Power Design in d12 Supers

Burn

Burn is the main way that powers are balanced. You total the burn rating of all powers used in a given round. At the end of each round, you roll a d12. If you roll equal or less than your burn total, you lose an energy. If you roll 3 or more above your burn total, you gain an energy.

|  |  |  |  |
| --- | --- | --- | --- |
| Burn Total | Lose | No Change | Gain |
| 0 | 0 | 2 | 10 |
| 1 | 1 | 2 | 9 |
| 2 | 2 | 2 | 8 |
| 3 | 3 | 2 | 7 |
| 4 | 4 | 2 | 6 |
| 5 | 5 | 2 | 5 |
| 6 | 6 | 2 | 4 |
| 7 | 7 | 2 | 3 |
| 8 | 8 | 2 | 2 |
| 9 | 9 | 2 | 1 |
| 10 | 10 | 2 | 0 |
| 11 | 11 | 1 | 0 |
| 12 | 12 | 0 | 0 |

So, 5 burn is the break-even point where a character can fight forever without gaining or losing energy. Using 6 or more burn results in a loss of energy over time. However, keep in mind that energy is not just used for powers. It is used for rerolls, recovering hit points and powering certain effects. So, it is not necessary (or even desirable) that powers have burn ratings that will deplete combatants.

Attack Powers

|  |  |  |
| --- | --- | --- |
| Burn | Missile Dmg | Melee Dmg |
| 2 | 2d4+stat | 2d6+stat |
| 3 | 2d6+stat | 2d8+stat |
| 4 | 2d8+stat | 2d10+stat |
| 5 | 2d10+stat | 2d12+stat |
| 6 | 2d12+stat | --- |

Modifiers

|  |  |  |
| --- | --- | --- |
| Condition | Burn | Notes |
| Area of Effect | +2 |  |
| Conditional | -1 | Power has restrictions as to when it can be used |
| Device Power | -1 | Devices can be dropped, disarmed, taken away and cannot be used while restrained |
| Penetrating Damage | +2 | Powers that do penetrating damage have one less damage die |
| Proc, Low | +1 | Bleed, Pierce, or Increased Knock for example – value of 3 or less |
| Proc, High | +2 | Proc value of 4 or more |
| Psychic Damage | +1 | Because psychic armor is rarer |
| Reduced Knock | -1 |  |
| Status Effect, Minor | +1 | Effects that allow the target to act with only a minor penalty (-1), do less than 1d4 damage/round |
| Status Effect, Major | +3 | Powers that stop the target from acting freely, penalize him with a -2 or more, or do 1d4 damage or more each round |

Stat Values and Damage Dice

|  |  |  |
| --- | --- | --- |
| Class | Stat | Damage Die |
| Normal | 10 | 1d6 |
| Trained | 12 | 1d8 |
| Agent | 16 | 1d10 |
| Super | 20 | 1d12 |

Damage and Armor Balance

Assuming the average combatant has 28 hit points, the average attack is 2d8+1d10 (14.5 dmg), and that characters should be downed in 4 hits, then the average armor value of a character should be around 7.5.

Characters can stack up to two separate armor powers, and so generally, armor should give between 3-4 AV. This stacking limit can be circumvented by certain powers (Ancient Weapons has the “Item” designation allowing a 3rd armor piece to stack), and by buffs. These powers will have to be balanced by lowered AV, or by having a burn cost.

Movement Powers

Movement powers have a burn rating of 1. However, movement powers that are extremely fast (>12 hexes/round) have a burn of 2, and flight and teleport increase this by 1.

Saves

Unless otherwise stated, all powers have a base saving DL of 18. When a character fails a save, he is bound to suffer the status effect for at least one round. At the end of each round, the victim of a status effect gets another saving throw, at a bonus of +2. Each round this bonus increases by 2. Once you have failed your +6 save, you will be free from the effect next round.