THE FLASH CHEAT SHEET

Basic Terms:

- **APs=Attribute Points:** measurement for everything in game, each point is a value twice as much as the one preceding
- **RAPs=Result Attribute Points:** The APs generated as the result of a Dice Action
- **Automatic Actions:** Things a character can do automatically (move a certain amount, activate a power, look around)—generally you have 2 automatic actions in a combat round, one of which can be used to move
- **Dice Actions:** Things a character does that require a dice roll to resolve
- **AV=Acting Value:** trying to hit, attempting to use a skill/power, etc. Can be DEX, INT, INFL, APs of Power/Skill, etc.
- **OV=Opposing Value:** trying to avoid being hit, evade discovery, etc. Can be DEX, INT, INFL, APs of Power/Skill, etc.
- **EV=Effect Value:** doing damage, effect of power/skill, etc. Can be STR, WILL, AURA, EV of weapon, APs of Power/Skill, etc.
- **RV=Resistance Value:** resist damage (armor, toughness, power/skill) or resist effect of power/skill, etc. Can be BODY, MIND, SPIRIT, APs of Power/Skill, etc.
- **Hero Points:** used to create characters and to affect the game state (can add temporarily to attributes, be spent to heal, to change environment, etc.

Combat Procedure

1. **Activate Automatic Powers (Protective Powers only)**
2. **Roll Initiative**
3. **Declare Actions—lowest initiative first**
   a. Declare any maneuvers or any changes in AV/OV/EV/RV from maneuvers, or use of Hero Pts.
   b. 2 Automatic Actions (1 or which can be movement), 1 Dice Action
4. **Perform Actions—highest initiative first**
   a. Roll 2d10 and add together—explode doubles, any double 1 action automatically fails
   b. Tell me AV/OV/EV/RV (with any temporary changes that you previously declared) and die roll—I resolve on chart, including column shifts
   c. Damage applied to Resistance Attribute (Body, Mind Spirit)—decide immediately whether to Last Ditch Defend or make a Desperation Recover Check

Flash's Powers and Most Common Combat *Skills*/Maneuvers

- **Powers:**
  - **Air Control:** control movement of a volume of air (p. 125)
    - aim wind gusts at opponent (use APs of power as AV/EV, target's DEX/BODY as OV/RV, use;
    - use wind to attack area (multiple targets, same as above)
    - create vacuum (use APs of power as AV/EV, OV/RV=volume of air to be displaced, +2 column shift—characters caught in area lose 1 AP of Body per phase of exposure)
    - simply use to move volume of air
  - **Dimension Travel: (**see p. 141)
  - **Dispersal:** Character can disperse atoms to become intangible (p. 128)—each AP used:

- 1 AP added to OV/RV against Physical Attacks
- 1 AP subtracted from STR
- Character may pass through objects with APs of dispersal=or greater than BODY of object
- May use as attack my putting hand inside target and partially solidifying (AV/EV=Dex/AP of Power, both suffer attack, OV/RV for attacker BODY/BODY, defender DEX/BODY.

  - **Superspeed:** Character has Superspeed and may(p. 124):
    - add APs of power to initiative
    - travel at speed=AP of power
    - subtract APs of power from time to perform task
    - substitute APs of power for DEX (AV/OV for/against physical attacks)

- **Common Combat Maneuvers:**
  - *Offensive:* Critical Blow (harder to connect, more damage, p. 20), Devastating Attack (more powerful Critical Blow, p. 20), Flailing Attack (easier to connect, less damage, p.20), Grappling Attack (p. 21), Multi-Attack (p. 21), Sweep Attack (using an object to hit multiple targets, p. 22), Team Attack (p. 22), Pull a Punch (cause slightly less damage to not cause Knockback, p. 22), Planned Knockback (p. 22), Charge (p. 22), Take Away (p. 23), Trick Shot (p. 23)
  - *Defensive:* Block (p. 23), Dodge (p. 24)
  - *Initiative:* Press the Attack (your targets have their OV reduced -1, your OV also reduced -1, p. 24), Laying Back (your targets have their OV increased +1, your OV also increased +1, p. 24)

- **Last Ditch Defense and Desperation Recover**
  - *Last Ditch Defense:* immediately spend up to your RV in Hero Points to reduce RAPs of damage
  - *Desperation Recovery:* pay 15 Hero pts. to make a Recovery Check (p. 19) (your character or another—unless under 0 Current Condition, then pay 1 to increase only to 0)

Character Interaction

- **Interrogation, Persuasion, Intimidation:** All use Influence/Aura as the AV/EV, Influence/Spirit as the OV/RV. RAPs generated determine degree of success or failure.

Flash's Non-Combat Skills

- **Scientist:** analyze structure of physical objects (AV/EV=AP of skill, OV/RV of character that designed object,) draw blueprints for objects (p. 154)
- **Gadgetry:** build gadgets (see rules manual p. 50), identify gadget (AV/EV=AP of skill, gadget's highest AP value as OV/RV (p. 150)
- **Using Skills "Unskilled:"** Acrobatics, Animal Handling, Detective, Gadgetry, Medicine, Military Science, Scientist, Thief, Vehicles, Weaponry—Substitute the Link Attribute (listed in the Rules Manual), +2 Column Shifts to OV/RV (Artist, Charisma, Martial Artist, Occultist cannot be used unskilled)