**D12 Supers**

You are a young superhero just starting your crime-fighting career…

Character Creation

Before you embark onto the streets of your city, you must create your superheroic persona. To do so, follow the following steps:

##### *Character Creation Checklist*

*The steps to creating your d12 Supers character are as follows:*

* *Generate your 7 Primary Stats*
* *Choose your* ***Day Job***
* *Choose your starting* ***Power Sets***
* *Choose your* ***Fighting Profile***
* *Purchase your starting* ***Powers***

**Primary Stats**

Characters in d12 Supers have seven Primary Statistics. The starting value for each statistic is generated with a roll of 2d4+6 to give starting values between 8 and 14. All attributes allow for a bit of interpretation with regards to their meaning. Some characters with a high muscle stat might be big, bulky and muscular. Others might be wiry and vigorous, but the game effects will be the same.

#### Muscle (M)

Muscle represents your character's physical strength and the ability to effectively leverage that strength. Muscle tests are used to open doors, wrestle a struggling enemy to the ground, and to withstand being knocked over by a charging foe.

#### Skill (S)

Skill represents the agility and dexterity of your hero. Characters with a high skill statistic are good at using missile weapons and dodging blows. Skill tests are used to determine the success of tasks requiring hand-eye coordination or nimbleness.

#### Reflex (R)

Reflex measures the raw reaction-time of your hero and their ability to perceive danger and react to it in a timely manner. Reflex is used to determine your initiative in combat and to dodge many traps.

#### Toughness (T)

Toughness is a measure of your character's hardiness and their ability to withstand damage and other hardships. It determines your starting hit points and how resistant you are to poisons and diseases.

#### Wit (W)

Your wits are a measure of your intelligence and your perception. If you need to answer a riddle or spot a subtle clue hidden in a room, you will make a wit test.

#### Power (P)

Power represents your force of will, your luck, and your connection with the magical aspects present in the campaign world. Characters with a high power score make the best mentalists and magicians.

#### Charisma (C)

Charisma is a measure of your character's looks, personality, confidence and connection to the divine. Many interpersonal skills rely on charisma, as do some magical ones.

##### *Character Creation Checklist*

* *Generate your 7 Primary Stats*

*To create your primary stats, roll* 2d4+6 *seven times and record the results. Now assign each of the values to one of the primary stats in whatever order you choose based on the type of character you intend to play. A brawler will focus on Muscle and Toughness, while a cunning detective will want Wit and Reflex*.

### Stat Bonuses

Each stat has a bonus associated with it based on its raw value. The bonus is used to calculate figured stats as well as the effective values of skills.

**Stat Bonus = (stat - 10) / 2**

With odd-valued stats, you will calculate a bonus with a 1/2. Keep the fraction and record it. If you apply two stat bonuses (which you do for skills), two half bonuses add up to an additional +1.

**Effect Dice**

Each stat also has an effect die based on your character’s score for that stat. When the result of an action isn’t simply pass or fail, you may be asked to roll one or more effect dice based on the stats involved in the task. The most common example of this is combat – when you hit your opponent, one of your damage dice is your muscle effect die.

|  |  |
| --- | --- |
| **Stat Value** | **Effect Die** |
| 0-3 | 1d3-1 |
| 4-5 | 1d3 |
| 6-8 | 1d4 |
| 9-12 | 1d6 |
| 13-15 | 1d8 |
| 16-18 | 1d10 |
| 19-20 | 1d12 |
| 21-22 | 1d12+1 |
| 23-24 | 1d12+2 |

**Day Jobs**

A day job represents what you did before you became a superhero, or what you do when you are not fighting crime. You could be a billionaire playboy, a hard-boiled detective, or a struggling student. Choosing a day job will give you a couple bonuses to your stats, a set of proficiencies, and a special boon.

**Proficiencies and Tasks**

Because the focus of the game is on the capabilities of your superhero, d12 Supers abstracts mundane skills. Actions like picking locks, or giving a speech fall under the concept of proficiencies.

When you choose a day job, you are assumed to have all the skills that go with that job. A detective should be able to search an area for clues, question suspects, and be knowledgeable on police procedure. A newspaper reporter should be able to write and interview people. All the tasks that are important to the job are included when you pick the job – there is no need for a specific skill list.

When the players are presented with a task, the GM will determine what two stats are relevant to that task, and which characters will be proficient at that task based on their day jobs. Characters that are proficient at the task at hand can roll with a skill value of 8 + stat bonus. The GM may rule that some characters are semi-proficient. They can roll at 4 + stat bonus. Other characters can roll at 0 + stat bonus.

To avoid any misconceptions, the player and GM should discuss a set of tasks that the PC will be proficient with. The day jobs listed below will have some sample tasks to get you started.

##### *Character Creation Checklist*

* *Choose your* ***Day Job***

*Choose your day job. Each day job has two small stat bonuses, and a list of sample proficiencies. Record those on your character sheet. Finally, choose one of the listed boons and record that on your sheet.*