**Changes to the Combat System**

**Recovery Rolls**

During combat, your character will lose hit points, mental hit points and energy. He regains those points by making recovery rolls. The recovery for a given attribute is based on one or more of your primary attributes.

* Hit Points – Toughness Die + 1d6 (+1d8 for Super Tough)
* Mental Hit Points – Willpower Die + 1d6 (+1d8 for Super Will)
* Energy – Dice of your two highest stats + (+1d10 for any super stat, or 1d6 if none)

There are two situations in which you can make a recovery roll:

* During initiative, if you roll a 1 or 12, you can make a recovery roll in any one of the three categories.
* A character that has not taken any action, used any energy, or lost any hit points in a given round may, at the end of that round, roll recovery in all three categories as his action.

**Range Increments**

Instead of explicitly listing range bands for each ranged power, all ranged powers have an increment listed. Any attack made at a range equal to or less than the range increment takes no range penalty. For every range increment beyond the first, the to-hit roll is penalized by -1.

**Consciousness Checks**

Powered characters never roll consciousness checks when they reach the 50% and 75% thresholds. Conversely, non-combatant NPCs are assumed to always fail these rolls and will drop when half their hit points are gone. Combatant NPCs (police, soldiers) can make toughness checks to remain conscious, or auto-fail the checks at the discretion of the GM.

**Wounding (not sure if this works or not)**

There are no impairing wounds in d12 Supers. However, a single attack that does ¼ or more of a character’s total hit points does have an effect based on a d12 roll.

**Damage Effects**

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| **D12 Result** | **Effect** | **Mental** |
| 1-2 | Graze | No additional effect |
| 3-4 | Knockback +1d6 |  |
| 5-6 | Bleed until next recovery |  |
| 7-8 | Winded until next recovery |  |
| 9-10 | Dazed next action | Dazed next action |
| 11 | Stunned next action | Stunned next action |
| 12 | Wound (and roll again) |  |

**Knockback**

Attack powers inherently have the attribute of Knock(2), meaning that any die (to-hit or damage) rolled when this attack connects produces knockback if the top two numbers are rolled. So, on a d8, a 7-8 produce knockback; a d12 produces knockback on an 11 or 12.

(Note: This does have the counter-intuitive effect of higher damaging attacks actually producing LESS knockback. I think this might balance these attacks better by giving low-damage attacks a little advantage.)

On any attack that hits, any die that knocks does +1d6 hexes of knockback. If the defender is knocked into empty space, he lands prone, but suffers no ill-effects. However, if he is knocked into an object, both he and the object suffer 1d6 damage for every 2 hexes of knockback (1d3 for the odd hex). This damage is physical damage.

**Mental Attacks**

Mental attacks are resolved in a similar fashion to normal attacks. The mental fighting style of the combatants is added to a roll of 1d12. If the attacker’s total is equal to or higher than the defender’s, the attack is successful.

Successful mental attacks damage the target’s mental hit points and are reduced by any mental armor powers the defender has. A combatant reduced to zero mental hit points is defeated.

**Mental Control**

Certain mental powers do not do damage when they hit. Instead, they grant a number of control points to the attacker. Mental control is reduced by armor, just like damage from a regular attack. Control points stack round to round and once an attacker gains a control total greater than the defender’s current mental hit point total, the defender falls under the control of the attacker.

**Mental Recoveries**

When a character takes a mental recovery, he can either increase his mental hit points, or if his mental hits are already at their maximum, he can reduce the mental control scores of all the mentalists who are currently attacking him.

If a mental recovery roll takes a victim’s mental hits above the control score of an attacking mentalist, the victim is immediately freed from control and can act normally. The control points remain however, and the mentalist may be able to reassert control in future combat rounds.

**Controlled Combatants**

Controlled combatants do not move or act on their own. Unless commanded by the controlling mentalist, they will stand around as though stunned, unable to do anything but defend at a -2 penalty.

Issuing commands is a half action for the mentalist, but he may issue any number of mental commands to any number of victims in that time.

Once a command is issued, the target gets a free mental recovery as his mind tries to fight the command. If the recovery roll fails to free the victim, he carries out the command to the best of his ability. Once he has completed the command, he stands still and waits for the next order.

**Multiple Targets**

A mentalist has no limit to the number of targets he can control. However, since the majority of mental powers affect only one target, the mentalist will have to juggle maintaining control with issuing commands to multiple targets. Thus, controlling more than one foe will be difficult for beginning mentalists.

**Multiple Mentalists**

Mentalists may not help each other by adding their control points on a target. However, one mentalist may assist another by attacking the same victim. One mentalist reduces the target’s hit points, while another accumulates control.

In addition, two mentalists may fight for control of a single target. In this case, if a mentalist has a control total higher than the mental hit points of a target, and has the most control points of all the mentalists, he has control of the target.

**Friendly Mentalists**

A friendly mentalist can issue the command, “Do as you will” or something similar to allow a character to be free of mental control. The mentalists control total will shield the target from other attacks (until another mentalist gains enough control points, of course). A target will recover and resist even friendly mentalists normally – there is no way to “turn off” mental recovery, or selectively “not recover” mental control.

**Status Effects**

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| **Status** | **Effect** |
| Afraid | A character that is afraid must flee until he either makes his saving throw, or until he breaks line of sight with, and is more than a full move away from, the cause of his fear. |
| Apathetic | An apathetic character gets a -2 initiative, -1 to hit and -1 damage/die. However, he gets double the chance to recover (1-2 & 11-12 on the initiative roll). |
| Bleeding | A bleeding character takes 1 point of damage and 1 energy each round until his next recovery. |
| Blind | A blind character is at a -4 to his hand to hand attacks, and -8 to ranged attacks. In addition, he takes a -2 to all parries, and a -4 to all dodges. At the GM’s discretion, he may have to make perception rolls to move without wandering off target. |
| Chilled | A chilled target is at a -1 for pretty much every combat roll. They take a -1 to attack, defenses, initiative, movement and do 1 less point of damage for each damage die they roll. The -1 to skill rolls can stack up to 3 times. The damage penalty does not stack. |
| Choking | A choking character must save each round. If he makes his save, he is -1 to all actions. If he fails, he is unable to act and can only defend at a -2. |
| Crippled | A crippled character gets a -2 to his defenses, -2 initiative and a -2 to any ground movement. |
| Cursed | A cursed foe takes a -1 to all rolls and if he rolls a 1 on any die (d12, like a skill roll, to hit, or initiative), his action immediately ends and he takes 1d6 damage (no armor) from an instance of bad luck. |
| Dazed | A dazed character gets a -1 to his rolls and can take only a half-action. |
| Dissolve | The victim’s armor value is reduced by the strength of the dissolve for the duration of the fight. |
| Enraged | An enraged character gets a -2 to hit and -2 to his defenses, but does +2 damage/die. In addition, if he rolls 10, 11 or 12 on his initiative roll, he goes crazy and attacks the nearest character. |
| Entangled | An entangled character cannot move, or take any action except for attacking his entanglement, until he is freed. |
| Envenomed | The victim loses 1d6 hit points each round. There is no defense against this damage unless the character has resistance to toxins. Venom does not stack. A character can only be under the effects of one envenomed effect at a time. |
| Grappled | A grappled combatant cannot move and has his actions limited. The Grapple Strength is equal to the strength score of the grappler (+12 if he has super strength) and whatever bonus he has due to any powers.   * *Activate Power* – Activating an inherent power that does not require free movement of your body can be done without a save. However, if the power requires you to move freely (especially your arms), you must save as though you were attacking. * *Attack Grappler* – The victim of a grapple can attack the character holding him with an attack, but to do so, he must make an AGI save vs. half the grapple strength, or 14, whichever is higher. If your attack requires you to use a device or a weapon, your save is at -4. Any attacks while grappled are at a -2 and melee attacks are also -1 damage/die. * *Drag Grappler* – If the held character can succeed in a STR test against his captor, he can drag him, but his movement rate is halved. * *Escape* – Escaping takes a full round and requires a STR test against the grapple strength. |
| Ignited | An opponent who is “ignited” suffers 1d6 damage each round (no defense). If the die comes up a 1 or 2, the burning stops. If the die comes up a 6, another burning die is added next round. The target can stop burning by taking a full action to “stop, drop, and roll.” |
| Sickened | A sick character is -1 to all actions. This effect can stack up to 3 times. |
| Slowed | Victim is -2 to movement and -2 initiative. This effect can stack up to 3 times for a maximum penalty of -6. A character who has a negative initiative may not act that round. |
| Smitten | A smitten character cannot attack the opponent who gave him this status. However, if that opponent attacks him, the status is ended. Once a smitten character is free of the status, he cannot be affected by the same opponent again for the rest of the encounter. |
| Snared | The victim has his movement rates reduced by the strength of the snare. |
| Stunned | The character cannot attack, move or otherwise activate powers (though powers that were on when he was stunned remain on). He can only defend at a -2. |
| Winded | A winded character has the energy costs of his powers increased by 1 point for every 4 points of energy they now cost (round up). Movement takes an additional 1 point of energy for each 4 hexes moved. |
| Wounded | A wounded character has his maximum hit points reduced (usually by the amount of damage done by the wounding attack) until medical attention is received. |