



PLAYER REFERENCE SHEET

SUPER POWER SYSTEM

FIRST EDITION



ANDREW FRINKLE



PLAYER REFERENCE SHEET



ABILITY SCORE	ROLL ADJUSTMENT
0	-5
1	-4
2	-3
3	-2
4	-1
5-6	0
7-8	+1
9-10	+2
11-12	+3
13-14	+4
15-16	+5
17-18	+6
19-20	+7
21-22	+8
23-24	+9
25	+10
26	+11
27	+12
28	+13
29	+14
30	+15

CHARACTER LEVEL	LUCK USES PER DAY
1-2	1
3-4	2
5-6	3
7-8	4
9-10	5
11-12	6
13-14	7
15-16	8
17-18	9
19-20	10

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



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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)

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
IMPOSSIBLE	30	3-50+	any dice combination with a possible cost of 50 or more