Thinking 4x4 combat

Each character rolls a d20 and adds their dexterity to find an order.

Each character has a strength, dexterity and constitution stat

Strength modifies damage for physical attacks

Dexterity decides load order and dodge chance

Constitution decides Health

Level decides AP

AP is needed for special powers

Each character has 4 powers/skills:

One that is free, but usually weaker which can be done while AP is regenerating

The others have low medium or high costs of AP and get more powerful the higher the cost

Some powers may not be attacks e.g healing and buffs

Each move has a type, if an enemy is resistant to it damage is halved, if an enemy is weak to it then damage is doubled. Some types are subtypes of other types. E.g. explosive and bullet are subtypes of physical, but a punch is just physical. Therefore, bulletproof enemies will be resistant to type bullet, whereas hulk would be resistant to all physical damage and its subtypes

AP is regenerated every turn

While blocking AP regenerates at double speed and half damage is taken

Characters with the ability to heal themselves automatically will have the healing factor trait. The higher the number the quicker they heal

If multiple members of your team are of the same group they get team chemistry adding +1 to damage for each member of the same group on every attack

Strength scale:

1: Below Normal

2: Normal

3: Athlete

4: Peak Human Potential

-- Superhuman Strength starts now --

5: 800lbs – under 5 tons

6: 5 tons – under 10 tons

7: 10 – 25 tons

8: over 25 tons – 75 tons

9: over 75 tons – 100 tons

10: excess of 100 tons