

#	Crime	Culprits
1	Robbery	Street Criminals
2	Assault / Mugging	Mobsters
3	Kidnapping	Lunatics
4	Arson / Vandalism	Ninjas
5	Espionage / Fraud / Hacking	Robots / Minions
6	Terrorism / Hero-Trap	Supervillain

#	Target
1	Government Authority (Police Station, Monument, Elected Official)
2	Multinational Conglomerate (Server-Farm, Offices, Chairman)
3	City Services (Fire Dept., Bridge, Blue-Collar Workers)
4	Big Money (Bank, Vault, White-Collar Workers)
5	Scientific Community (Laboratory, Power-Station, Interns)
6	Esoteric (Antique-Shop, Old Statue, Aged Librarian)
7	Locals (Cafe, Park, Random Civilians)
8	True Victims (Orphanage, Heritage Site, Humanitarian Figure)
9	Superhero Related (Friend, Secret Identity, Love-Interest)
10	Part of a Larger Plot or Mystery

#	Criminals are...
1	Focused & Well Prepared
2	Well Prepared
3	Focused
4	Extra Belligerent
5	Nervous or Desperate
6	Unaware

#	Scene Complication
1	This is a Distraction (Roll for the real Crime)
2	Extra Hostages or Bystanders
3	Collateral Damage (Weapons or Events)
4	Inclement Weather / Bad Luck
5	Rival or Henchman Interrupts
6	Superpower failure / Out of Ammo / Kryptonite