**Character Creation**

Before you embark onto the streets of your city, you must create your super heroic persona. To do so, follow these simple steps:

* Generate your 7 **Primary Stats**
* Choose your **Day Job**
* Choose your starting **Power Sets**
* Decide if you will purchase a **Super Stat**
* Calculate your **Stat Bonuses**
* Choose your **Fighting Style**
* Purchase your starting **Powers**
* Calculate your **Figured Stats**

**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.

***Example****: We want to make a tough melee fighter who will be able to protect his teammates and deal decent damage. So even though we have not yet settled on powers, we have an idea that we would like to focus on Muscle, Toughness, and maybe Skill.*

*We roll 2d6+4 seven times, and get the results 14, 13, 13, 11, 11, 10, 7. Not bad at all! We decide to assign the stats in this way:*

|  |  |
| --- | --- |
| *Muscle* | *14* |
| *Skill* | *13* |
| *Reflex* | *11* |
| *Toughness* | *13* |
| *Wit* | *11* |
| *Power* | *10* |
| *Charisma* | *7* |

*Our tough fighting hero is going to be named Scott Simmons. We picture Scott as a big, earnest kid who means well, but has a tendency to put his foot in his mouth (hence his low charisma score).*

**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.

Mechanically speaking, choosing a day job will give you a couple bonuses to your stats, a set of proficiencies, and a special boon.

From a roleplaying perspective, your day job is a crucial part of your character. Talk to your GM about your day job. Does your day job represent your “secret identity?” Perhaps your hero persona is public now, and you day job are simply the skills you learned from your long abandoned mundane life. Maybe your day job ties into another PC’s, allowing you to start the game with a bond (or maybe rivalry?) with one of your teammates.

**Proficiencies and Tasks**

Unlike many RPGs, D12 Supers does not have a static skill list. The focus of the game is on the superhuman capabilities of your hero, and for that reason, d12 Supers abstracts mundane skills. Why pick a lock when you can just use your heat blast to melt it? Who needs stealth when you can just turn into an invisible, silent ghost?

Still, not every character can phase through a locked door, or use mind control to get out of a parking ticket. And even if you can, sometimes using your powers in the open is a terrible idea and you will have to rely on your mundane skills to get you through the day. This is where your day job comes into play.

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.

The list of day jobs will be determined by the campaign and the world the GM is planning to run. The samples provided here will focus on a “Year Zero” style campaign, where the heroes are all high-school students by day.

**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. * Sneaking Around (RS) – You might be tough, but still, getting caught by the janitor when you are heading for a smoke is a drag. |
| Boons (Choose One)   * Tricky – On any test where you are deceiving someone, you get a +2 to your roll. Anyone saving against a power or effect of yours that is tricking them gets a +2 to the DL of the save. * Tough – You start the game with an additional +3 Hit Points. * Cool Leather Jacket – You start the game with a leather jacket that gives you 1/1/0 armor. It is an item, and stacks with any other armor powers you have, ignoring stacking limits. |

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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 know where to find information when you need it. Searching through historical archives, government records, or old newspapers is easy for you. * In with Faculty (CP) – The faculty, especially the library staff know you, and are comfortable with you being around. You may be able to use this to get access to faculty-only areas, or be able to eavesdrop on teachers’ conversations. * Trivia Night (RW) – You are so well read, and have absorbed so much knowledge. Any general knowledge-based question, you have a chance to answer. Choose one relatively narrow topic (ex. World War II, American Literature), and on that topic, you never have to roll, you always know the answer. |
| 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 Secret Tome. You are proficient in any test dealing with ancient or occult lore. Each day you can read the book and get a +2 to a random stat. This bonus fades when you rest. * Librarian – You help at the library and have a great relationship with the school librarian. If asked, the librarian will research the answer to any question you have (assuming the answer can be found in a book, or online) and will get back to you in 1-6 days. |

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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 Skill |
| 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 (RS) – 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 point 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 2/2/0 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   * Athlete (MT) or (ST) – You are good at sports… hitting balls, tackling people, etc. * 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 +3 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 (RS) – You’ve been hunting with your pops since you were old enough to hold a bow.         Fishing (RS) – Similar to hunting, you’ve been known to catch the biggest fish around.         Driving (RS) – You’ve been behind the wheel of a truck, or ATV, since age 10; it’s second nature at this point.         Animal Care (SW) Whether you’ve been with farm animals, or just out in the wild, you’ve learned how animals behave         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 start the game with +3 Hit Points. |

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| **Rich Kid** |
| Your parents have money. Lots of money. |
| Stats   * +1 to any two stats – Your parents have paid for the best tutors. |
| 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 drunk, 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. |

**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.

***Example****: For Scott’s day job, we choose Jock, since not only does it have stat buffs we want, it also makes sense for our character concept.*

*Since there Jock has a choice of stat increases, we will choose +1 Muscle and Toughness. That makes our new stat block look like this:*

|  |  |
| --- | --- |
| *Muscle* | *15* |
| *Skill* | *13* |
| *Reflex* | *11* |
| *Toughness* | *14* |
| *Wit* | *11* |
| *Power* | *10* |
| *Charisma* | *7* |

*We will jot down our proficiencies, and for our boon, we will take Endurance to get the +1 Energy. (We’ll see how energy is important once we get into the combat rules.)*

**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.

Choose two powersets that fit your concept and have powers that interest you and work for you mechanically. Though each powerset has a pretty strong theme, you can work with you GM to “skin” the powers in the set to fit your character concept. Check the ***Powersets and Powers*** section for more details.

**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.

### *Example: Looking through the powersets, we are searching for sets with armor, and at least one good melee attack option. After a few minutes of starting at powers, we settle on Insect Form, and Super Toughness. The armor powers Carapace and Invulnerability will stack. Insect Form has the melee attack Sting, and a flight power. These should work well together.*

*With those choices, Scott Simmons’ character concept comes into focus. Scott’s hero persona is Beetle a pugilist with a protective chitinous carapace, and a stinging super punch. We will focus on powers later, but for now, we jot down our powerset choices.*

**Super Stats**

Each stat has a power which represents having uncanny ability in that particular area. Your character starts with a single super stat slot, which allows you to purchase one super stat during character creation for 30 power points. Doing so adds +4 to the stat purchased.

You can gain more super stat slots as your level up, but at character generation, you can only have one stat with a single +4 bonus. Also, you are not required to purchase a super stat now. You might have other things in mind for those power points. If you don’t purchase a super stat now, the slot is still open, and you can always purchase it later when you level up.

*Note: Of course, you don’t have to decide whether to buy a super stat exactly at this stage of character creation. However, this isn’t a bad time to do so, because you now know what powersets you are going to unlock, and you have some idea of what stats will be important to the powers and fighting styles in those sets.*

**Character Creation Checklist**

* Decide if you will purchase a **Super Stat**

For 30 power points, you can purchase a super stat. Doing so will give you a +4 bonus to that stat.

*Example: Since our goal is for Scott to fill a tank/brick role in his team, we anticipate that we are going to use our single super stat slot (say that three times fast) to purchase a level of Super Toughness. This will cost us 30 power points (which we will learn about later), and give us a +4 to our Toughness score, which takes it from a 14 to an 18. This makes our scores:*

|  |  |
| --- | --- |
| *Muscle* | *15* |
| *Skill* | *13* |
| *Reflex* | *11* |
| *Toughness* | *18* |
| *Wit* | *11* |
| *Power* | *10* |
| *Charisma* | *7* |

### 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.

**Character Creation Checklist**

* Calculate your **Stat Bonuses**

Each stat has a bonus equal to the (stat – 10) / 2. Keep and note any fractions.

*Example: Now that we finalized Beetle’s stats, we can calculate his bonuses. Since his Muscle score is 15, his bonus is*

*Muscle Bonus = (15 – 10) / 2 = 2.5*

*Our Skill bonus is calculated in a similar fashion.*

*Skill Bonus = (13 – 10) / 2 = 1.5*

*Doing the same thing for all of our stats, we end up with the following:*

|  |  |  |
| --- | --- | --- |
| *Muscle* | *15* | *+2.5* |
| *Skill* | *13* | *+1.5* |
| *Reflex* | *11* | *+0.5* |
| *Toughness* | *18* | *+4.0* |
| *Wit* | *11* | *+0.5* |
| *Power* | *10* | *+0.0* |
| *Charisma* | *7* | *-1.5* |

**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 fighting 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:

***8 + 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 as single style 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.

***Example****: Between Insect Form, and Super Tough, we have the choice of three different fighting styles.*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | *Strike* | *Block* | *Shoot* | *Dodge* | *Zap* |
| *Bulwark* | *MS+4* | *ST+3* | *MS+2* | *RS+0* | *PT+1* |
| *Nimble* | *RS+3* | *MS+2* | *RS+1* | *RW+4* | *CR+0* |
| *Titan* | *MP+4* | *MT+3* | *PR+2* | *RT+0* | *CP+1* |

*Bulwark seems to be the best choice here, since it will make use of our Muscle, Toughness, and Skill most effectively. With that choice made, let’s calculate our Strike skill level. Strike for Bulwark is MS+4. Which means we take 8 + our Muscle bonus + our Skill bonus + 4.*

*Scott’s Muscle bonus is 2.5, and his Skill bonus is 1.5 for a total of 4.*

***Strike = 8 + 2.5 + 1.5 + 4 = 16***

*Similarly, Scott’s Skill bonus is 1.5 and his Tough bonus is 2. So, his final Block is*

***Block = 8 + 1.5 + 4 + 3 = 16***

*Calculating the rest of his fighting skills the same way gives us Beetle’s final fighting profile.*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | *Strike* | *Block* | *Shoot* | *Dodge* | *Zap* |
| *Bulwark* | *16* | *16* | *14* | *10* | *13* |

*Scott is a proficient melee combatant, and is decent at hitting targets at range (probably from his stint as the team’s quarterback), but is pretty normal at dodging bullets. Finally, because he uses the Bulwark fighting style, and his toughness stat is so high, he has a reasonable defense against mental attacks.*

**Powers**

Having a powerset unlocked does not automatically give you the powers in the set. You must buy powers with your starting allowance of power points. The number of power points you can spend are based on the type of campaign your GM plans to run, but for a typical “Year Zero” style campaign, you will start with 160 power points.

You are free to mix and match powers between your two powersets. In some campaigns, you can purchase power enhancements, but in a Year Zero scenario, you cannot.

Try to find powers that synergize with each other, and with your stats. In general, you want

* Some way of dealing with your opponents in a battle. So, an attack, an entangle, and/or some debuffs.
* Some way to defend yourself. This could be armor, a power that buffs your Block or Dodge, or even something like invisibility or desolidification.
* A means of getting around the battlefield such as flight, swinging, teleportation, etc.

There are hundreds of powers, each with its own attributes and mechanics. See the ***Powers*** section for details.

**Character Creation Checklist**

* Purchase your starting **Powers**

You get a number of power points to start your heroic career (160 for a typical “Year Zero” campaign). Purchase powers from your chosen powersets.

***Example****: The GM of our game is running a “Hero High School” campaign and so we have a total of 160 power points to buy our starting powers. After buying our super stat, Beetle has 130 power points remaining. We will use those points to purchase powers from the Super Tough and Insect Form powersets.*

*Each of these powersets has an armor power (Invulnerability and Carapace) and since we want to focus Beetle on defense, we are going to get both of these for a total of 50 points.*

*We need an attack. Sting from the insect set looks good. It is a melee attack that uses Muscle to determine damage, so that fits with our stats. It costs 20 points, leaving us with 60 more to spend.*

*We are going to take Wings from Insect Form to give us some mobility which leaves us only 40 points.*

*There are still a ton of powers we would like to take. Insect Form has Web and Venom that would give us a little more offensive power. However, we are going to keep with Beetle’s tanky theme and stick to the Super Tough set. Steely allows us to spend an energy to upgrade our armor each time we are hit. We have an extra energy point from our day job, and so we can probably spare a couple of these early in a fight to get a 2-4 point bonus to our armor. That’s a good boost of defense and definitely worth 20 points.*

*Finally, we choose Juggernaut, which is going to stack even more armor, but making us easier to hit. There are a ton of other powers we would love to have, but those will have to wait until we get some heroic deeds under our belt and level up.*

**Figured Stats**

Now that we have purchased our super stats and powers, our final stat values should be set. Now, we can calculate our figured stats.

**Hit Points**

Your hit points determine how tough you are to defeat in battle. When you are hit by a super punch, or an energy blast, you will take damage that will reduce your hit points. When you reach zero hit points, you are defeated, and are left at the mercy of your enemies.

You calculate your starting hit points using the following formula (round all fractions up):

***Hit Points = Toughness + ½ Muscle + ½ Power + 8***

**Base Defense**

In any combat round, as you defend yourself from attacks, your defense scores (Block and Dodge) will decrease. However, regardless of how many attacks are directed at you, your defense scores cannot drop below your Base Defense which is calculated by:

***Base Defense = 6 + Reflex Bonus***

**Initiative**

When combat starts, every combatant will roll 1d12 and add their Initiative score. Characters will act in order of this result.

***Initiative = Reflex Bonus + Wit Bonus***

**Energy**

Energy is used to fuel your powers, reroll failed task attempts, and combat skill rolls. Every character starts with 6 energy points. Certain day jobs and powers might change this value.

**Inspiration**

Inspiration is used by heroes to use their skills and powers in a spontaneous, unexpected way. Every character starts with 1 inspiration.

**Damage Dice**

Each stat also has a damage die based on your character’s score for that stat. Most attack powers do one or two dice of damage based on the power, and add an additional die that is the damage die of one of your stats. For instance, most melee powers do two dice damage, and add your Muscle die as the third. Ranged attacks will add your Skill die, and magic and mental powers add your Power die. Read your power’s description for details.

|  |  |  |
| --- | --- | --- |
| Stat | Damage 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 |

**Lift**

How much you can lift is based on your Muscle stat. However, certain powers can change this amount, while other powers can change the stat used to calculate lift. For instance, telekinesis allows you to use your Power stat to lift objects. Check the chart to determine how much you can lift.

**Character Creation Checklist**

* Calculate your **Figured Stats**

Now that your stats and powers are settled, you can calculate your Hit Points, Base Defense, Damage Dice, and Lift.

***Example****: The final step in character creation is to calculate Beetle’s figured stats. First is hit points. Our Toughness is 18, Muscle is 15, and our Power is 10. Using the formula, we calculate our hit points as:*

***Hit Points = 18 + (15/2) + (10/2) + 8 = 18 + 8 + 5 + 8 = 39***

*Our Initiative score is equal to our Reflex bonus added to our Wit bonus. Each of these is +0.5 and so adding these together will give us an Initiative of +1.*

*Our Base Defense is equal to 6 + our Reflex bonus. Since our Reflex is only 11, our bonus is 0.5, which in this case rounds to 0. So our Base Defense is 6.*

*We have one attack power to calculate damage for. Our attack Sting lists its damage as 2d8 + Muscle, which means we have to use the chart to look up our Muscle damage die. Beetle’s Muscle is 15, and on the chart, we can see that our damage die is 1d8. Thus, our damage for Sting is 3d8.*

*Also, while we are looking at the chart, we can see that a 15 Muscle allows us to lift 200 kg. So, we note that on our sheet.*

*Finally, Scott is a Jock and took the Endurance boon, giving him 7 energy (instead of the normal 6), and we have 1 inspiration.*