



## ISSUE II

### SAVING THE PLANET

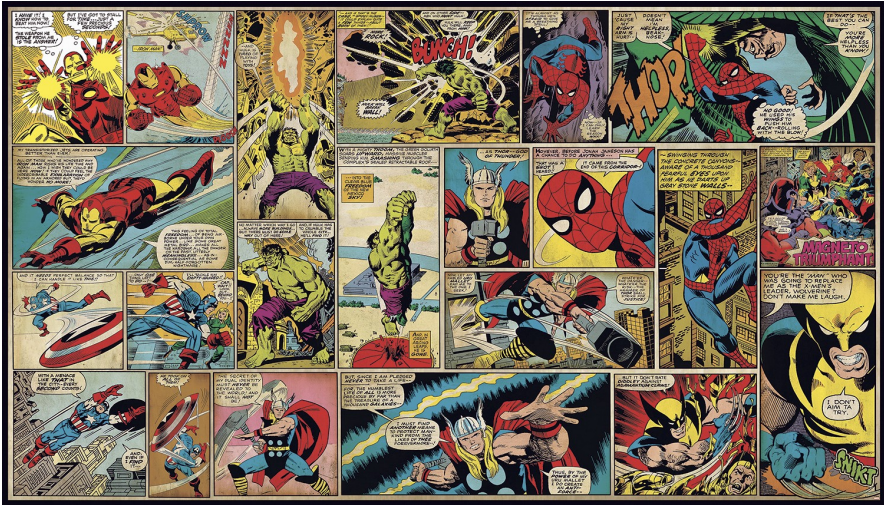
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Whereas the first Issue defined the system elements that make up a Hero in Phaserip, this Issue describes the methods for a Hero to interact with the game world.

# PANELS

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Most of the time during a game, the GM will simply narrate the options available to the Heroes, inform them of the results of their actions or call for GESTs, and only keep a rough record of time elapsing. Sometimes, however, situations arise where many things are happening at once or time is of the essence and each second counts. In such cases time is broken down and organized into **Panels** and **Pages**. These names are merely affectations, and one could simply refer to them as “turns” and “rounds”. However, it can be helpful to picture any action that can be accomplished within a single panel of a comic.



# PAGES

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A Page is the total Panels of all characters involved in the action. Most characters will have 1 Panel to act in a Page, and once each character resolves their Panel, a Page ends and the next begins. Certain actions are designated as taking place at the end of a Page, in which case they are resolved after the last character to act in that page's Panel is concluded and before the first Panel of the next Page takes place. There is no set time period covered by a Panel or Page, this is dictated by circumstances and GM discretion, but as a general rule of thumb, a Panel represents around 6 seconds of time.

# AREAS

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In Phaserip, distance is measured in Areas. An Area is roughly equivalent to the size of a hotel room, office, or subway terminal, inside, or about half a city block outside, though this is considered flexible, as with time in Panels. The maximum number of Areas a Hero can move in one Panel is determined by their Durability Echelon Rank (see Movement for more details). Certain powers or paraphernalia may increase this limit.

# THE ARG!

Behold...The ARG! Master of Fate, Decider of Destinies! The Action Resolution Chart is, as the name implies, the engine at the heart of the Phaserip system.

	A B Y S M A L	F E E B L E	P U N Y	T Y P I C A L	G O O D	E X C E L L E N T	L E G E N D A R Y	U N C A N N Y	F A N T A S T I C	A M A Z I N G	U N E A R T H L Y	P L A N E T A R Y	S T E L L A R	C E L E S T I A L	C O S M I C	B E Y O N D
RANK	0	1	2	3	4	5	6	7	8	9	10	20	40	60	80	100
RATING	1	2	3	5	10	15	20	35	55	90	150	250	375	600	1000	∞
1																
2 - 5																
6 - 7																
8 - 9																
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90 - 95																
96 - 97																
98 - 99																
100																

Each of the Echelons, including the Shift Echelons, are represented by a column on The ARG!, while every row of the ARG! corresponds to the results of a percentile dice roll. The intersection of the columns and rows of The ARG! Provides the Phase Result, designated by one of five colours: Violet, Yellow, Green, Blue and Red.

Every dice roll in Phaserip makes use of The ARG!, the most common of which are GESTs...

# GESTs

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A "gest" or "geste", from the Latin *gesta*, is an archaic term meaning "a feat, deed, or exploit". In medieval France a *Chanson de Geste* was a "Tale of Adventure or Romance".

Phaserip uses **GEST** as an acronym for "Gauge of Extraordinary Skill or Talent".

A GEST roll is made whenever a character is attempting to do something out of the ordinary. Driving a car down to the supermarket, for example, would not require a GEST; driving a car in a high speed chase while being fired upon, however, would require a roll. Using a computer to surf the web would not require a GEST, but hacking into a security network would. You get the idea.

All GESTs follow the same basic procedure:

1. Determine the relevant Attribute
2. Roll percentile dice.
3. Cross reference the result with the column of The ARG! Matching the Echelon of the Attribute used to determine the Phase Result.

## PHASE RESULT

The Phase Result determines the success or failure of the attempted action.

<b>VIOLET PHASE RESULT</b>	<b>CRITICAL FAILURE</b>	<b>NO, AND...</b>
<b>YELLOW PHASE RESULT</b>	<b>FAILURE</b>	<b>NO</b>
<b>GREEN PHASE RESULT</b>	<b>SUCCESS</b>	<b>YES, BUT...</b>
<b>BLUE PHASE RESULT</b>	<b>MAJOR SUCCESS</b>	<b>YES</b>
<b>RED PHASE RESULT</b>	<b>CRITICAL SUCCESS</b>	<b>YES, AND...</b>

Normally, a Green Phase Result is all that is needed for success. Depending on the circumstances, a Red Phase Result may indicate an especially good effect, while a Violet Phase Result could denote a particularly spectacular blunder.

# MODIFIERS

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As discussed in Issue I, a Hero's Traits can provide modifiers to a GEST roll, either an Echelon Shift or Phase Shift. Echelon Shifts are applied before the roll is made, modifying the Echelon column used for a GEST.

*So if a Hero possesses an Intelligence of Good, and receives an Echelon Shift bonus of +1 ES to the roll from the Trait Academic, then the Excellent column of The ARG! is used for the GEST.*

Phase Shifts instead alter the result of a roll, and are applied after the Phase Result is determined by The ARG!

*So if a Hero possesses an Agility of Legendary, and receives a Phase Shift bonus of +1 PS to a roll from the Speciality Acrobatics, if they were to roll a Yellow Phase Result on that GEST, it would be raised to a Green Phase Result.*

# DIFFICULTY

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A GEST roll may also be modified by the Difficulty of an attempted action, expressed as Echelon set by the GM.

- If the Difficulty is one or more Echelons *below* the Attribute used for the GEST, then a **Green Phase Result** is sufficient for success.
- If the Difficulty is *equal* to the Echelon used for the GEST, a **Blue Phase Result** is needed for success.
- If the Difficulty is one or more Echelons *above* the relevant Attribute, then success requires a **Red Phase Result**.

## AUTOMATIC GESTs

The GM may, in certain circumstances, declare based on The Difficulty that a GEST is either **Automatic** and requires no roll to succeed, or **Impossible**, making the roll redundant. The general rule of thumb is that any GEST of a Difficulty 3 or more Echelons below the relevant Attribute is automatically successful, while any GEST of a Difficulty 2 or more Echelons above the relevant Attribute is considered Impossible. This restriction should never be imposed in a situation where the outcome of a roll determines if a Hero will live or die.

Note that actions that are considered Impossible for a Hero are not influenced by Echelon Shifts. A Hero with Excellent Might cannot lift something weighing one ton, even if they receive an Echelon Shift bonus that allows them to roll on the Legendary column of The ARG! In such cases shifting to that Echelon does not grant the Hero the capacity to perform that feat, it merely represents an increased chance of success at any action they could normally perform.

# STANDARD DIFFICULTIES

## FIGHTING

EXCELLENT - Recognize fighting style  
LEGENDARY - Make two Attacks in a Panel  
FANTASTIC - Make three Attacks in a Panel

## AGILITY

FEEBLE - Catch a falling object  
TYPICAL - Do A cartwheel or handstand  
GOOD - Walk a balance beam  
GOOD - Catch a thrown object  
EXCELLENT - Walk a tightrope  
LEGENDARY - Dodge a projectile  
UNCANNY - Catch an arrow in flight  
FANTASTIC - Climb a sheer surface  
FANTASTIC - Dodge automatic weapon fire  
AMAZING - Dodge laser fire

## MIGHT

FEEBLE - Lift (press) up to 50 LBS  
PUNY - Lift (press) up to 100 LBS  
TYPICAL - Lift (press) up to 200 LBS  
GOOD - Lift (press) up to 400 LBS  
EXCELLENT - Lift (press) up to 800 LBS  
LEGENDARY - Lift (press) up to 1 Ton  
UNCANNY - Lift (press) up to 10 Tons  
FANTASTIC - Lift (press) up to 50 Tons  
AMAZING - Lift (press) up to 75 Tons  
UNEARTHLY - Lift (press) up to 100 Tons

## DURABILITY

TYPICAL - Resist bacteria  
GOOD - Resist tear gas  
EXCELLENT - Resist Snake venom  
LEGENDARY - Resist Spider venom  
UNEARTHLY - Exposure to the Vacuum of Space

## WITS

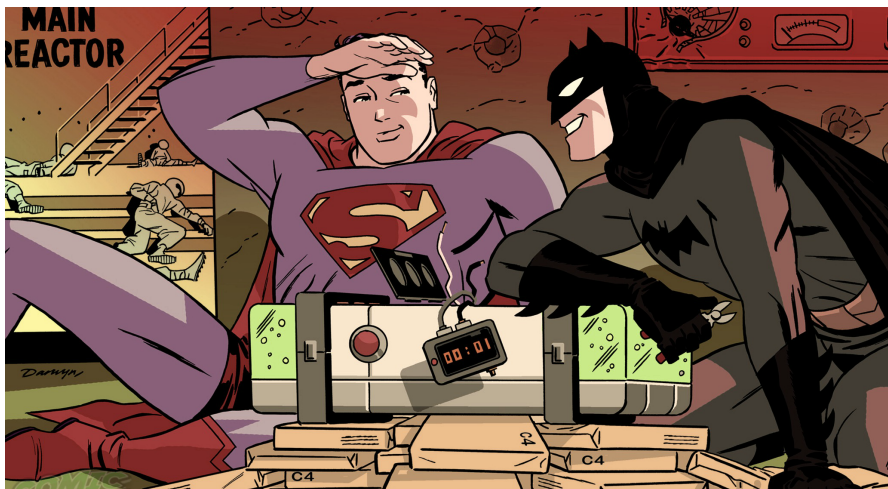
GOOD - Notice specific details  
EXCELLENT - Spot hidden doors  
LEGENDARY - Feel invisible presence  
UNEARTHLY - Sense disturbance in the  
Space-Time Continuum

## INTELLIGENCE

TYPICAL - Communicate With Gestures  
GOOD - Operate Electronic Device  
EXCELLENT - Computer Programming  
LEGENDARY - Craft a Work of Art  
AMAZING - Invent Artificial Intelligence  
UNEARTHLY - Invent Time Travel

## COURAGE

GOOD - Resist mesmerism  
EXCELLENT - Perform open-heart surgery  
LEGENDARY - Overcome Terror  
UNCANNY - Resist Psionics  
AMAZING - Cosmic Terror



# MATERIAL STRENGTH

A common Difficulties employed during the game is the Material Strength (MS) of inanimate objects, which determines the ease of breaking through them and the Damage they inflict.

## FEEBLE

cloth, glass, paper

## PUNY

crystal, lead, plastic, wood

## TYPICAL

amber, ice, ivory, mercury, pearl, rubber

## GOOD

asphalt, brick, high-strength plastic, soft metals (brass, copper, gold, silver)

## EXCELLENT

concrete, iron, palladium, platinum

## LEGENDARY

bullet-proof glass, kevlar, obsidian

## UNCANNY

reinforced concrete, steel

## FANTASTIC

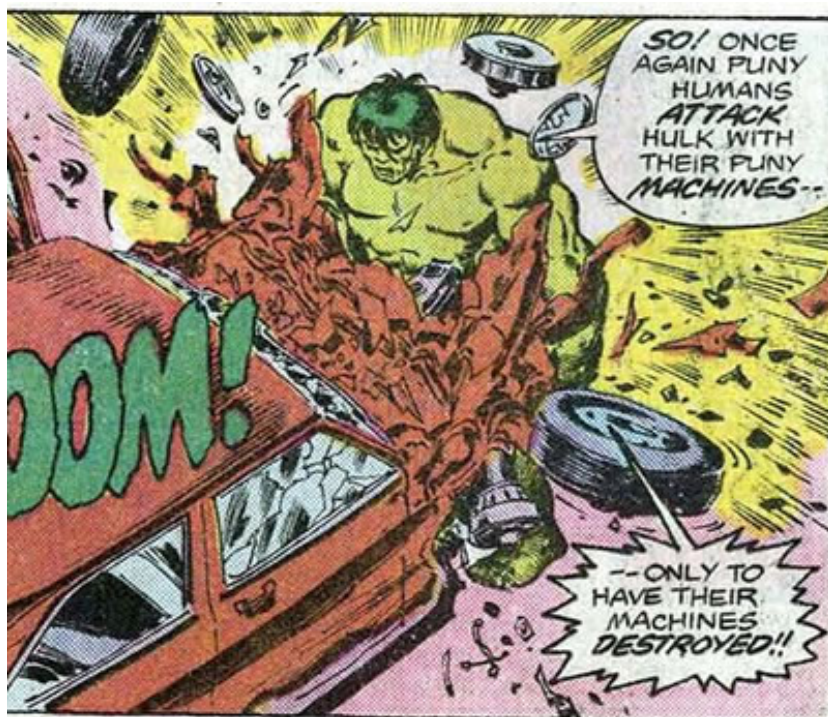
titanium, volcanic rock, high-strength steel, tungsten carbide

## AMAZING

diamond, nanofibers, super-heavy alloys

## UNEARTHLY

adamant, carbonite, mithril



## OPTIONAL RULE - THICKNESS

The listed Echelons assume materials between 2" to one foot (5 - 30 cm ) in thickness.

However, for particularly thin material (an inch/3 cm or less) , the Material Strength may be lowered by one Echelon. If the material is between one to two feet (30 - 61 cm) thick, add one Echelon to the MS; if it is over two feet (>.6 m) thick, add two Echelons to the MS.

# INTENSITIES

Intensity is the measurable amount of a property, such as its force or energy. The Intensity of any such element in the game is assigned an Echelon that sets the Difficulty for any GEST.



## COLD

GOOD	30 degrees F / 0 C
EXCELLENT	0 degrees F / -18 C
LEGENDARY	-30 degrees F / -35 C
AMAZING	Interplanetary Space

## CORROSIVES

GOOD	Lye
EXCELLENT	Acid
AMAZING	Hydrochloric Acid

## DARKNESS

FEEBLE	Dim Light
TYPICAL	Night
GOOD	Fog
EXCELLENT	Pitch Black
AMAZING	Shadowforce

## DISEASE

FEEBLE	Cold
TYPICAL	Flu
GOOD	Rabies
EXCELLENT	Tuberculosis
LEGENDARY	Ebola
UNCANNY	Bubonic Plague
AMAZING	The Marburg Virus

## ELECTRICITY

EXCELLENT	House Current
LEGENDARY	Transformer
UNCANNY	Lightning
AMAZING	High Tension Wires

## FIRE

FEEBLE	Matchstick
PUNY	Candle
TYPICAL	Torch
GOOD	Campfire
EXCELLENT	Burning Room
LEGENDARY	Burning Building
UNCANNY	Blast Furnace
FANTASTIC	Explosive Chemicals
UNEARTHLY	Interior of a Volcano
STELLAR	Surface of a Star

## HEAT

GOOD	90 degrees F / 30 C
EXCELLENT	120 degrees F / 50 C
LEGENDARY	150 degrees F / 75 C
UNCANNY	Boiling Point
FANTASTIC	Fahrenheit 451 / 232 C
AMAZING	Lava

## RADIATION

PUNY	Ancient A-Bomb Blast Site
UNCANNY	Vial of Plutonium
FANTASTIC	Nuclear Reactor Core
AMAZING	Atomic Bomb
UNEARTHLY	Nuclear Bomb

## WEATHER

TYPICAL	Rain Shower
GOOD	Thunderstorm
FANTASTIC	Tornado
AMAZING	Hurricane
UNEARTHLY	Ionic Storm



# OPPOSED ROLLS



Opposed Rolls are GESTs made when two or more characters are in contest or the success of one character's action is dependent or highly influenced by the failure of their opponent's intended action. Combat is the most common application of Opposed Rolls, and will be covered in depth in **ISSUE III: VS THE WORLD**. Unless an opponent is Outclassed, only *passive modifiers* (ES) are applied to Opposed GESTs. Positive Modifiers or bonuses shared by opponents cancel each other out, according to the following guidelines:

- If both opponents share the same or an equally applicable Trait, neither receives a modifier to the GEST.
- If both opponents share an applicable Trait, but one opponent possesses a higher Trait level, the difference is applied as a bonus to the more skilled opponent.
- If one opponent possesses an applicable Talent & the other an applicable Speciality, only the opponent with the Speciality receives a modifier or, put another way, the Speciality counts twice.

*For example, if two characters are in a swimming match and one possesses the Athletics Trait, and the other possesses the Speciality Swim, the Swim Trait is considered temporarily elevated to Swim x2.*

## OUTCLASSED OPPONENTS

We discussed Outclassing already in Issue I, but just to recap: as stated above, normally only passive modifiers, or Echelon Shifts, are used in Opposed Rolls.

However, if a Hero making an Opposed Roll is using an Attribute that is three or more Echelons *above* their opponent(s), *and* they possess a Trait that would normally provide an active modifier to the GEST, then they may apply a Phase Shift modifier to the Opposed Roll.



# REACTION ROLLS

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A GM may call for a Reaction Roll to determine how a Hero reacts to an event around them, rather than an intentional action they're taking. This includes rolls to notice subtle things around the Hero. The main differences between a Reaction Roll and a GEST is that, like an Opposed Roll, only passive modifiers (Echelon Shifts) from Traits apply (unless specifically noted otherwise) and *Arête* cannot be spent to influence its results.



# ASSISTED GESTs

## OPTIONAL RULE

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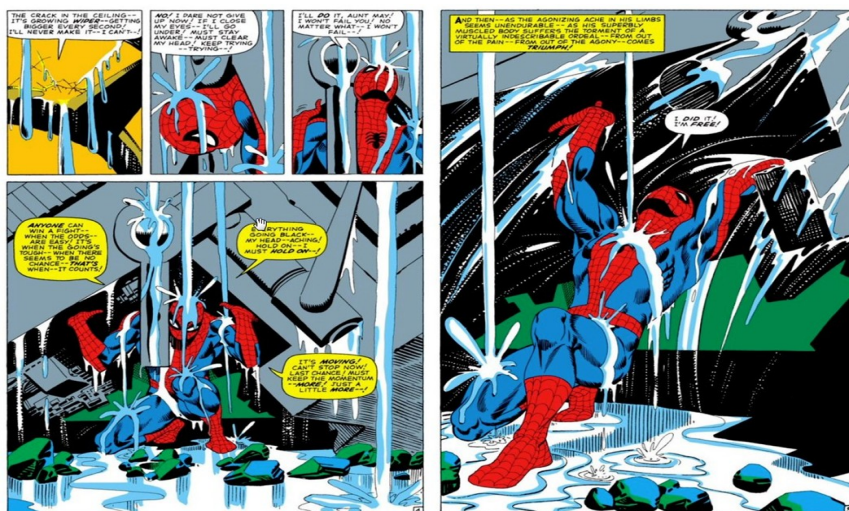
When two Heroes are helping each other in performing a action, whether it's researching a crime or breaking down a door, the Hero or the character with the highest Echelon Rank rolls, and if the assisting characters are within 1 Echelon in the relevant Attribute, then the GEST receives a +1 ES. If more than one character is assisting, this bonus is cumulative, to a maximum of +3 (or the GM rules the action no longer requires a GEST).



# EXTENDED GESTs

## OPTIONAL RULE

Sometimes achieving a goal requires a series of actions or events over a period of time to accomplish, such as climbing a mountain or hacking into a computer system. In this case, the GM may call for an extended GEST, which is a series of rolls whose successes build upon each other. In most cases, you will need one Green Phase Result, one Blue Phase Result, and one Red Phase Result. Three Green Phase Results equal a Blue Phase Result and Two Blue Phase Results equal a Red Phase Result. However, a Yellow Phase Result reduces your total by one Green Phase Result and a Violet Phase Result reduces your Total by a Blue Phase Result. If your total results are reduced to a Violet Result, you fail entirely.



# ENDURANCE GESTs

## OPTIONAL RULE

A Hero can engage in intense activity such as chasing an opponent, swimming, or using powers, etc., for a number of Panels equal to their Durability Echelon Rank, at which point they must make an Endurance GEST, using their Durability.

A Green Phase Result is needed for success, indicating the Hero may continue for an equal length of Panels before making another Endurance GEST. Failure indicates the Hero takes 5 points of Fatigue.

The second Endurance GEST requires a Blue Phase Result, success indicating the Hero may continue an equal length of Panels, and Failure meaning the Player takes 10 Fatigue.

The third Endurance GEST requires a Red Phase Result, with failure indicating the Hero takes 20 Fatigue. Success indicates the Hero may continue for one more Panel, then the Hero must cease activity for 5 minutes.

# INFLUENCE GESTs

## OPTIONAL RULE

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When A Hero attempt to persuade an NPC to do something, including attempts to intimidate, seduce, or cajole, the GM may call for the player to roll an Influence GEST. The GM should evaluate the Hero's approach after the player has role-played their Hero's attempt and from that determine the appropriate Attribute to use.

- If attempting to trick or manipulate a target, a Wits GEST is made with the opponent's Intelligence setting the Difficulty.
- If attempting to empathize or appeal to a target's emotions, a WITs GEST is made with the opponent's Wits setting the Difficulty.
- If attempting to reason or appeal to a target rationally, Intelligence is used with the opponent's Intelligence setting the Difficulty.
- If attempting to dominate or intimidate an opponent, Courage is used with the Opponent's Courage setting the Difficulty.

Otherwise, a Hero may use their Renown when making a plain request of a character, with the Difficulty determined by the target's Predisposition.

### PREDISPOSITION

Every NPC has a Predisposition of either *Awed*, *Friendly*, *Neutral*, *Wary*, or *Hostile*, determining their reactions to the Hero.

Awed NPCs do not require an Influence GEST to influence.

Friendly NPCs require only a Green Phase Result to influence.

Neutral NPCs require a Blue Phase Result to Influence.

Wary NPCs required a Red Phase Result to Influence.

Hostile NPCs will do nothing to aid the Hero unless it benefits themselves.

### INFLUENCE GEST MODIFIERS

- +2 ES The NPC benefits
- 2 ES The NPC could get in trouble
- 3 ES The NPC would be put into peril
- 1 ES An item is requested of up to Good Value
- 2 ES An item is requested of up to Legendary Value
- 3 ES An item is requested of Uncanny or above Value
- 2 ES A requested item is unlikely to be returned





# MOVEMENT

For the most part, movement in Phaserip is handled abstractly and in non-specific terms. Heroes may move about freely, and the GM keeps track of a Hero's rough position and the time elapsed as Heroes navigate the gameworld. The only time the following rules are necessary is if time is a factor or when a situation calls for knowing a Hero's precise location.



## RUNNING

If a Hero is devoting all their attention to running, they can move a distance of one Area in a Panel. The next Panel, if they possess a Durability of Excellent or better, the Hero can move 2 Areas. The following Panel, if a Hero possess a Durability of Uncanny or better, they can move up to 3 Areas. A Hero can maintain their top speed a number of Panels equal to their Durability Echelon Rank. A Hero may maintain a speed of up to half their maximum speed with no restrictions. If a Hero possesses a Might of Uncanny or better, they may add one Area to their maximum speed.

A Hero can make any turn up to 90 degrees without loss of speed; any turn greater than that reduces speed by one Area. A Hero moving at their maximum speed may half their speed every Panel; slowing down faster any requires an Agility GEST.

## OPTIONAL RULE - SPRINTING

There will likely be occasions when a Hero must move faster than they ever have, usually in order to save a life. In such cases, the GM may allow a Durability GEST, allowing a Hero to move the equivalent of 1 additional Area in a Panel with a Blue Phase Result. A Violet Phase Result indicates the Hero lost control and will continue moving in a forward direction as if affected by a SLAM Effect.

## OPTIONAL RULE - OBSTACLES

Any time a character must cease movement to pass through a portal such as an open door or window, each such entrance reduces a Hero's speed by 1 Area. If the portal is closed, or there is an obstruction in the Hero's path (such as a wall, hedge, statue, etc), the Hero must either cease movement or break through the material. How far a Hero may continue to move after breaking through an obstruction is determined by its MS.

- If the obstruction is of up to Puny MS, one Area is lost.
- If it is of up to Excellent MS, 2 Areas are lost.
- If it is of up to Uncanny MS, 3 Areas are lost.
- Obstructions of greater than Uncanny MS will cause a Hero to stop after breaking past.

## OPTIONAL RULE - CLUTTER & CROWDS

Moving Heroes that enter an Area that is densely packed with furniture, debris, or people, must make an Agility GEST to move into or out of that Area. Failure indicates the Hero has entered the Area but cannot exit. Any attack or action requiring coordination in such an Area receives a - 1 ES penalty. Any attack made in a crowded Area that misses its target requires a second GEST roll to see if a bystander is hit instead. If a fight does break out in a crowded Area, it generally will only take 2 Pages before the crowd flees.

## OPTIONAL RULE - TERRAIN

The preceding rules assume a Hero is moving across relatively flat or unhindered ground. If an Area has difficult Terrain, it is assigned a Difficulty which is compared to a Hero's Agility.

- If the Difficulty is 3 or more Echelons below the Hero's Agility, their speed is unaffected.
- If the Difficulty is 2 or less Echelons below the Hero's Agility, half an Area is lost.
- If the Difficulty is equal to the Hero's Agility, 1 Area is lost.
- If the Difficulty is above the Hero's Agility, an Agility GEST is required. If successful, only 1 Area is lost. If failed, the Hero's movement is halved.

# JUMPING

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A Hero can Leap a maximum number of feet as determined by their Might:

A Hero can *leap across* a number of feet (30 cm) equal to their Might Echelon Rating. A Leap of one additional Echelon may be accomplished with a Red Phase Result.

A Hero can *jump up* a number of feet equal to their Might Echelon Rating divided by 2.

A Hero can make a *controlled fall* down a number of Areas (floors) equal to their Might Echelon Rank.



# CRAWLING

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A Hero who is crawling upon their hands and knees may move at up to 25% (1/4) their maximum Speed, though they ignore any penalties for Obstacles, Clutter, Crowds or Terrain.

# CLIMBING

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The scaling of vertical surfaces. For a character who does not possess any relevant Traits or Powers, enough projections and footholds must be available (such as a drainpipe) for a character to scale up. Under favourable conditions a character may thus climb one floor in altitude per Panel, otherwise the GM might insist upon an Agility GEST to avoid falling. For a long climb an Extended GEST may be called for.



## ELEVATORS & STAIRS

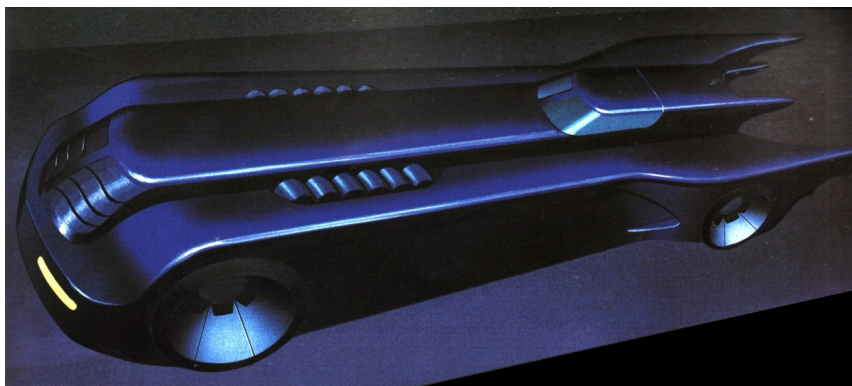
Characters may ascend stairs at their standard movement rate, with each floor counting as an Area. Older elevators move at a speed of 2 - 3 Floors per Panel. Most modern elevators move at a speed of 6 floors per Panel, while high speed elevators may move up to 10 or more floors per Panel.



# LAND SPEED RATING

Vehicles, and certain Powers and Paraphernalia will allow a Hero to move at much faster speeds, represented by a Land Speed Rating (LSR). Four legged (or more) animals also possess a LSR. Vehicles are covered in more depth in **ISSUE IV: TOOLS OF THE TRADE**.

LAND SPEED	
<b>FEEBLE</b>	Up to 6 MPH / 10 KM/H
<b>PUNY</b>	Up to 18 MPH / 30 KM/H
<b>TYPICAL</b>	Up to 27 MPH / 45 KM/H
<b>GOOD</b>	Up to 45 MPH / 75 KM/H
<b>EXCELLENT</b>	Up to 60 MPH / 100 KM/H
<b>LEGENDARY</b>	Up to 90 MPH / 150 KM/H
<b>UNCANNY</b>	Up to 120 MPH / 200 KM/H
<b>FANTASTIC</b>	Up to 180 MPH / 300 KM/H
<b>AMAZING</b>	Up to 270 MPH / 450 KM/H
<b>UNEARTHLY</b>	SUBSONIC
<b>PLANETARY</b>	TRANSONIC
<b>STELLAR</b>	SUPERSONIC
<b>CELESTIAL</b>	HYPERSONIC
<b>COSMIC</b>	ESCAPE VELOCITY



# FLYING

Flight is one of the more common super powers and can be achieved through a variety of methods. Though a complex subject, for the our purposes all a player needs to know is that flight is often at higher speeds than other forms of movement, and turning is more difficult.



## ACCELERATION

A Hero in flight cannot achieve their maximum speed in a single Panel. The first Panel of flight, a Hero can move a number of Areas equivalent to their maximum Speed on land, their flight speed then doubling every Panel until their ultimate speed is achieved.

## AERIAL TURNS

A flying Hero attempting a turn of more than 90 degrees requires an Agility GEST with failure indicating the flyer was unable to overcome their forward momentum. This includes vertical and horizontal turns, turning alongside buildings, skimming the tops of bodies of water, or pulling out of a dive at the last second.

## ALTITUDE

Each floor or height is considered an Area.

## LANDING

Characters flying at a speed of more than 3 Areas per Panel must make an Agility GEST to land, failure indicating they must roll against a possible SLAM result. Characters who can hover or whose powers allow them to instantly reduce to 0 speed need not roll to land.

## DECELERATION

A Hero in flight may, in any Panel, half their current flight speed (rounding up). Slowing to Feeble speed may cause a Hero to fall, unless they possess the power to hover.

## LOW-ALTITUDE FLIGHT

A character flying at less than 2 stories/Areas in altitude, or in close-quarters (inside a building, for example), can only safely achieve a maximum flight speed equal to a character's Flight power Echelon taken as Speed for ground movement. A character may exceed this limitation up to their ultimate speed, but all actions require an Agility GEST with the flight speed setting the Difficulty.

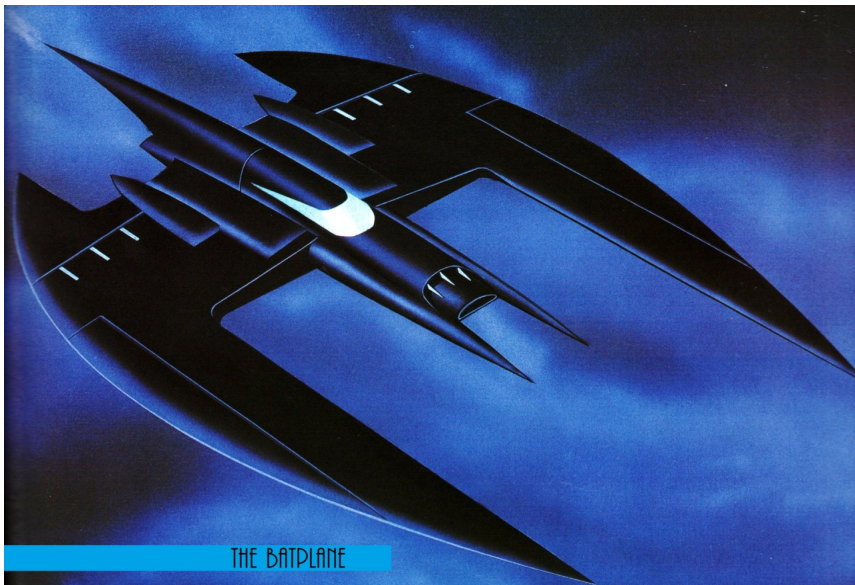
## OBSTACLES

A flying character, or one moving at a Speed of more than 3 Areas per Panel, must either stop or break through any obstructions.

# AIR SPEED RATING

Planes, helicopters, and vehicles that travel by air, as well as certain Powers and Paraphernalia (like rocketpacks) will allow a Hero to fly, represented by an Air Speed Rating (ASR). Winged animals such as birds will also possess a ASR. As previously mentioned, air travel is at much greater speeds than travel on land.

	PEAK SPEEDS
<b>FEEBLE</b>	Up to 30 MPH / 50 KM/H
<b>PUNY</b>	Up to 60 MPH / 100 KM/H
<b>TYPICAL</b>	Up to 90 MPH / 150 KM/H
<b>GOOD</b>	Up to 120 MPH / 200 KM/H
<b>EXCELLENT</b>	Up to 180 MPH / 300 KM/H
<b>LEGENDARY</b>	Up to 270 MPH / 450 KM/H
<b>UNCANNY</b>	Up to 450 MPH / 725 KM/H
<b>FANTASTIC</b>	SUBSONIC
<b>AMAZING</b>	TRANSONIC
<b>UNEARTHLY</b>	SUPERSONIC
<b>PLANETARY</b>	HYPERSONIC
<b>STELLAR</b>	ESCAPE VELOCITY
<b>CELESTIAL</b>	LIGHT SPEED
<b>COSMIC</b>	WARP SPEED



THE BATPLANE

# GLIDING

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A Hero who is gliding, whether by an innate power or the aid of equipment (such as a paraglide), drops 1 story/Area for every Panel in flight, yet consecutively moves forward a number of Areas determined by their flight speed (alternately, a gliding character may travel as fast as the wind speed). If unspecified, default to Normal Speed, or 5 Areas per Panel.



# SWIMMING

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Heroes can swim a maximum number of Areas per Panel equal to half their Might, rounded down. Heroes possessing the Speciality *Swim* or a related Trait, may move an extra Area per Trait Level. Characters able to fly of their own momentum or possessed of a power granting self-propulsion can propel themselves underwater at a speed equal to their Power Echelon Rank taken as a Land Speed Rating .

Unless mitigated by a Trait, all actions taken underwater receive a -2 ES penalty.

