

GAME MASTER REFERENCE SHEET

## SUPER POWER SYSTEM

FIRST EDITION



ANDREW FRINKLE

CHALLENGE CLASS	CHALLENGE LEVEL	ROLL TO BEAT
1	SIMPLE	5
2	ROUTINE	10
3	DIFFICULT	15
4	CHALLENGING	20
5	EXTREME	25
6	IMPOSSIBLE	30

CHALLENGE RANGE	CHALLENGE LEVELS	RANGE OF ROLLS TO BEAT
1-3	EASY	5/10/15
2-4	MEDIUM	10/15/20
3-5	HARD	15/20/25
4-6	REALLY HARD	20/25/30

CRITICAL SUCCESS	MULTIPLIER
Natural 20	2x multiplier of good effects
Adjusted 20	1.25x multiplier of good effects
Adjusted 25	1.5x multiplier of good effects
Adjusted 30	2x multiplier of good effects
Adjusted 40	3x multiplier of good effects

CRITICAL FAIL	MULTIPLIER	SAVE CHANCE
Natural 1	2x multiplier of bad effects	Roll LUCK or applicable Stat Check for 1/2 damage or negative effects. Challenge class is 15/20/25 depending on situation.
Natural 2	1.5x multiplier of bad effects	Roll LUCK or applicable Stat Check for 1/4 damage or negative effects. Challenge class is 5/10/15 depending on situation.
Adjusted 1 or 2	1x multiplier of bad effects	Roll LUCK or applicable Stat Check for <b>no</b> damage or negative effects. Challenge class is 5/10/15 depending on situation.
Adjusted 0 or less	2x multiplier of bad effects	Roll LUCK or applicable Stat Check for 1/2 damage or negative effects. Challenge class is 15/20/25 depending on situation.

## **¾ PLAYER REFERENCE SHEET ¾**

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	МНР	TOTAL MIND POINTS + (WILL <b>or</b> 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, <b>or</b> 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 <b>or</b> 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)	
MAGIC/PSIONIC EFFECT CHALLENGE	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

## MEDIASTREAM PRESS

3-50+

**IMPOSSIBLE** 

30

any dice combination with a possible cost of 50 or more