**Experience**

Because of the addition of powers and the subsequent increase in the number of abilities that a player will have to improve, I have decided to abandon the random aspect of experience for the supers game. D12 Supers will use a standard point buy system for experience.

**Earning Experience**

Possible experience gains come from the following categories:

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| **Category** | **Award** |
| Nightly Participation | 1-3 xp |
| Unused Inspiration | 1 xp/inspiration |
| Meeting an Important NPC or Villain (first time) | 1 xp |
| Capturing a Villain/Foiling a Plot | 2-5 xp |
| Overcoming a Character Flaw/Obstacle | 1-3 xp |
| Doing Comic Hero Stuff (giving an interview, dealing with your secret ID) | 1 xp |
| Visiting an Important Site or Location (first time) | 1 xp |

So, in a play session in which a character participated (2xp), met one important NPC (1xp), visited an important location (1xp), captured a villain (3xp), and gave an interview (1xp), that character would earn 8 experience for the night.

You can spend your experience on the following:

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| --- | --- | --- |
| Raise Non-Combat Skill | 3xp | +1xp |
| Raise Combat Skill | 10xp | +5xp |
| New Perk | 4 x buy cost |  |
| Super Stat | 50xp | +25xp |
| HP/MHP/Energy Die | 10xp | +10xp |
| New Powerset | 50xp | +25xp |
| New Power | Buy cost |  |

You can also enhance existing powers. Each power has 6 enhancement slots into which players put enhancements. As a general rule, each enhancement is approximately a 33% increase in power, and only 3 of the same enhancement can be put into a given ability.

Possible enhancements are as follows:

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| --- | --- | --- | --- |
| **Name** | **Description** | **Cost** | **Additional** |
| Accuracy | Gives the power a +1 to hit | 10xp | +5xp |
| Area | Increases the area of effect by 1/3 | 10xp | +10xp |
| Armor | Increases all armor values by 1/3 | 10xp | +10xp |
| D4 Buff, Damage and Diced Effects | Adds a die to the effect. +5 for area or mental powers. | 10xp | +10xp |
| D6 Buff, Damage and Diced Effects | Adds a die to the effect. Higher value is for AoE or mental effects. | 15xp | +15xp |
| D8 Buff, Damage and Diced Effects | Adds a die to the effect. Higher value is for AoE or mental effects. | 20xp | +20xp |
| D10 Buff, Damage and Diced Effects | Adds a die to the effect. Higher value is for AoE or mental effects. | 25xp | +25xp |
| D12 Buff, Damage and Diced Effects | Adds a die to the effect. Higher value is for AoE or mental effects. | 30xp | +30xp |
| Defense | Increases the defensive bonus of a power by 1 | 10xp | +10xp |
| DL Increase | Increases the DL of a power’s save by 2 | 10xp | +15xp |
| Duration | Increases the duration of a power by 1/3 | 10xp | +5xp |
| Energy | Reduces the energy consumption by 1r, 1u or 1s | 20xp | +20xp |
| Entangle | Purchase the armor and diced effect enhancements |  |  |
| Movement | Increases the move rate by 1/3 | 10xp | +10xp |
| Movement Multiple | Increase the overland multiple of the power | 10xp | +5xp |
| No Energy Requirement | Power costs no energy (only if already down to 1 energy and the power allows the no energy enhancement) | 20xp |  |
| Proc | Increase the proc chance of a power by 1 | 10xp | +10xp |
| Range | Increase the range band of the power by 2 if the range is 4 or more and 1 if it is 3 or less | 10xp | +5xp |
| Resistance | Increase the resistance multiple by .25 | 30xp | +30xp |
| Skill | Adds a +2 bonus to the skill roll | 10xp | +5xp |
| Snare | Increase snare strength by 1dx | Diced cost + 5 | same |
| Summon | Increase the number of summoned creatures by 1 | 50xp | +25xp |