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 |
| Zap Attack | +1 | Because Zap defense is rarer |

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.

Entangles

Entangles are rated by their dice and armor values. The typical entangle has 4 dice, and low armor (4 or less AV). A 4d6 entangle with 4 AV armor will entangle a victim with 14 points. This will hold someone for 2 attacks, which is 2 rounds if only the victim attacks the entangle, and only 1 round if the target’s allies join him.

|  |  |
| --- | --- |
| Burn | Entangle |
| 3 | 4d4 |
| 4 | 4d6 |
| 5 | 4d8 |
| 6 | 4d10 |
| 7 | 4d12 |

Standard Power Enhancements

This table lists standard enhancement packages for various types of powers. Individual powers will have enhancements not listed here, and not every power of a given type will have all of these enhancements. However, this list will give a good starting point from which to create powers.

|  |  |
| --- | --- |
| **Name** | **Enhancements** |
| Area Melee Attack | * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Knock +1 / x1 / +1B / 10P * Knock Dice +1 / x2 / +1B / 10P * Radius +1 / x2 / +1B / 10P * Save DL +2 / x3 / +1B / 10P |
| Area Ranged Attack | * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Knock +1 / x1 / +1B / 10P * Knock Dice +1 / x2 / +1B / 10P * Radius +1 / x2 / +1B / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Armor | * Armor / x3 / +0B / 10P \*\*\* * Resist Piece(1) / x2 / +0B / 10P |
| Targeted Melee Attack | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P \*\*\* * Dmg Die / x3 / -2A / 10P \*\*\* * Pierce +1 / x3 / +0B / 10P |
| Targeted Ranged Attack | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P \*\*\* * Dmg Die / x3 / -2A / 10P \*\*\* * Fast +1 / x3 / +0B / 10P * Pierce +1 / x3 / +0B / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Targeted Ranged Entangle | * Accuracy +2 / x2 / +0B / 10P * Armor 1/1/0 / x3 / +1B / 10P * Entangle Die / x3 / +1B / 10P \*\*\* * Range +1 / x3 / +0B / 6P |

Armor and move always increases by 1/3 their original value. The values are rounded down, but the missing fractional points are made up on the 2nd or 3rd enhancements. For instance, if you have Armor 4, the enhancement will be 1/1/2. If you have Armor 8, the enhancement will be 2/3/3.

Some enhancements are listed twice, each one having two different impacts. Damage die is the most common, listed with both +1B and -2A. That means that for each damage die enhancement you choose, you can either take +1 burn or -2 accuracy. You can still only take the damage die enhancement 3 times.

Powerset Notation

Category

* (A)ttack – Attack powers are powers used to affect enemies in battle. They usually take ½ action to activate, but their activation ends your turn. Attacks are categorized either (r)anged, (m)elee, (t)argeted area, or (p)oint-blank area. Most attacks require a to-hit roll which can be (s)hoot, s(t)rike, or (z)ap.
* (B)uff – Buffs powers are used to increase the capabilities of you and your allies.
* (D)efense
* (M)ovement
* Sta(N)ce – A stance is a toggled ability that in declared on or off at the beginning of a round. Only a single stance can be active at one time.
* A(R)mor
* (U)tility
* (T)rait
* Maneu(V)er – Maneuvers are skills that are activated alongside another combat action, such as an attack or a defense. Their activation is quirky and often based on specific conditions or die rolls. Any number of maneuvers can be activated at the same time, given that the conditions are met, and costs are paid. Maneuvers can stack with adders and stances. Maneuvers can be (r)anged, (m)elee or (b)oth.
* (+)Adder – Adders are similar to maneuvers, in that they are activated alongside other powers. Only a single adder can modify a single power at once.

Activation

* (A)ttack – The power is activated as a ½ action and ends your turn. The burn cost is added when the power is activated.
* (C)onditional – The power can be activated when certain conditions are met.
* Fr(E)e – The power can be activated with no time, but only during your turn.
* (F)ull – The power is activated as a full action. The burn cost is added when the power is activated.
* (H)alf – The power is activated as a full action. The burn cost is added when the power is activated.
* (M)ove – The power is activated as either a ½ action, in which case you get half the benefit (as in a ½ move), or as a full action, in which case you can use it to the fullest extent. The burn cost is added once and is the same whether a ½ or full activation is used.
* (N)one – The power does not have to be activated and is on all the time.
* (R)eaction – The power can be activated at any time as a reaction. Its burn cost is added each activation.
* (T)oggle – The power is activated as a toggle and must be stated to be on/off at the beginning of each round and is on/off for the entire round. The burn cost is added when the power is declared to be on.
* (+) – This power is an adder and is activated alongside the power it modifies

Burn

* (#) Number – Your burn rating is increased by this amount
* (E)xpend – Each time you use the power, you immediately burn one energy.
* E(x) – Each time you use this power, you immediately burn (x) energy.
* (M)aintain – While this power is active, you have to put one energy on it, making it unavailable for use. When this power ends, that energy is burned, but can be recovered and used normally.
* M(x) – Same as M, but this power requires you to maintain it with an energy, AND it also increases your burn rating each round.

Delivery

* (A)rea – The power is directed at an area, requiring a to-hit roll vs. a defense of 6
* (D)irect – The power is directed at a spot and no to-hit roll is required
* (S)hoot – The power requires a to-hit roll using the Shoot combat skill
* S(T)rike – The power requires a to-hit roll using the Strike combat skill
* (Z)ap – The power requires a to-hit roll using the Zap combat skill
* (-)None – The power is not delivered, or is cast on the user, or centered on the user

Status Effects

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.

Some effects have different stacking rules and those are listed with the effect.

|  |  |
| --- | --- |
| Status | Effect |
| Bleed(x) | * You lose (x) hit point each round * Your burn rating is increased by (x) * Bleed stacks with itself. * Bleed does not have an ongoing save. * At the end of each round, if you gain energy on your burn roll, you can choose to lose the bleed status instead of gaining the energy. * Alternately, if someone uses a healing power on you, they can remove the bleed effect instead of returning hit points. * Alternately, if someone has any medical background, they can take a round to administer first aid, removing the bleed effect from you. |
| Blind | * Block -2 * Strike -2 * Dodge -4 * Shoot -4 * Blind does not stack. * Blind has an ongoing save. * For every 6 hexes you move, roll 1d6 and move one hex in a random direction * Blind has an ongoing save. |
| Chill(x) | * Accuracy -1(x) * Defense -1(x) * Damage -2(x) * Skills -1(x) * Saves -1(x) * Chill gives an ongoing save. * Chill stacks with itself and when it is reapplied, it is the attacker’s choice whether to increase its effect, or reset its save bonus back to zero. |
| Choke | * If you are in the area of effect, you have to save each round. * Success means you can act normally, but with a -1 penalty. * Failure means you can take only ½ action with a -2 penalty. * Once you leave the area of effect, a save ends the effect. |
| Crippled | * Defense -2 * Initiative -2 * Ground Move -2 |
| Cursed | * You take a -1 penalty to all d12 rolls. * If you roll a natural 1 on any d12 roll, your action immediately ends and you take penetrating damage equal to your attacker’s Power die. * Cursed has an ongoing save. * Cursed does not stack, but instead resets its save bonus. |
| Dazed | * Accuracy -1 * Defense -1 * Skills -1 * You can only take ½ actions. * Daze does not stack. * Daze has an ongoing save. |
| Dissolve | * Your armor value is reduced by the value of the dissolve. * Dissolve stacks with itself based on the individual power. * Dissolve does not have an ongoing save. * Dissolve ends when the battle ends. |
| Enraged | * Accuracy -2 * Defense -2 * Damage +6 * If you roll 10+ on your initiative, you must make the most efficient move to the nearest character and attack them with your best attack. * Enraged does not stack. * Enraged has an ongoing save. |
| Entangled | * You cannot move. * You cannot take any action other than attacking your entanglement. * Any attack that hits you damages the entanglement. Once the entanglement is broken, any remaining damage will affect you. * Entanglement does not stack, but reapplying the entangle will allow another entangle roll to take effect if it is higher than the current entangle hit points. * Entanglement does not have a save. * Entanglement ends once the hit points of the entangle are reduced to zero. |
| Envenomed | * You take 1d6 penetrating damage each round (typed based on the specific power). * Envenomed does not stack with itself. * Envenomed has an ongoing save. |
| Ignite | * You take 1d6 penetrating damage each round (typed based on the specific power). If the damage die comes up 1 or 2, that die goes away next round. If the die comes up a 6, another burning die is added to the damage next round. * There is no ongoing save for Ignite. * Ignite does not stack with itself. * Ignite ends when all burning dice are gone. * You can choose to lose your action to “stop, drop and roll”, thereby removing all burning dice. |
| Impaired(x) | * Accuracy -1(x) * Defenses -1(x) * Skills -1(x) * Impaired might have an ongoing save (depends on the power). * Impaired stacks with itself and when it is reapplied, it is the attacker’s choice whether to increase its effect, or reset its save bonus back to zero. |
| Restrained | * You drop anything you are holding. * You cannot use your arms/hands. * Device-based powers cannot be used. |
| Slow(x) | * You take -2(x) to all your movement modes, and -2(x) to initiative rolls. * If your initiative for a round is negative, you lose your action that turn. * There is no ongoing save for Slow. * Slow stacks with itself each time it is applied. * Slow ends only when you lose your action to its effect. * You can choose to voluntarily lose your action to shake the effects of Slow. |
| Smitten | * You cannot attack the character who gave you this status. * Smitten does not stack. * Smitten has an ongoing save. * Smitten ends immediately if you are attacked by the opponent that gave you this status. |
| Snare | * Each time you move, you roll the snare and subtract that many hexes from your movement. * If the snare reduces your movement to zero or less, you do not move, but still spend your movement action * Snares directed on characters have ongoing save. * Snares directed on an area have no ongoing save. They end once you leave the area. * Some snares have additional effects if the snare stops you from moving. |
| Stunned | * All toggle powers turn off. * You can take ½ action, but only to run or fly. * You wander 1 hex for every 3 hexes moved. * You cannot activate powers (aside from run/fly). * You cannot attack. * You can defend at -2. * Stun does not have an ongoing save. * Stun does not stack. * Stun ends after one stunned action is taken. |
| Winded(x) | * At the end of each round, your burn rate is increased by (x). * Winded has an ongoing save. * Winded stacks with itself and when it is reapplied, it is the attacker’s choice whether to increase its effect, or reset its save bonus back to zero. |