**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 super heroic 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 Style***
* *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 2d6+4 to give starting values between 6 and 16. 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* 2d6+4 *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 | Effect Die | Lift |
| 0 | 1d3-1 | 25 kg |
| 1 | 1d3-1 | 30 kg |
| 2 | 1d3-1 | 35 kg |
| 3 | 1d3-1 | 40 kg |
| 4 | 1d3 | 45 kg |
| 5 | 1d3 | 50 kg |
| 6 | 1d4 | 60 kg |
| 7 | 1d4 | 70 kg |
| 8 | 1d4 | 80 kg |
| 9 | 1d6 | 90 kg |
| 10 | 1d6 | 100 kg (a person) |
| 11 | 1d6 | 120 kg |
| 12 | 1d6 | 140 kg |
| 13 | 1d8 | 160 kg |
| 14 | 1d8 | 180 kg |
| 15 | 1d8 | 200 kg |
| 16 | 1d10 | 240 kg |
| 17 | 1d10 | 280 kg |
| 18 | 1d10 | 320 kg |
| 19 | 1d12 | 360 kg |
| 20 | 1d12 | 400 kg (grand piano) |
| 21 | 1d12+1 | 480 kg |
| 22 | 1d12+1 | 560 kg |
| 23 | 1d12+2 | 640 kg |
| 24 | 1d12+2 | 720 kg |
| 25 | 1d12+1d4 | 800 kg |
| 26 | 1d12+1d4 | 900 kg |
| 27 | 1d12+1d6 | 1000 kg (compact car) |
| 28 | 1d12+1d6 | 1200 kg |
| 29 | 1d12+1d8 | 1400 kg |
| 30 | 1d12+1d8 | 1600 kg |

### Super Stats

Each stat has a power which represents having uncanny ability in that particular area. These Super Stats are a power available to every powerset (but not listed). One super stat can be bought at character creation for 30 power points. Additional super stats cannot be purchased, but instead are unlocked as level up rewards.

The first super stat a character gets is considered his primary super stat and it provides a +8 bonus to the stat. The second and third super stats give a +4. No character can have more than three super stats.

**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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| **Bookworm** |
| You love books. You are always in the library. |
| Stats   * +1 Power * +1 Wit |
| 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. * Research (RW) – You have read a ton of books and have absorbed all of that knowledge. |
| Boons   * Dabbled in the Occult – You get +1 to saves vs. Magic or Mental powers. * Secret Tome – You have managed to gain access to the secret section of the library containing all sorts of forbidden books. Lying there in the dust, you found the |

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| **Computer Geek** |
| You spend hours and hours in front of your computer… |
| Stats   * +1 Reflex * +1 Wit |
| Sample Proficiencies   * Electronics (RW) – You have knowledge of electronic systems and can create/repair circuits. * Find Information (CW) – Your knowledge of the internet gives you the ability to answer many questions with a few simple searches, and email inquiries. * Hack (RW) – You have access to scripts and techniques that can give you access to systems for which you have no permission. * Program (RW) – You can write programs on your computer to automate tasks. |
| Boons   * Dumpster Diver – You have a near-limitless supply of computer and electronic parts which you scavenge from the dumpsters outside of the school and some local shops. You somehow use these parts to create state of the art computers and electronics. * Robot Buddy – You have a programmable robot assistant who travels with you. The assistant is a non-combatant, but can help carry things, answer questions, make coffee, etc. |

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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   * Energy Drinks – Once per night, you can regenerate an energy, but you are Blurry for the rest of that battle. * Tactics – At the beginning of a fight, you gain a tactics reroll that can be used by anyone on 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, you are proficient at sneaking and get 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 Move 2. * 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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| **Redneck** |
| You grew up on a farm, in country or in the woods, with lots of time for fishing, hunting and four-wheeling in the mud. |
| Stats         +1 Skill         +1 Toughness |
| Sample Proficiencies         Hunting (SR) – You’ve been hunting with your pops since you were old enough to hold a bow.         Fishing (SR) – Similar to hunting, you’ve been known to catch the biggest fish around.         Driving (SR) – You’ve been behind the wheel of your ATV since age 10, it’s second nature at this point.         Animal Care (RS) Whether you’ve been with farm animals, or just out in the wild, you’ve         Consume Alcohol (TP) – “Have you ever had bathtub moonshine?” |
| Boons         Backwoods Weapon – You get one free 20pt non-signature attack adder/weapon skill, which can change if you are able to get back to your stash         Tough – You get +1 Toughness, and an additional +2 Hit Points |

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| **Rich Kid** |
| Your parents have money. Lots of money. |
| Stats   * +1 to any two stats |
| Sample Proficiencies   * Avoid Consequences (CW) – Your money and privilege will get you out of tons of minor legal troubles. * Financial (RW) – You can manage money. You know how to work stocks, bonds, and real estate. |
| Boons   * Allowance – You can pretty much buy anything you need, and then maybe a little more. You have enough funds to buy any mundane items and gear you want. * Friends in High Places – Someone powerful owes your family favors. If you get into trouble, you may be able to call those favors in. * Servant – You came to school with your very own butler/maid. |

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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 with probing the depths of human consciousness… mostly by altering it using whatever means you can find. If it can be drank, smoked, or popped, you have likely tried it. Oh, and Doritos… lots of Doritos. |
| Stats   * +1 Charisma * +1 Toughness |
| Sample Proficiencies   * Avoid Authority (RW) – You seem to know when the administration is going to do a random locker check. * Party Hard (CT) – You get invited to all the good parties, party hard for hours, and no one notices any ill-effects the next day. * Score Weed (CW) – Your knowledge of the dealers and stoners in the school means you are never far from your next score. |
| 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 Chemicals/Poison(1). |

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| **Theatre Kid** |
| You’re a born performer, you live for the stage and everything surrounding it. |
| Stats         +1 Wit         +1 Charisma |
| Sample Proficiencies         Improvise (CW) – You have an affinity for improvising a performance out of any sort of situation         Perform (CW) – The whole world is a stage, and you, it’s star.         Lie (CW) – You are good at telling and spotting lies.         Crafty (RS) – You’ve had experience in on all sides of theater, with a basic knowledge of electrics, painting, sets, and prop construction. |
| Boons   * Big Personality – You get +2 to all Mental Saves against powers that make you act against your will. * Quick Change – If you are out of sight of everyone, you’re able to change outfits as a free action. * Star Material -- +1 Charisma, +1 to all rolls when you have three or more spectators. |
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**Powersets**

Every hero has one or more powersets that define the extent of their powers. In most campaigns, you start with two powersets and can unlock others as you level. When you unlock a powerset, you get access to its powers, fighting styles, and special mechanics.

**Powerset Flavor**

Powersets are based around a theme, and include powers and mechanics that fit that theme. You can change the flavor of a powerset so that it better matches your character’s concept. Some of these changes will be purely cosmetic, requiring no tweaks to the mechanics of any of the powers. If you want your Energy Projection powers to be x-rays, lightning bolts, or dark matter, and it has no impact on the powers, so be it.

Some changes will require modifications that are already listed in the powerset’s special mechanics. The most common example of this is device sets, like Archery, allow you to decide that the powers come from you, and not a device. In this case, you apply a +1 to the burn rating of the powers, and now the arrows come from you and not a bow. Of course, you might want to further flavor the set, and make the powers shoot energy, or shards of metal.

Some powerset modifications will require tweaking the powers so that they better fit. If you define your Archery set to be inherent, and decide that the power Hunting Arrow represents bolts of flame, you may want to change the power’s damage type from physical to energy. Since the powers in the sets are balanced against each other, these types of changes require your GM’s permission, and will usually result in the burn rating of the power increasing, or the removal of another of the power’s advantages.

##### *Character Creation Checklist*

* *Choose your starting* ***Powersets***

*You unlock two powersets when you create your character. Look at the available sets and choose two. Decide how the powers in those sets fit with your origin and character concept, and then list the sets on your character sheet.*

**Fighting Styles**

Each powerset you unlock will have one or more fighting styles associated with it. Each style consists of the combat skills

* Strike – Melee attack skill
* Block – Melee defense skill
* Shoot – Ranged attack skill
* Dodge – Ranged defense skill
* Zap – Magic/mental skill used for both attack and defense

Skills will be listed with two stats, and a bonus. For example, in the following style

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Skirmisher | MS+2 | MS+2 | RS+3 | RS+3 | PW+0 |

You see the Strike skill listed as MS+2. That means if you use this fighting style, your melee attack is based on your Muscle and Skill stats, and in addition to your bonuses in those stats, you get a +2 to your skill value.

In addition, every super character is proficient in combat, and thus each of the five fighting skills gets a proficiency bonus of 8, along with stat bonuses, and the listed style bonus.

If you fought with the Skirmisher style and your Muscle stat was 12 (+1), and your Skill stat was 14 (+2), we would calculate your final strike skill as follows:

***Proficiency Bonus + Muscle Bonus + Skill Bonus + 2 = 8 + 1 + 2 + 2 = 13***

Once you pick your two powersets, you will have at least two fighting styles available to you, and possibly more. However, a character can only have a single fighting style. From all the available styles, choose one with which to start the game.

Once you choose a style, you can only change it by spending options as you level up, and only then if you have some training or other in-game reason to change.

##### *Character Creation Checklist*

* *Choose your* ***Fighting Style***

*From all the fighting styles listed in your two powersets, choose one, calculate the values of the five combat skills and record all this information on your character sheet.*

**Powers**

Having a powerset unlocked does not automatically give you the powers in the set. You must buy powers with your starting allowance of 160 power points. You can mix and match powers freely between your chosen powersets.

**Power Stunts**

By default, every powerset has a power called Stunts. Stunts costs 10 points and allows you to create minor effects that are not otherwise listed in any other power. These effects are typically non-combat, but can be used to create some minor modifiers (+/- 1) at the GM’s discretion.

**Power Properties**

Each power has a number of properties to indicate how it behaves in game. Let’s explain those properties so you can make the bests choices for your super hero.

**Name**

Just the name of the power. As part of flavoring your power, you can change the name without issue. However, you should probably note the original name in case you need to look something up later.

**Category**

Powers are grouped into the following categories

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| --- | --- | --- |
| **Category** | **Code** | **Meaning** |
| Adder | + | Adders are activated at the same time as another power, and enhance that power’s effect. The type of power is included in the category. An attack adder would be A+ for instance, while a movement adder would be M+. |
| Armor | R | Armor powers are either always on, or toggle powers that reduce the damage you take from attacks. Armor powers stack, but only two such powers can stack on you at the same time unless otherwise noted. |
| Attack | A | Attacks affect enemies in battle. They usually take a ½ action to activate, and their activation ends your turn.  Attacks are further categories as either   * (r)anged * (m)elee * (t)argeted area * (p)oint-blank area   Finally, the to-hit roll is indicated   * (s)hoot * s(t)rike * (z)ap * touc(h) * - means no to-hit roll is required and instead are auto-hit, or saving-throw based |
| Buff | B | Buffs affect you and/or your allies. |
| Defense | D | (Do we need defense? Are these just buffs?) |
| Maneuver | V | Maneuvers are powers that activate alongside an other combat action, such as an attack or a defense. Their activation is often based on specific conditions, or die rolls. Any number of maneuvers can be activated at once as long as all of their conditions are met, and costs are paid.  Maneuvers can be   * (r)anged * (m)elee * (b)oth |
| Movement | M | Movement powers move your character. They typically take a move action to activate (either a full move, or half move). |
| Stance | N | Stances are toggled abilities. Only a single stance ability can be on a character at one time. |
| Trait | T | Traits are always on abilities that affect your character. |
| Utility | U | Powers that have effects out of battle, or are otherwise hard to classify. |

**Activation**

Each power has instructions as to when it can be activated

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| **Activation** | **Code** | **Meaning** |
| Adder | + | This power is an adder, and can only be activated alongside another power of the proper type. You add the burn cost when the power is triggered. |
| Attack | A | This power is activated using a ½ action. Activating this power ends your turn. The burn cost is added when the power is activated. |
| Conditional | C | The power can be activated as a free action when the proper condition is met. The burn cost is added when the power is activated. |
| Free | E | The power can be activated instantly any time during your turn. The burn cost is added when the power is activated. |
| Full | F | The power takes your entire action to activate. The burn cost is added when the power is activated. |
| Half | H | This power requires a ½ action to activate. The burn cost is added when the power is activated. |
| Move | M | This power can be activated either as a ½ action, or a full action, depending on how far you want to move. The burn cost is added upon activation, and is the same regardless on how far you go. |
| None | N | This power does not require activation and is always on. Unless otherwise noted, these powers do not have a burn cost. |
| Reaction | R | (Do we need this? Isn’t this just conditional?) |
| Toggle | T | This power is toggled on or off at the beginning of your turn and lasts until the beginning of your next turn. When you toggle this power on, you pay the burn cost. |

**Cost**

This is the cost of the power in power points. Typically, this is 20, but certain maneuvers and traits will cost 10, whereas powers that are extremely powerful, or have multiple uses cost 30.

In addition to powers in your sets, you can buy one additional power from any other set. This power costs 3x the normal cost.

**Range**

This is the range of the power. A power with no range is a touch power, or a self-only power. The range is either listed as a number, which indicates the maximum range in hexes, or as a number followed by a slash. In this case, the number is the size of the range band of the power. Each range band between you and your target reduces your accuracy by 1.

**Accuracy**

The accuracy of the power modifies your roll to-hit.

**Burn**

This is the burn cost of the power. Burn is your chance that you will lose energy at the end of the combat round. The higher the burn rating of the power, the greater the chance that its use tires you. Add the burn rating of this power to your total burn rating for the combat round.

If the rating is an E, then that means as soon as you use the power, you expend one energy. If the rating is E#, then you expend that many energy upon each use of the power.

If the rating is an M, then using the power requires an energy, which is then set aside for as long as the power is maintained. When the power is turned off, then the energy is burned, but can be regained normally. If the rating is M#, then this power requires an energy to maintain, and also increases your burn rating each combat round.

**Effects**

The effects of the power are listed here, along with special conditions and notes. Unless otherwise stated, all the effects listed occur.

**Enhancements**

Each line here represents one way that your power can be upgraded. Enhancements are listed like this

***Upgrade / # Times / Acc/Burn Mod / Cost***

The first item is the upgrade that is applied. Upgrades either increase one of the power’s stats, or gives the power entirely new options and effects. Certain upgrades will not have a number listed (notably Armor and Move). In this case, the amount added is assumed to be 1/3 of the power’s base amount.

Next is the number of times each upgrade can be purchased over the lifetime of the power. There are other limitations on purchasing upgrades which will be discussed in the rules on leveling up.

Each upgrade can change the accuracy of the power, or its burn rating.

Finally, each upgrade costs a number of power points.

##### *Character Creation Checklist*

* *Purchase your starting* ***Powers***

*You get 160 power points to start your heroic career. Purchase powers and power enhancements from your chosen powersets. You can also buy your primary super stat now for a cost of 30 power points.*