



EXPERIENCE REFERENCE SHEET

# SUPER POWER SYSTEM

FIRST EDITION



ANDREW FRINKLE



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LEVEL	XP	STAT BONUS	RESISTANCE	SKILLS & POWERS
1	0	2d10 BODY 2d10 MIND 2d10 SOCIAL	3d10	2x special techniques, or 1 each for 2 powers
2	100	2d10	2d10	add extra technique for 1 power
3	250	2d6	1d12	upgrade 1 technique for 1 power
4	500	2d6	1d10	add extra technique for 1 power
5	750	1d10	1d10	upgrade a power, OR roll for new power, add 2x techniques for that power (optional)
6	1000	1d10	1d8	upgrade 1 technique for 1 power
7	1500	1d10	1d8	add extra technique for 1 power
8	2000	1d10	1d6	upgrade 1 technique for 1 power
9	2500	1d10	1d6	add extra technique for 1 power
10	3000	1d10	1d6	upgrade a power, OR roll for new power, add 2x techniques for that power (optional)
11	4000	1d8	1d4	upgrade or add 2 techniques or do 1 of each
12	5000	1d8	1d4	upgrade or add 2 techniques or do 1 of each
13	6000	1d8	1d4	upgrade or add 2 techniques or do 1 of each
14	7000	1d8	1d4	upgrade or add 2 techniques or do 1 of each
15	8000	1d8	1d4	upgrade a power, OR roll for new power, add 2x techniques for that power (optional)
16	9000	1d6	1d3	Game Master Option
17	10,000	1d6	1d3	Game Master Option
18	12,500	1d4	1d3	Game Master Option
19	16,000	1d4	1d3	Game Master Option
20	20,000	1d4	1d3	Game Master Option



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HEROIC SCALE	XP	POSSIBLE ACTIVITIES
1	10	Stopped a mugger, beat up a wild animal, took out a guard.
2	25	Took down an officer, defeated a 1-powered villain, vanquished a nasty beast...
3	50	Destroyed a tank, took on a squad of attackers solo, helped beat a 2-powered super villain, foiled a terrorist attack...
4	75	Took out a small team of super-powered goons, defeated a gang, rescued important official.
5	100	Defeated a super-powered team, stopped an army, trounced arch nemesis...
6	125	Saved a city, team defeated an ultra-powerful being together...
7	150	Prevented a war from starting, banished an all-powerful being to another realm...
8	200	Recovered universe-altering device from the hands of evil...
9	250	Saved the country, defeated enemy super team of many characters...
10	500-1000	Saved the world (again)... Foiled a super-villain's galactic domination plan.

OTHER XP SITUATIONS	XP
passed stat check	5
survived a critical fail	5
rolled critical hit on attack	10
passed resistance check	10
delivered final blow to defeat team enemy	10-50
delivered timely effect to save the day	10-50
escaped a more powerful enemy	10-25