

| # | 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 |