**Powersets and Powers**

In the world of D12 Supers, some individuals are gifted with amazing powers. Powerful sound waves, fireballs, and jagged bolts of lightning crash against force fields, and high-tech alloyed armor. Some wield those powers for justice, while others use their powers for nefarious purposes.

**Powersets**

Powersets are logically themed groups of powers. Each powerset includes a list of abilities belonging to the theme, a complimentary set of traits and combat maneuvers, one or more fighting styles, and possibly a special mechanic.

**Fighting Styles**

Each character in D12 Supers fights in a slightly different way. Some characters are brutes that smash their way through their enemies. Others are quick and light, attacking with precision, and dodging incoming attacks. Some specialize in melee combat, while others are ranged attackers. D12 Supers represents these differences with the concept of ***Fighting Styles***.

When you start the game, you will have access to two powersets (or more, depending on the campaign), and each of these powersets will have one or more fighting styles. Of all the possible styles, you choose one, and that is your fighting style for the rest of the game.

A fighting style consists of the five combat skills in the game:

* 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. Bonuses range from 0 to 5, and the sum of all the bonuses in the set sum up to 10. The bonuses correspond to the focus of the style. An offensive melee set will have a high strike bonus, and probably a good block bonus as well. A set meant for a psychic would have a great zap bonus, but will likely be lacking in its other offenses.

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 score 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***

**Special Mechanics**

Some powersets have ***Special Mechanics*** to complement their theme. For instance, the Archery powerset allows you to choose whether or not your powers have limited uses to represent a limited number of arrows in your quiver. Generally, mechanics that limit you come with some sort of offsetting bonus, like reduced burn on the affected powers.

**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 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.

***Example:*** *The GM is making a supervillain called Mirrorcrash, using the powersets Mirror Mastery and Archery. However, instead of firing a bow, he envisions Mirrorcrash throwing razor-sharp shards of broken glass at his enemies.*

*Reading the Archery mechanics, he sees that he can make the powerset inherent by adding 1 burn to every power that has a burn cost. Thus, when adding the power Explosive Arrow to Mirrorcrash’s power list, he records it as having a Burn value of 7 instead of 6.*

*In addition, the GM sees that he can reduce the Burn value of the powers in the Archery set by making the powers have limited uses via the Quiver mechanic. Because Mirrorcrash pulls his powers from the mysterious Mirror Dimension, he can create infinite shards, and so the GM decides NOT to take the Quiver mechanic.*

***Another Example:*** *Sally is creating a hero called Plasma Girl, but since there is no plasma powerset, she asks the GM if she can use Flame Manipulation instead. The GM agrees, and since the set mostly makes sense for super-heated plasma, he decides not to change any powers. Sally takes the flavored set and records her new powers, Plasma Blast, and Plasma Flight (with the same stats as Flame Blast and Flame Flight).*

**Powers**

Of course, the main point of your two powersets is mixing and matching all those amazing powers. Powers let you fly, shoot x-rays out of your eyes, and allow you to take a bullet to the chest without even wincing.

**Power Categories**

Each power has a category that gives you a basic idea of its purpose and how it behaves. The power categories, and their effects, are listed below.

**Adders**

Adders are powers that are activated alongside other powers, and modify effects of the power they are fired with. Buying an adder power allows you to modify any of the powers that the adder power can affect; you do not have to buy the adder multiple times if you have multiple powers that you want to modify.

Adders are subdivided based on the category of powers they can modify.

* **Attack Adders** modify any attack power.
* **Buff Adders** modify buff powers.
* **Melee Adders** modify melee and touch attack powers.
* **Movement Adders** modify movement powers.
* **Ranged Adders** modify ranged attack powers.
* **Zap Adders** modify zap attack powers.

When you fire a power, and have an applicable adder power, you can choose to fire the adder with the main power. The main power now has all the traits and stats of both powers (good and bad) added together, including the burn cost. Unless otherwise noted, you can choose to not fire an adder power, even though you have one available. Also, unless otherwise noted, only a single adder can affect a power at one time.

Because adders activate along with other powers, they use whatever activation the main power has. Adders do not change the activation of the main power in any way.

***Example:*** *The villainous archer, Sharpshooter, has our hero Beetle in his sights. Knowing Beetle has incredible physical armor (10 points worth!!), Sharpshooter decides to pull out his Hunting Arrow power.*

*With Sharpshooter’s Skill score of 15, Hunting Arrow does 3d8 physical damage, and has the traits Pierce (2) and Knock (1) and a Burn rating of 4. That means it has a 2 in 12 chance of totally bypassing Beetle’s armor, but is unlikely to knock him back. The burn rating of 4 means there is a 4 in 12 chance that using this power will cause Sharpshooter to lose an energy point at the end of the round.*

*To increase his chances of getting a decisive hit on the tough hero, Sharpshooter decides to activate the ranged attack adder Piercing Shot to his Hunting Arrow. Piercing Shot has Pierce (2) and Knock (-1) and a Burn rating of 1.*

*This means the final attack will have a combined Pierce (4), Knock (0) and a Burn rating of 5.*

**Armor**

Armor powers protect you from incoming damage. When you get hit, you subtract your armor’s corresponding ***Armor Value (AV)*** from the damage before applying it to your hit points.

Every armor power has 3 armor scores listed like this:

***Physical AV / Energy AV / Mental AV***

An armor power with the effect of Armor 3/3/0 would provide 3 points of protection from physical attacks, 3 points of protection against energy attacks, but no protection from mental attacks.

Your hero can have multiple armor powers, but unless otherwise noted, only two such powers can stack at the same time.

Armors have two categories based on when they are activated and if they burn energy.

**Inherent Armors** do not require activation and are considered to be “always on”. Most inherent armors have no burn rating and thus require no energy to use.

**Activated Armors** have to be activated by the hero. These armors will typically have a toggle or conditional activation, and will have a burn rating that will drain the hero’s energy.

**Attack**

Attack powers allow you to impose your will on your enemies. Attacks can do damage and/or apply status effects on your opponents.

Attack powers are subdivided into subcategories based on how they are used in battle, and what combat skill they rely on.

By default, all attack powers use the attack activation trait, which means that they take a half action to fire, but end your turn once they are used.

**Melee Attacks** use the Strike skill to affect targets adjacent to you. Defenders can use either their Block or Dodge skill to avoid your attack. Once you make a melee attack on a target, that character is engaged with you and is subject to opportunity attacks if they move away. (See the ***Combat*** section for more details.)

**Point-Blank Area Attacks** automatically affect all characters in an area around you. The area affected varies with each power, but all of them are either centered on you, or start adjacent to you.

Some point-blank area attacks require to-hit rolls on all possible targets, while others automatically hit and then require the defenders to make saving throws to avoid the effects. Defenders also have the option to dive for cover to avoid area attacks. (See the ***Combat*** section for more details.)

**Ranged Attacks** use the Shoot skill to affect targets at range. Defenders can use their Dodge skill to avoid the attack. Defenders cannot use their Block skill unless they have a power that allows them to do so.

Ranged attacks have either the Range trait, or the Range Band trait. If they have the Range trait, then the power can shoot out to that maximum range with no penalty to accuracy. If the power has the Range Band trait, then the power loses accuracy over distance, taking a -1 penalty to-hit for each range band past the first. (See the ***Combat*** section for more details.)

If a ranged attack power has neither the Range, or Range Band traits, then assume it has Range Band (4).

**Targeted Area Attacks** use the Shoot skill to hit all characters in an area some distance away from you. The area affected varies for each power A hex has a defense of 6, and you have to hit the hex as though you were firing a ranged attack.

**Touch Attacks** are like melee attacks, in that they use the Strike skill to affect adjacent targets. Defenders can always use their Dodge skill to avoid the effects of a touch attack, but can only use their Block skill if they have a power that allows them to do so. (See the ***Combat*** section for more details.)

**Zap Attacks** are generally treated like ranged attacks, but both the attacker and defender use their Zap skill to add to their rolls.

Zap attacks can have the Range and Range Band traits, just like ranged attacks, and if no such traits are listed, they also have a default Range Band (4) trait.

**Buffs/Defenses**

Buff powers are powers that affect you and/or your allies, and give them some kind of benefit, typically some kind of defense, or stat boost. Examples would be a power that boosts an ally’s muscle, or a power that gave you a bonus to block or dodge. Pay close attention to the activation, targets, and range of a buff power to understand how it is to be used.

Unless otherwise stated, buff powers do not need to-hit rolls and they do not require saving throws. They always hit and affect their intended targets. If a buff power is somehow able to impact an enemy in a negative fashion, the GM might rule that a to-hit roll is required, and that a saving throw is allowed.

Buff powers stack with other buff powers, and with other types of powers, even those with stacking restrictions. However, multiple applications of the same buff power, from the same source (typically a character) will not stack with itself. In these cases, the better effect will override the lesser one.

**Movement**

Movement powers are the way your hero gets around. They include running, flight, swinging, and teleporting.

Movement powers can be activated either as a ***Full Move*** or a ***Half Move***. A full move takes a full action, and you move a number of hexes up to the distance listed in the power’s effect. A half move takes a half action, and you move a number of hexes equal to half the power’s movement (rounded up).

Different movement powers might be exceptions to this, and others might have restrictions on how you must move. These will be listed in the individual powers. (See the ***Movement*** section for more details.)

**Stances**

Stances are powers that you activate at the beginning of your turn, and then they give you their benefits (and penalties) until the beginning of your next turn. Only a single stance can be active at one time, but a stance’s effects can stack with other types of powers (armor and adders) without restriction.

**Summon**

Summon powers bring allies onto the battlefield to fight on your behalf. Each summon power is different, and so you will have to read the individual power to understand its usage and effects.

**Traits**

Traits are abilities that are always on and activate whenever the correct conditions apply. Each trait power is different, so read the individual power to understand its usage and effects.

**Utility**

Utility powers are powers that are intended to be used outside of combat, or that have such a wide variety of effects, that they are hard to classify. You will have to read each individual utility power to understand their usage and effects.

***Maneuvers***

*(Note: Maneuvers are no longer in the game, and all powers that were maneuvers are being moved into Adders and Traits.)*

**Power Activation**

Each power has an activation trait that determines when it can be used, and how much time it takes to use.

|  |  |
| --- | --- |
| Activation Trait | Effects |
| Adder | This power can only be activated alongside another power, and require no additional time to activate.  Adder powers all have this activation type. |
| Attack | This power takes a ½ action to activate, but your turn ends when you activate it. Powers with attack activation are the last thing you do during your turn.  Attack powers all have this activation type. |
| Conditional | This power can be activated at any time, even during someone else’s turn, as long as the conditions are met.  Traits all have this activation type, or none. |
| Full | This power takes a full action to activate. |
| Half | This power takes a ½ action to activate, but unlike an attack activation, your turn does not end. You can fire two half action powers, or even this power twice in the same turn. |
| Move | Powers with move activation can be activated in one of two ways  **Full Move** – Takes a full action and you move the number of hexes stated in the power effects.  **Half Move** – Takes a half action and you move up to half (rounded up) the number of hexes stated in the power effect.  Most movement powers use this activation type, with teleportation powers being the most notable exception. Other exceptions are listed in the individual powers. |
| None | This power is always on, requires no time to activate, and cannot be turned off when you are stunned or disabled.  Traits all have this activation type, or conditional. |
| Toggle | This power takes no time to activate, but you can only do so at the beginning of one of your turns. The effects of the power last until the beginning of your next turn.  Stances all have this activation type. |

**Power 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.

**Burn Rating**

The ***Burn*** of a power is a rating that indicates how tiring the power is to use. Roughly, it is the chance (out of 12) that this power will cause you to lose energy at the end of that combat round. When you use multiple powers in a round, their burn ratings add together to determine your energy usage. (See the ***Combat*** section for more details.)

**Power Effects**

This is the list of effects that your power has. The most important effects are listed first, and then the rest of the effects are listed in alphabetical order. Effects in this list always override any other attributes or defaults in other sections.

Details of common power effects are listed in the ***Power Effects*** section. Unique effects are written in detail in the power listing.

**Power Enhancements**

As you level up, you will earn points with which you can purchase new powers, or enhance your existing powers. The possible power enhancements are listed here in this format

***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. (See the ***Leveling Up*** section for more details.)