you calculate your Knockback distance. **You incur attacks of opportunity** while you sail through the air in this manner.

If you get Knocked Back from a direction other than laterally, then different things happen because of gravity. **From above, double the distance; from below, halve the distance.**

Size modifiers apply to your Knockback Threshold, as above, and they also **apply to your damage roll for the purposes of provoking Knockback**, but it doesn't increase the actual damage.

If you **pass through someone else's square** when you're Knocked Back, then they must roll a Reflex Save (DC 15) to avoid being hit by you. If they fail, you slam into them and you roll 1d6 for every square you had left to travel. The two of you split that damage and must make another Reflex save (DC 15) to avoid falling in a heap (as above). This is called Cascading Knockback. A GM who likes math *could* have you continue to cause Knockback as you fly through the air, but it's a lot of finicky numbers and there are only so many hours in the day. If you simply hit a wall or other fixed object during your Knockback, don't bother with the first Reflex save. You and the wall share the damage; don't forget that the wall could have Hardness.

If you **provoke knockback as part of an iterative attack**, you make your full attack regardless of where in the sequence the knockback occurred, and you calculate using the highest damage roll (i.e., the distance doesn't stack).

Mercy Blow

Any time that you deal so much damage that you would outright kill your opponent, you can instead choose to bring the opponent to HP -1 and stabilised: unconscious and down, but not losing HPs.

Staple

Stapling is when you pin someone to a wall or other surface by their clothes using a piercing weapon or a projectile that is more than a few inches long (i.e., arrow, bolt, throwing knife, etc.). The target must be wearing clothes that reasonably have some spare cloth to pin (i.e., no skin tights or form-fitting armour), and they must be standing in front of and adjacent to a surface that your weapon can pierce. **To perform the Staple, you must be either in mêlée range or, with a projectile, within one range increment or 30 feet (whichever is less), and you must hit the target's Touch AC.** If you succeed, the target is Stapled to the wall or surface and has to either **rip their clothes as a move action** (to free themselves), or **take a move action to remove the staple, which requires a DC 10 Strength check**, but results in them having the staple in hand. GMs might raise the DC of the Strength check if the clothing in question is particularly tough, like a biker jacket. Increase the DC of the Strength check by +2 for every additional staple. **For example**, if you use three attacks to throw three daggers at a target and Staple her to a wall, the Strength DC is 16. See the feat Improved Stapling for more options with this combat manoeuvre.

Sunder and Disarm

These manoeuvres are not different in *Phoenix*, but we think it's important to remember all the things you can do with them

other than just destroying someone's weapon or taking it away.

Never forget that you can **target items** that someone is holding or wearing, so you can snatch a mobile phone or slash someone's belt off, for example. Superheroes do this kind of thing all the time. So do gunslingers (shooting things out of people's hands) and swashbucklers (slicing off clothing), and superheroes are closely related to both of those other kinds of heroes. You can also snatch away the detonator for the C4 that's been planted on the city dam, or you can smash the bottle of mystic potion that a villain drinks to gain her powers.

Attacking the enemy and doing damage directly is not your only option. Destroying and/or taking props away can often resolve a fight.

Swinging Attacks

You can attack as part of a [swing action](#). All the swinging rules apply normally. You cannot make attacks with two-handed weapons because to wield them, you'd need to take your hands off the rope (unless you have more than two hands, of course), but you can make unarmed strikes with your free hand or your feet/legs. To perform a Swing Attack, first, you must **take a move action and make a Tumble check** to place yourself adjacent to the target. Second, you must take a standard action to **kick the snot out of him** (i.e., roll to hit, etc.). After your attack, you are still on the rope, but you can drop to the ground as a free action. By the rules as written, this swing, Tumble, and attack are three separate, distinct actions, but you're of course free to *say* that you swing up to your target, perform a mid-air somersault and catch him under the chin with your heel before hitting the ground like a cat. **Even the most mundane attack can be enhanced through description.**

You can also Spring Attack while swinging to strike your target in mid-swing. However, this incurs a -4 circumstance penalty to your Tumble check. If you fail the check, you can't get yourself to within *mêlée* range of your target.

Finally, you can make a **Swinging Charge**. You get the standard -2 Defence and +2 to hit for a Charge, but **you don't have to move in a straight line**. Instead, your movement is determined by the arc of your swing.

Throw Person

By combining [Grapple](#) and [Knockback](#), you can throw a person. To do so, you must enter a grapple with them as normal (provoking an attack of opportunity, making a Touch Attack), and once you have your opponent grappled, you can forego doing grapple damage and instead **make an attack that automatically provokes knockback**; i.e., the damage you cause translates into movement, 1 foot per HP of damage. You automatically give up your grapple in exchange for throwing the target. The target takes damage as if from your Unarmed Strike, and [Knockback](#) bonuses to distance apply if you have any.

Trip

You can try to trip an opponent as an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

Making a Trip Attack

Make an unarmed melee touch attack against your target. This attack provokes an attack of opportunity from your target as normal for unarmed attacks.

If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score

has the higher modifier). You both get a +4 bonus for every size category you are larger than Medium or a -4 penalty for every size category you are smaller than Medium.

The defender gets a +4 bonus on their check if they have more than two legs or are otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you.

Avoiding Attacks of Opportunity

If you have the [Improved Trip](#) feat, or if you are tripping with a weapon (see below), you don't provoke an attack of opportunity for making a trip attack.

Being Tripped (Prone)

A tripped character is prone. Standing up is a move action.

Tripping a Mounted Opponent

You may make a trip attack against a mounted opponent. The defender may make a [Ride](#) check in place of their Dexterity or Strength check. If you succeed, you pull the rider from their mount.

Tripping with a Weapon

You can use a few particular weapons to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack, and you don't provoke an attack of opportunity.

If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

Trip Weapons:

- Bolas
- Spiked Chain
- Flail/Heavy Flail
- Guisarme/Halberd
- Kama
- Scythe
- Sickle
- Whip

Two-Weapon Fighting

The basic rules from the SRDs, which we have not significantly changed, are that to fight with two weapons, you must have either two m  lee weapons (e.g., a club and a knife) or two one-handed ranged weapons (e.g., two pistols). When you wield two weapons, you get a single bonus attack with your off-hand. You can mitigate those penalties with two feats: [Over-Sized Weapons](#), which effectively renders your off-hand weapon "light," and [Two-Weapon Fighting](#), which simply reduces the penalty.

Two-Weapon Fighting	primary hand	off hand(s)
off-hand weapon is not "light"	-6 to attack	-10 to attack
off-hand weapon is "light"	-4 to attack	-8 to attack
Two-Weapon Fighting feat	-4 to attack	-4 to attack

Two-Weapon Fighting feat and off-hand -2 to attack
weapon is "light"

-2 to attack

In order to gain additional off-hand attacks, you have two options. First, you can take the [Improved Two-Weapon Fighting](#) feat, which grants an additional iterative attack with your off-hand. You can take Improved Two-Weapon Fighting multiple times to gain additional iterative attacks with your off-hand as part of a full-attack action. Basically, this means that you can take a full-attack action with your off-hand, but you have to **"buy" your individual, off-hand attacks** with the Improved Two-Weapon Fighting feat.

Second, you can take the trait [Appendages](#) (and the appropriate enhancements) and build yourself an additional off-hand. You can then apply Two-Weapon Fighting to each one of your off-hands, following exactly the same rules as above. At that point, "two" weapon fighting is a euphemism; it's really Multi-Weapon Fighting.

Once you have set up all of your options, please **calculate your attack bonuses before the game starts**. It's just plain impolite to do all that math at the table.

Note that these two-weapon fighting rules integrate without modification into the [Full Flurry System](#).

Zero-Gravity Combat

There are no new manoeuvres for Zero-G combat, but a few rule changes do apply. In Zero-G, everyone has a [Knockback](#) Threshold of 10, you do not need Super Strength to provoke Knockback, and Knockback distance applies to both your target and yourself (because of Newton's Second Law... look it up). If you can fly or otherwise maintain your position in space, then your Knockback Threshold is unaffected, and you do not incur Knockback on yourself.

Falling Speed

When a body falls, its speed increases until it reaches terminal velocity (i.e., the fastest it can fall). We've split the difference between simplicity and realism by saying that you fall speed starts at 200 ft. / round and increases by 200 ft. each round until you reach 1000 ft. / round, which is your terminal velocity. Falling damage applies just as before: 1d6 / 10 ft.. If for some insane reason, you want to fall *faster* (or slower, which would actually be a great idea), you can use a [Tumble](#) check.

- Round 1: 200 ft.
- Round 2: 400 ft.
- Round 3: 600 ft.
- Round 4: 800 ft.
- Round 5: 1000 ft. terminal velocity

Flight Skill

The following flight skill categories are unchanged from standard d20 rules.

	Flight Skill				
Manoeuvre	Clumsy	Poor	Average	Good	Perfect
Minimum Forward Speed	Half	Half	Half	None	None
Hover	No	No	No	Yes	Yes

Fly Backward	No	No	No	Yes	Yes
Reverse	No	No	No	-5 ft.	Free
Turn	45° / 10 ft.	45° / 5 ft.	45° / 5 ft.	90° / 50 ft.	Any
Turn in Place	No	No	+45° / 5 ft.	+90° / 50 ft.	Any
Maximum Turn	45°	45°	90°	Any	Any
Up Angle	45°	45°	60°	Any	Any
Up Speed	Half	Half	Half	Half	Full
Down Angle	45°	45°	Any	Any	Any
Down Speed	Double	Double	Double	Double	Double
Between Down and Up	20 ft.	10 ft.	5 ft.	0 ft.	0 ft.

Races and Chases

Racing and chasing happens a lot in comics and action movies, but under standard *d20* rules, chases are pretty boring. If the racers have the same speed, then there's no contest. All involved characters take their movement and nobody catches anyone. If the racers have different speeds, then the faster one is guaranteed to eventually catch up. There are factors that can make chases more interesting however, specifically obstacles.

Obstacles include anything that keep the characters from moving their maximum speed, either double-moves or Running, and you use the Climb, Jump, and Tumble skills to overcome those obstacles. The rules do not essentially change, except that the GM will have to know those skills very well and have DCs readied before the game or just get comfortable with estimating them on the fly. If and when GMs set up a chase in a game, or if one just breaks out, they must remember to place lots of interesting things in the racer's way: cars (both moving and stationary), baby carriages, pets, bike messengers, gates, stairwells, locked doors, plate-glass windows, fire escapes, anything and everything that slows the characters down and makes them use their skills. The more the characters use their skills, the more the chase is decided by those skills and not just by their base speeds. Of course, someone with Super Speed is probably going to catch someone without it, but even a speedster can trip and fall down an open sewer. It's not the same as trashing the scenery, but **remember that the environment is half the fun of any good action sequence in a film, so fill that environment with stuff.**

For straight-out chases, the Sprint feat creates the ability to have slightly different running speeds, and therefore stage chases that are potentially quite close, and therefore more exciting. **Any players who have characters who use this feat will have to keep track of exactly how many feet in excess of a full square they are, per round.** For example, a character who Sprints 38 feet per round needs to keep that floating extra 3 feet in mind and add a square of movement every second round. As long as each individual player (including the GM) keeps track, and they all compare notes, you can tell *exactly* where people are during a chase, in which a few feet (i.e., arm's length) can decide the outcome of the scene.

Super-Speed Chases

Such encounters can present a practical problem when it comes to mapping. If a chase breaks out between characters who can move fast enough that a standard battlemat will no longer be big enough, **it's best to move to a relative map instead of a fixed map.** On a relative map, you **place your racers/chasers in positions relative to each other** based on their respective speeds and resolve the chase with the assumption they are continuously on the move.

For example, if you have two characters moving at speeds of 120 ft. and 150 ft. respectively, the slower character will be 30 ft. behind at the end of the first round, 60 ft. behind at the end of the second, and so on (assuming both are moving at maximum speed). Alternatively, if the chasers are moving at a Run, then you'll want to change the map's scale. Instead of 5-ft. squares, you can move to 10-ft. or even 20-ft.

When speedsters Run, they can easily cover hundreds of clicks over the course of a combat. If you're math-fu is strong, **you can figure the lowest-common denominator of their two speeds and set the map's scale to that number.** For example, if two characters were moving at 360 ft. and 400 ft. per round respectively, you could set a scale of 40-ft. squares because both of their speeds are evenly divisible by 40. On that scale, the faster character could move up to 10 squares, and the slower only 9 squares. Of course, each square still represents 40 feet of space, but now you can depict the chase more easily.

If you have a chase in which the characters move at a Run, then don't sweat small amounts of lateral movement.

Technically, you can Run only in straight lines, but over the course of several hundred feet, a little drift is acceptable, so the chasers might Run along a curved freeway or weave in and around traffic. If it's just for flavour, this kind of thing can help to make a chase more dramatic. This requires a certain amount of improvisation on the part of the GM and a willingness to rearrange the map on the fly in order to simulate the new environments that your chasers might end up in over the course of the Chase itself. If you run your game in a real city that you know well, you can even estimate how many blocks your characters traverse and the neighbourhoods that they run through, from a downtown core, to outlying residential areas, to suburbs, even out into the hinterlands, and then all the way back.

If the participants have **Bonus Actions**, then they can of course keep attacking each other or interfering with/saving innocent bystanders the whole time. In fact, that kind of thing is encouraged! The name of the game is *danger* after all (the name is actually "phoenix," but you know what we mean). The important thing in this kind of Chase, for the GM, is to *keep describing the scenery in detail*. Just switching positions relative to each other on the battlemap isn't nearly as fun as knowing that the wake from your chase just set off a whole block of car alarms, or that you've just passed through Edmonton when you started in Seattle.

Size Categories

The size column indicates the height of a biped or the length of a quadruped, from nose to rump. The weight column assumes a flesh-and-bone creature. These are all standard d20 numbers with the exception of the new category "ginormous," which we added because colossal wasn't big enough. Note, though, that any creature/object that is a certain size doesn't mean that it fills every centimetre of the space it takes up. It means that a living creature needs that much space in order to *fight* in it.

Size Category	Str/Con	Att/Def	Grapple	Stealth	Speed	Reach	Area	Size	Weight
Ginormous	+36	-10	+20	-20	150 ft.	20 ft.	40 ft.	128ft./ 40m	500k lb. / 200k kg
Colossal	+24	-8	+16	-16	90 ft.	15 ft.	30 ft.	64ft./ 20m	250k lb./ 100K kg
Gargantuan	+12	-6	+12	-12	60 ft.	15 ft.	20 ft.	32-64ft./ 10-20m	32k-250k lb./ 15,000-100,000kg
Huge	+6	-4	+8	-8	45 ft.	10 ft.	15 ft.	16-32ft./ 5-10m	4k-32k lb./ 1800-15,000kg
Large	+2	-2	+4	-4	30 ft.	10 ft.	10 ft.	8-16ft./ 2.5-5m	500-4k lb./ 225-1800kg
Medium	0	0	0	0	30 ft.	5 ft.	5 ft.	4-8ft./ 125-2.5m	60-500lb./ 30-225kg
Small	-2	+2	-4	+4	20 ft.	5 ft.	5 ft.	2-4ft./ 60-125cm	8-60lb./ 4-30kg
Tiny	-6	+4	-8	+8	10 ft.	0 ft.	2½ ft.	1-2ft./ 30-60cm	1-8lb./ 500g-4kg
Diminutive	-12	+6	-12	+12	5 ft.	0 ft.	1 ft.	6'-1ft./ 15-30cm	2oz.-1lb./ 60-500 g

Fine	-24	+8	-16	+16	2.5 ft.	0 ft.	6 in.	6' 15cm or less	2oz.-/ 60g or less
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Super Speed

The table below lists all the possible speeds at which you could move using [Super Speed](#) if you start with a base speed of 30 ft. and increase it through feats and/or powers. This covers the majority of characters, but some conditions that add 5 ft. or 10 ft. of movement could make the table less useful than the formula (at the end of this section).

Before you even look at this table, ask yourself if it's information you actually need to know because if it's not, then don't bother. If you intend to use your flight or running speed to actually travel from place to place, especially during a game, then you'll want to know how fast you can move, but if you're concerned only with movement during combat, then just use your speed in feet per round.

The table itself bears some explanation. First, all speeds are listed in both miles per hour (**mph**) for our American friends and then in kilometres per hour for the rest of us (**kph**).

Second, the **left-most column is the speed multiplier for when you are Running** as a full-round action. This corresponds to the basic Super Speed power which increases only your Running multiplier. If you don't take any levels of Speed Multiplier, then the first two columns are all you ever need to worry about. Just look up your "Running Multiplier" and then check the "Base Speed 30 ft" column. Now you know how fast you can Run. Record that number on your character sheet and you never need to look at this gawd-awful table again.

If you take levels in Speed Multiplier you need to find your new base speed and cross-reference it to your Running Multiplier, if any. If you start with a Base Speed of 30 feet, for example, and then purchase 3 levels of Speed Multiplier (x4), then your Base Speed would be 120 feet (30 ft. x4). If you also purchased a Running Multiplier of x12, then your full Running speed would be 1,440 feet per round, which works out to 175kph (109mph). You'd zoom past highway traffic.

All of these calculations apply regardless of whether you're running, flying, driving, or swinging on a web-line. If you can go 120 feet as a move action while riding your bicycle, then you can travel at 22kph (16mph), for example.

To get some real-world perspective, a Speed of 2880 ft. (90 ft. Move, x32 Run) is 524 kph/327 mph, which is just shy of the speed of sound, or Mach 1. So Mach 2, twice the speed of sound, is about 1047kph/655mph (90 ft. Move, x64 Run). Finally, 891,709kph/557,318mph (300 ft. Hustle, x16348 Run) is creeping up on 0.1 C, or 1/10th the speed of light. The idea that someone can move at these kinds of speeds by slapping their feet against the ground is, of course, ridiculous, but ridiculousness is sort of the point of a superhero game, so just enjoy.

If you have a Base Speed that's not on this table, then you can use the following **formulas**:

$$\text{MPH} = (\text{Base Speed} \times \text{Running Speed}) / 8.8$$

$$\text{KPH} = \text{MPH} \times 1.6$$

If you have a non-standard base speed or you can sometimes move at different Base Speeds (for example if you can Size Shift), then please do all these calculations before you get to the gaming table. It's only polite.

Running Multiplier	20 feet	30 feet	60 feet (x2)	90 feet (x3)	120 feet (x4)	150 feet (x5)
Move (x1)	2.3mph	3.4mph	6.8mph	10mph	14mph	17mph

	3.6kph	5.5kph	10.9kph	16kph	22kph	27kph
Run Action (x4)	7mph	10mph	20mph	31mph	41mph	51mph
	11kph	16kph	33kph	49kph	65kph	82kph
Run (Feat) x5	9mph	14mph	27mph	41mph	55mph	68mph
	15kph	22kph	44kph	65kph	87kph	109kph
x8	18mph	27mph	55mph	82mph	109mph	136mph
	29kph	44kph	87kph	131kph	175kph	218kph
x16	36mph	55mph	109mph	164mph	218mph	273mph
	58kph	87kph	175kph	262kph	349kph	436kph
x32	73mph	109mph	218mph	327mph	436mph	545mph
	116kph	175kph	349kph	524kph	698kph	873kph
x64	145mph	218mph	436mph	655mph	873mph	1,091mph
	233kph	349kph	698kph	1,047kph	1,396kph	1,745kph
x128	291mph	436mph	873mph	1,309mph	1,745mph	2,182mph
	465kph	698kph	1,396kph	2,095kph	2,793kph	3,491kph
x256	582mph	873mph	1,745mph	2,618mph	3,491mph	4,364mph
	931kph	1,396kph	2,793kph	4,189kph	5,585kph	6,982kph
x512	1,164mph	1,745mph	3,491mph	5,236mph	6,982mph	8,727mph
	1,862kph	2,793kph	5,585kph	8,378kph	11,171kph	13,964kph
x1,024	2,327mph	3,491mph	6,982mph	10,473mph	13,964mph	17,455mph
	3,724kph	5,585kph	11,171kph	16,756kph	22,342kph	27,927kph
x2,048	4,655mph	6,982mph	13,964mph	20,945mph	27,927mph	34,909mph
	7,447kph	11,171kph	22,342kph	33,513kph	44,684kph	55,855kph
x4,096	9,309mph	13,964mph	27,927mph	41,891mph	55,855mph	69,818mph
	14,895kph	22,342kph	44,684kph	67,025kph	89,367kph	111,709kph
x8,192	18,618mph	27,927mph	55,855mph	83,782mph	111,709mph	139,636mph
	29,789kph	44,684kph	89,367kph	134,051kph	178,735kph	223,418kph
x16,384	37,155mph	55,732mph	111,464mph	167,195mph	222,927mph	278,659mph
	59,447kph	89,171kph	178,342kph	267,513kph	356,684kph	445,855kph

Running Multiplier	180 feet (x6)	210 feet (x7)	240 feet (x8)	270 feet (x9)	300 feet (x10)
Move (x1)	20mph	24mph	27mph	31mph	34mph
	33kph	38kph	44kph	49kph	55kph
Run Action (x4)	61mph	72mph	82mph	92mph	102mph
	98kph	115kph	131kph	147kph	164kph
Run (Feat) x5	82mph	95mph	109mph	123mph	136mph
	131kph	153kph	175kph	196kph	218kph
x8	164mph	191mph	218mph	245mph	273mph
	262kph	305kph	349kph	393kph	436kph
x16	327mph	382mph	436mph	491mph	545mph
	524kph	611kph	698kph	785kph	873kph
x32	655mph	764mph	873mph	982mph	1,091mph
	1,047kph	1,222kph	1,396kph	1,571kph	1,745kph
x64	1,309mph	1,527mph	1,745mph	1,964mph	2,182mph
	2,095kph	2,444kph	2,793kph	3,142kph	3,491kph
x128	2,618mph	3,055mph	3,491mph	3,927mph	4,364mph
	4,189kph	4,887kph	5,585kph	6,284kph	6,982kph
x256	5,236mph	6,109mph	6,982mph	7,855mph	8,727mph
	8,378kph	9,775kph	11,171kph	12,567kph	13,964kph
x512	10,473mph	12,218mph	13,964mph	15,709mph	17,455mph
	16,756kph	19,549kph	22,342kph	25,135kph	27,927kph
x1,024	20,945mph	24,436mph	27,927mph	31,418mph	34,909mph
	33,513kph	39,098kph	44,684kph	50,269kph	55,855kph

x2,048	41,891mph 67,025kph	48,873mph 78,196kph	55,855mph 89,367kph	62,836mph 100,538kph	69,818mph 111,709kph
x4,096	83,782mph 134,051kph	97,745mph 156,393kph	111,709mph 178,735kph	125,673mph 201,076kph	139,636mph 223,418kph
x8,192	167,564mph 268,102kph	195,491mph 312,785kph	223,418mph 357,469kph	251,345mph 402,153kph	279,273mph 446,836kph
x16,348	334,391mph 535,025kph	390,123mph 624,196kph	445,855mph 713,367kph	501,586mph 802,538kph	557,318mph 891,709kph

Swinging as Movement

Dangling on the end of a rope 20 stories in the air isn't the most prudent thing to do, usually, but it looks so damn *cool* that it's a major part of superhero comics. The in-game benefit of swinging is that you can cover a bigger distance than a jump, without nearly as much chance of falling to your pulpy death.

Swinging as Movement

Swinging on a rope is part of a move action, like jumping or climbing, but **you swing twice as fast as your size and encumbrance would normally allow** (NB: *Super Speed* does not increase swinging speed). If you swing for a distance of 30 feet, it counts as only 15 feet of your movement.

To swing, you need a rope or other tether, like a strand of [Webbing](#), that is connected more or less equidistant between your self and the spot you want to land on. You also need some room below you because the arc the swing will take you down before it goes up again. If it's pertinent (e.g., you might actually hit the ground), then you need an extra 5 feet downwards for every 25 of total swinging distance. A 50-foot swing requires about 10 feet of extra space below you, for example. If there isn't enough space, then you must make a Reflex save, DC 15, or you hit the ground and take falling damage as normal. If you make the save, then you hit the ground *running*. You can substitute a Tumble check for the Reflex save, at your discretion.

To determine success or failure for the swing, make a Tumble check DC 14 (base DC 10, +4 equipment bonus for the rope). **The DC rises by +2 for every 5 feet out of true the swing is.** "Out of true" means one of three things: (1) the start point and end point are at different heights, (2) you have to swing in a lateral arc (i.e., around instead of straight), or (3) the fixed point of the tether isn't equidistant between your start and end points. You also add **+2 for every 50 pounds over a light load**.

Example: If the rope's fixed point were 5 feet closer to you than your target point or 5 feet to the left (so that you have to swing in an arc), the DC would be 16. If the end point of the swing were 10 feet higher than your starting point, the DC would be 18. If *all three* factors were out by 5 feet, then the DC would be 20. If all three were out by 10 feet, the DC would be 26. And so on.

This can get to be a complicated set of calculations, so **GMs are encouraged to eye-ball the DC**. GMs are also encouraged to let "flavour" swinging go without tedious checks. If it's just for show, to make the character look cool, then don't sweat it. If it's actually a risky manoeuvre, then enforce the rolls.

If you succeed, you land on your target square, on your feet. If you fail the check, you land prone and take 1d6 NL. This does not provoke an attack of opportunity, but standing up does. If you fail the check by more than 10, then you fall in mid-swing at a point to be determined randomly.

For example: You're attempting to make a 50-foot swing with a fixed point 15 feet off of a straight line, 5 feet too close to you, and landing on a rooftop that is 10 higher than where you're standing. At +2 to the DC for every 5 feet out, that's a DC 24. Difficult, but not impossible. If you were to roll a 25, you would land clean. If you were to roll a 20, you would hit the ground like a sack of wheat, but you would just get the wind knocked out of you. If you were to roll a 10, you would fall right off the

rope, into the traffic and soon-to-be traumatised bystanders, below. We hope you have clean underwear on.

While you are swinging, **you lose your Dexterity and dodge bonuses to Defence**, but you are a rapidly-moving target, the same as if you were running, and therefore also get a +2 to your Defence. If you are hit for damage while in mid-swing (between rounds or by a Readied action), you must make a Fortitude save with a DC equal to the damage you took. If you fail, the pain and stress of the taking damage causes you to involuntarily let go of the rope. For Swinging Attacks, see the previous section.

Jumping at the End of a Swing

If you let go of the rope when it's more or less horizontal (at the end of your swing), you can make a **Jump check as if you had a running start**. You swing your body upward to achieve height, or throw it forward to achieve distance. Thus, you can swing across a chasm, let go of the rope at the other end, and make a fresh Jump check, all as part of the same move action.

Kicking Off in Mid-Swing

Although you cannot change your swinging trajectory in mid-swing, you can push off of a solid, anchored point, for example swinging against the side of a building and kicking off of it. If you swing at an angle to the wall, you can make a Jump check as if you had a running start. The result of the check indicates how far along the arc of the swing you manage to get (i.e., how far you launch yourself away from the wall). If you swing straight *into* a wall, you can repel off of it as if you were making a Jump check without a running start. The distance, again, indicates how far you manage to get from the wall, along the arc of the rope's length. Swinging directly into a wall, however, causes the same amount of damage as falling, but you can reduce that damage just as you would a normal fall (i.e., through a Tumble check, or [Catfalling](#)).

Continuous Swinging

If you have [Webbing](#), you can fire a fresh strand as a standard action each round. Thus, you can change direction by affixing a fresh strand to a new anchor point and letting go of the old strand. This whole chain requires a move action (swing) and a standard action (fire strand). If you're doing it as a form of movement, out of combat, you just need to **make a single Tumble check, as part of your move action, with a base DC of 20**. Failing means that you simply didn't manage to affix a second strand and you're still on your original strand. Failing by 10 or more means that you fall. At the end of this full-round action, you're again in mid-swing and ready to start the whole thing over again the next round. You pick a new direction in which to swing at the beginning of this full-round action.

GMs are, of course, free to increase the DC for performing swings in difficult environments, like through a very skinny alley, between moving vehicles, or the like. In fact, it's worth noting that the GM *always* retains the right to increase DC's as she sees fit.

If you're out of combat and swinging as a form of transportation, then you can make these Swinging checks once per minute instead of once per round. If your Tumble bonus is high enough that you're guaranteed success, then rolling isn't necessary because natural 1's are not automatic failures on skill checks. Lucky you!

You can, in theory, keep swinging and switching ropes indefinitely. However, it is extremely tiring. Moving in this way is like running. Thus, **you can keep swinging for a number of rounds equal to your Constitution score**, but once those rounds are expended you must make a DC 10 Constitution check. The DC of this check increases by 1 every round until you fail or *finally* arrive wherever it is you're going in such a damn hurry.

If you fail this check, you just don't have the energy for another swing and you must rest for 1 minute (10 rounds) to get your breath back. You can rest while hanging off of your rope, but every time the strand swings with you on it as dead weight, it

loses 1 foot of distance and height at both ends, so after 10 rounds, you've lost a total of 20 feet (10 feet at each end). You can also climb down off of your rope, if that's an option, and rest on the ground for a mere 60 seconds. While resting, you are not at any penalties. You just don't have the energy to do any more swinging manoeuvres or to employ the Run action.

Falling While Swinging

If and when you fall off a rope, you fall at a slight angle in the direction in which you were swinging. **For every 20 feet you fall downwards, you also drift 5 feet in the direction of your swing.** If this causes you to impact a solid surface, like a building, then you take damage as if you'd fallen to that height, and then you start to fall straight down (i.e., you land in that same square). For example, you were to fall at 120 feet in the air and drift into a building after 40 feet, you'd then take damage as if you'd fallen 40 feet. If and when you hit the ground at the end of that fall, you'd take damage from the *whole* fall: 120 feet.

However, there is no need to calculate the exact number of feet you travel laterally unless the game calls for it. If, for example, you *might* drift next to a building that you could grab on to to keep from falling, then calculate your lateral movement, but if you're just spiralling through empty air, there's no need to burn the brain-cells doing the math.

Zero-G Movement

In Zero-G, all your attacks, Jump, and Tumble checks are at -4, unless you have [Astrobatics](#). You cannot perform a Run action in space, but if you can fly, then you can move freely as if every direction were "lateral" movement (i.e., there is no up or down). However, if your ability to fly relies on being in an atmosphere (i.e., Wings) and you're in the vacuum of space, then you're out of luck.

If you can't fly, you move in zero-G environments by pushing off of one fixed point and "landing" on another. For mundane movement, just floating around inside a ship for example, there's no need to make any rolls. In combat or other dangerous situations in which timing is important, however, you must essentially **throw yourself** from one place to another, which requires either a **ranged touch attack or Tumble check** (player's choice). You have a **range increment of 30 feet** and the **DC for the attack/Tumble** check equals the Defence score of the square you want to arrive on. An object or surface that takes up a five-foot square area has a Defence of 10, but a medium-sized object is Defence 14, a small object is Defence 18, and so on.

However, you do not automatically stop on a square. Instead, you have to land on a large surface or grab a fixed object to arrest your movement, which you can automatically do at the end of a single move action. If you take a double-move, however, you must make a **Reflex save (DC equals 10 +2 per 10 feet of Tumble distance)** to arrest your movement.

If there is nothing to grab on to in that square, then you keep moving, involuntarily, at your movement rate. Moving in this manner does not count as a move action because you expend no effort on maintaining your speed or manoeuvring around objects. You can, of course, use actions to try to arrest your movement.

Low-Gravity Movement

If you find yourself in a low-gravity environment, as opposed to a zero-G environment, the easiest thing to do is **apply the same -4 to Jump and Tumble** checks. Assuming 0.5G (half of Earth's gravity), you would Jump twice as high and you take half-damage from falling. You cannot Run unless you take the Astrobatics feat because you have to learn to travel with half of your weight, and **thrown weapons and projectiles take a -4** penalty because they do not arc through the air in the same way, although firearms are basically unaffected.

If you want to get very specific about it, you can actually calculate all of these bonuses/penalties based on the amount of gravity present. For example, the Moon has 1/5th the gravity of Earth (0.2G), so your Jumps would be five times longer/higher (i.e., multiply by 5), and falling damage would be five times less (divide by 5). In addition, if you want to be precise, instead of

applying a flat -4 penalty, you could apply a -1 for every 0.1G different from Earth, so the Moon (0.2G) would be a -8. Once you get lower than 0.1G, you are effectively in a zero-gravity environment, and those rules would apply.

High-Gravity Movement

If you find yourself in a high-gravity environment, you take a **-8 to Jump and Tumble checks**. Assuming 2G (double Earth's gravity), you would **Jump half as high and take twice as much damage from falling**. You would have to calculate your speed based on adjusted encumbrance, as well. Thrown weapons and projectiles take a -4 penalty because they do not arc through the air the same way. **High-gravity also halves the range increments** of all ranged weapons, including firearms (e.g., if it's normally 100 ft., in high-G it's 50 ft.).

If you want to get very specific about it, you can calculate all of these bonuses/penalties based on the amount of gravity present. On a planet that has three times Earth's gravity (3G), your jumps would be 1/3 as high and falling damage would triple. In addition, if you want to be precise, instead of applying a flat -4 penalty, you could apply a -4 for every 1G different from Earth, so 2G would be a -4, 3G -8, 4G -12, etc. Range increments would, likewise, be divided by the G-rating of the environment: divide by 2 for a 2G environment, by 3 for 3G, etc. At a certain point, increased gravity makes you unable to move at all (i.e., when your weight exceeds your maximum lift), but well before that point, your own limbs would be so heavy that even lifting them to aim a weapon would be nigh impossible. If and when that happens, the GM is entirely within her rights to declare that you cannot make attacks at all any more.

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