COMBAT REFERENCE SHEET

SUPER POWER SYSTEM

FIRST EDITION

ANDREW FRINKLE

✖ COMBAT REFERENCE SHEET ✖

COMBAT ABILITIES	A.K.A.	FORMULA*
PHYSICAL HIT POINTS	PHP	TOTAL BODY POINTS + (DURABILITY Bonus x Character Level) + *Power or Gear Bonuses (if applicable)*
PHYSICAL DEFENSE	PD	10 + AGI Bonus + *Power or Gear Bonuses (if applicable)*
MENTAL HIT POINTS	MHP	TOTAL MIND POINTS + (WILL **or** FOCUS Bonus x Character Level) + *Power or Gear Bonuses (if applicable)*
MENTAL DEFENSE	MD	10 + WILL Bonus + *Power or Gear Bonuses (if applicable)*
MAGIC POINTS	MP	(1d10 + FOCUS Bonus) per level + *Power or Gear Bonuses (if applicable)*
PSIONIC POINTS	PP	(1d10 + WILL Bonus) per level + *Power or Gear Bonuses (if applicable)*
LEADERSHIP POINTS	LP	TOTAL SOCIAL POINTS + (APPEARANCE, CHARM, LUCK, **or** WEALTH Bonus x Character Level) + *Power or Gear Bonuses (if applicable)*

COMBAT ROLLS	A.K.A.	FORMULA
NORMAL INITIATIVE	NI	1d20 + SPEED Bonus + Weapon Speed + *Power or Gear Bonuses (if applicable)*
MAGICAL INITIATIVE	MI	1d20 + FOCUS Bonus + Spell Speed + *Power or Gear Bonuses (if applicable)*
PSIONIC INTIATIVE	PI	1d20 + WILL Bonus + Effect Speed + *Power or Gear Bonuses (if applicable)*
NORMAL ACTION (attacks or moves)	NA	1d20 + AGILITY **or** STRENGTH Bonus (depends on weapon) + Situational Bonus (if applicable) + *Power or Gear Bonuses (if applicable)*
EVASION	EV	1d20 + AGILITY or SPEED Bonus + Situational Bonus (if applicable) + *Power or Gear Bonuses (if applicable)*
MAGICAL ACTION	MA	1d20 + FOCUS Bonus + Situational Bonus (if applicable) + *Power or Gear Bonuses (if applicable)*
PSIONIC ACTION	PA	1d20 + WILL Bonus + Situational Bonus (if applicable) + *Power or Gear Bonuses (if applicable)*

MOVEMENT RATES	FORMULAS (in MPH for large scale situations or feet per round in small scale situations)
ON FOOT	Base of 10 (+/- SPEED bonus x2)
SWIMMING	Base of 8 (+/- SPEED bonus x1)
FLIGHT	Base of 20 (+/- SPEED bonus x5) **IF POWER AVAILABLE**
OTHER	You may have to make up specific rules for distance traveled in astral projection, in other planes of reality, etc…

❌ COMBAT REFERENCE SHEET ❌

SITUATION	FAIL/PASS	POSSIBLE EFFECTS
VERY UNSUCCESSFUL DODGE	**Failed by 10+**	2x damage or negative effects. Possible loss of turn and/or open to attack of opportunity.
UNSUCCESSFUL DODGE	**Failed by 3-9**	Full damage or negative effects
SORT OF SUCCESSFUL DODGE	**Passed or Failed by 1-2**	1/2 damage or negative effects
SUCCESSFUL DODGE	**Passed by 3-9**	No damage or negative effects.
VERY SUCCESSFUL DODGE	**Passed by 10+**	No damage or negative effects AND a move or attack of opportunity if possible.

WEAPON	WEAPON TYPE	TYPICAL DAMAGE DICE	INITIATIVE (SPEED)	ATTACKS PER ROUND
Kicks / Punches	**Hand**	1d2, 1d3, or 1d4	+2	1-2
Swords	**Hand**	1d6, 1d8, or 1d10	+1	1-2
Knives	**Hand / Ranged**	1d3, 1d4, or 1d6	+3	1-3
Axes	**Hand / Ranged**	1d4, 1d6, 1d8	+1	1-2
Spear	**Hand / Ranged**	1d6, 1d8, or 1d10	+1	1-2
Thrown Object	**Ranged**	1d2, 1d3, 1d4, or 1d6 (depending on size)	+1	1-2
Handguns	**Ranged**	1d6, 1d8, or 1d10	+4	2-4
Rifles	**Ranged**	1d8, 1d10, or 1d12	0	1

MAGIC/PSIONIC EFFECT CHALLENGE CLASS	ROLL TO BEAT	MP/PP COST RANGE	POSSIBLE COST
SIMPLE	**5**	**1-4**	1d2, 1d3, 1d4
ROUTINE	**10**	**1-6**	1d4, 2d2, 1d6, 2d3
DIFFICULT	**15**	**1-12**	1d8, 2d4, 3d3, 1d10, 1d12, 2d6, 3d4
CHALLENGING	**20**	**2-20**	2d6, 3d4, 2d8, 3d6, 1d20, 2d10
EXTREME	**25**	**2-40**	2d12, 3d8, 4d6, 3d10, 5d6, 4d8, 3d12, 2d20, 4d10
IMPOSSIBLE	**30**	**3-50+**	any dice combination with a possible cost of 50 or more