

How to calculate *Leap, Run and Swim* in the *Miscellaneous Section* of the BTS character sheet

Feet to Yards conversion: The details of the *Miscellaneous Section* are listed in *feet* while the details on page 133 are listed in *yards*. Note that 1 yard is roughly 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 distances for both a normal Leap and Power Leap: To calculate normal leap distances, start by calculating your *Power Leap* distances and then divide those by half.

A *Power Leap* is a wild man leap that has a running start (for at least one action) and is delivered with all the strength the PC can muster. The distance for leaping lengthwise/across is .5 feet for every P.S. point and half that number to leap up/vertically.

Example: A character with a P.S. of 24 can *Power Leap* 12 feet across and 6 feet high and 6 feet across and 3 feet high with a normal hop/leap.

Power Leap distances using Supernatural Strength: Characters using *Supernatural Strength* (via 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! Takes two attacks/actions to perform a *Supernatural Power Leap*, one for a normal leap.

Attacking with a Supernatural Power Leap: Character gets half their Strike bonus (if any), rounded down when attempting to *Power Leap* onto a specific target area or opponent; unmodified die roll, opponent must dodge to avoid damage and being knocked down unless they also have Supernatural Strength to Parry with. Target area/opponent takes 1D6+1D6 damage per every 20 pounds of weight. If landing on a target as part of a *Power Leap*, supernaturally strong characters don't take damage (while normal characters take 2D6 damage).

Note: You can round up distance stats to the nearest ½ foot if desired. (H.U. Player's Guide, page 56)

Falling Damage Note: When leaping more than 10 feet high, the player should keep in mind that when falling from such high distances, falling damage applies (1D6 per every 10 feet). Even characters with/using Supernatural Strength take damage when falling uncontrollably (such as being pushed or thrown off a rooftop, etc.) suffering 1D6 damage for every 20 feet fallen. Note that PC's can attempt to *Roll with Fall* to take ½ damage (costs one action to perform may need another action getting back to their feet).

Running Speed: Speed attribute x5 is the number of yards a PC can run in one round (12-15 seconds). Dividing the distance covered in a round by the character's number of actions/attacks indicates how far they can run every action. This full-bore speed 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).

Jogging Note: PC's who take the *Running/Jogging* skill can jog 1 mile for every point of P.E. without undue fatigue (*exertion*) and twice that distance before collapsing.

Swimming Speed: A PC can swim a distance equal to 3x their P.S. in yards per round; divide that number by the PC's number of actions to determine how far they swim per action. This pace can be maintained for a number of minutes equal to their P.E. attribute number (*exertion* penalties apply for 1D6+2 minutes).

Note: Characters who don't take *Swimming* cannot swim but can try to stay afloat in place (successful rolling less than 20% + their Experience Level number), or they'll flounder about for 1D4 actions before going under (drowning rules start applying).

Determine MPH: The fastest and easiest way to determine both 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.

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