**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.

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| **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.*

**Sample Day Jobs – Hero High School**

Here are a set of sample day jobs for a campaign in which the PCs are high school students by day.

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| **Bad Kid** |
| You spend a lot of time hanging out under the bleachers, smoking, drinking, and generally getting up to no good. |
| Stats   * +1 Reflex * +1 Toughness |
| Sample Proficiencies   * Find Quiet Spot (RW) – You know many of the out-of-the-way places in and around the school. If you need to arrange a fight, or an illicit deal, you can probably find somewhere suitable. * Intimidate (CT) – Your reputation as a tough kid is known throughout the school. Often, all it takes is one look from you for people to get out of your way. * Lie (CW) – You are good at telling and spotting lies. * Pick Locks (RS) – You learned this skill in juvie. * Shady Dealings (CT) – You know most of the other bad kids, and their business. If something is going down, you know. |
| Boons   * Tricky – You get +1 Charisma, and get a +2 to any social check where you are deceiving someone * Tough – You get +1 Toughness, and an additional +2 Hit Points |

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| **Computer Geek** |
| You spend hours and hours in front of your computer… |
| Stats   * +1 Reflex * +1 Wit |
| Sample Proficiencies |
| Boons |

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| **Gamer** |
| You love games of all types |
| Stats   * +1 Reflex * +1 Wit |
| Sample Proficiencies   * Feats of Skill (RS) – Years of video games have honed your reflexes and fine motor skills. * Logic and Puzzles (RW) – Over your years of gaming, you have encountered numerous logic puzzles and you have solved all of them. * Play Games (RW) – You are a master of all types of games. * Pop Culture (RW) – Your knowledge of pop culture and memes is unmatched. * Up Too Late (PT) – Regular late nights allow you to function normally, even when fatigued. |
| Boons   * Tactics – At the beginning of a fight, you can roll to gain a set of rerolls for your team. |

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| **Goth** |
| Look at all these normie sheep wasting their time engaging in the banal social rituals of high school. Put on another Cure album and pass the eye liner. |
| Stats   * +1 Power * +1 Reflex |
| Sample Proficiencies   * Artistic Flair (CR) – Though your tastes lean dark, you have a talent for poetry and art. * Get Ignored (PW) – Your aura of disdain and disinterest makes people want to avoid you which can be great if you have something to discuss in secret. * Sarcastic Remark (RW) – You can respond to any social situation with cutting sarcasm which often shuts down an argument. |
| Boons   * Lone Wolf – You get Armor 1/1/0 and +1 to all rolls when you are acting alone. * Night Owl – You get a +1 to all rolls when acting at night and an additional +2 to sneaking checks. * Wake Up Sheeple – You get Armor 0/0/1 and a +1 to all saves. |

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| **Jock** |
| You are a superb athlete and spend much of your free time practicing and training. |
| Stats   * +1 Muscle * +1 Skill or +1 Toughness |
| Sample Proficiencies   * Coach’s Favorite (CM) – Coach gives you a lot of leeway, and you can usually count on him to get you a hall pass. * Feat of Skill (ST) – You are quick and skillful. Feats of leaping and balancing are easy for you. * Feat of Strength (MT) – You are strong and powerful. If something needs to be lifted or pushed, you are the one to call. |
| Boons   * Endurance – Your rigorous training gives you +1 Energy. * Gymnast – Your acrobatic skills and flexibility assist you in battle. You have Resist Prone(1) and get +1 Run and Jump. * Tough – You start the game with +4 Hit Points. |

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| **Popular Guy/Girl** |
| You are part of the “in” crowd at school. You are charismatic, confident, and liked by students and teachers alike. You have access to the best parties, the best gossip, and the best table at lunch. |
| Stats   * +1 Charisma * +1 Power |
| Sample Proficiencies   * Gossip (CW) – It is amazing how much gossip can be exchanged in the five minutes between classes. * Privilege (CP) – You use your status to skip lines, and get access to places you probably shouldn’t be allowed to go. * Secure Invite (CP) – With a few directed inquiries, you can score an invite to any party going down at the school. * Skip Class (CP) – You are well-known as a “good kid” and so no one questions your excuses for missing class. * Social Media (CW) – You are a master at getting likes, swipes, clicks and followers. * Win Election (CW) – Head Cheerleader? Class Representative? Student Council President? No problem. |
| Boons   * Crowd Favorite – You get a +1 to any check if there are 3 or more people watching you. * Social Butterfly – You get +2 to all social checks. * Toady – You have an admirer who follows you around and does your bidding without question. He is obviously a non-combatant, but he will pass messages for you, spy for you, and most importantly, carry your books. |

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| **Science Club Nerd** |
| You are fascinated by science and spend almost all your free time in the labs at school. |
| Stats   * +1 Reflex * +1 Wit |
| Sample Proficiencies   * Access Lab & Supplies (CR) – You can talk to your teachers and convince them to give you access to the lab and storage rooms. * Investigate (RW) – You have an eye for detail * Logic & Puzzles (RW) -- * Perform Experiments (RW) – You can perform scientific experiments. * Synthesis (RW) – You can synthesize chemical compounds with the proper lab equipment. |
| Boons   * Healer – You can spend a combat round adjacent to an ally to heal them 1d4 hit points * Pharmacist – You can spend time in the lab to create up to three doses of buffs (+2 to a stat) * Smelling Salts – You can spend a combat round adjacent to an ally to allow them to make an immediate saving throw to overcome a status they are suffering |

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| **Stoner** |
| You are fascinated by science and spend almost all your free time in the labs at school. |
| Stats   * +1 Charisma * +1 Toughness |
| Sample Proficiencies   * Party Hard (CT) -- * Score Weed (CW) – You can always find |
| Boons   * On(to) Something – Once per game session, you can spend one energy and ask the GM a question about your current situation. * Pain Killer – Spend one energy and you can ignore one level of penalty for the remainder of the battle. * Well Preserved – Resist Poison(1) |