

Calculating the *Leap, Run* and *Swim* in the *Miscellaneous Section* of the *Beyond the Supernatural* RPG character sheet

Feet to Yards conversion note: The *Miscellaneous Section* details are listed in *feet* while the details on page 133 calculate the stats in *yards*. Just remember that 1 yard is equal to 3 feet, so after you've determined your distance in yards, multiply that number by 3 to get the distance in feet.

Leaping distance and Running Power Leap: For characters with normal strength, calculate the normal leaping height and distance by adding up the *Running Power Leap* distance stats and then divide those in half to determine the distances when jumping from a standing/crouching position.

A "Running Power Leap" is a wild man leap that has a running start (for at least 1 action) and is delivered with all the strength the character can muster. The distance for leaping across is 1½ feet for every P.S. point and half of that of that number for leaping height.

Example: A character with a P.S. of 24 would power leap 12 feet across and 6 feet high.

From a standing/crouching position they could leap/hop 6 feet long and 3 feet high).

Note: You're can round up your calculations to the nearest ½ foot if needed.

Characters with *Supernatural Strength* (instilled in them from psionics, magic, P.C.C. abilities, etc.) may triple their leaping distances. So, a character with 24 points of Supernatural strength may *Power Leap* up to 36 feet long and 18 feet high, half of those numbers from a standing or crouching position! For leaps that go above 10 feet, the player should keep in mind that when falling back down from such high distances, falling damage applies (1D6 per every 10 feet) and a roll to save vs fall is required (unless they still have *Supernatural Strength*).

Running Speed: A player character's speed attribute x5 is the number of yards they can run in one round (15 seconds). Dividing the distance covered in a round by the character's number of actions indicates how far they can run each action. This pace can be maintained for a total of rounds equal to the characters P.E. attribute number before the character gets winded (*exertion* penalties apply for the next 1D6 minutes while winded).

Note: Characters who take the *Running* skill are able to run 1 mile for every point of P.E. without undue fatigue (exertion) and can run twice that distance before collapsing.

Swimming Speed: A character can swim a distance equal to 3x his P.S. in yards per round. Dividing the distance covered in a melee round by the characters number of attacks indicates how far he can swim each action. This pace can be maintained for a total of minutes equal to the P.E. attribute number (where again exertion penalties apply for 1D6 minutes).

Note: Characters who do not take the *Swimming* skill cannot swim and will flounder about for 1D4 actions before beginning to go under and drowning rules apply!

Determine MPH: The fastest and easiest way to determine the running and swimming MPH is to use a "feet to MPH" converter online (there are many to choose from). To determine the "feet per second" number, quadruple the "feet per round" number (so it equals a minute's worth of running distance), then divide that number by 60 to determine the "feet per second". This should be all the info needed to calculate the MPH. Note: This is the most confusing and time-consuming part of the calculating, but you only have to do it once for each stat.

Note: *Invoke Trust/Intimidate* and *Charm or Impress* bonuses are found on page 133 of the BTS book in the Attribute Bonus Chart section.