



Super Squadron Rules Updates

by Joe Italiano

I am working on a second edition of Super Squadron. This include rule updates (including gaining more powers are you go up in experience), more spells, universe background, an alternative to random character generation utilizing a point purchase system (I think we originally published this in Multiverse #6), etc. There have been various updates in both the Tome and Super Science as well as the run of the Multiverse magazine which will all be integrated.

Critical Hits

The base chance for a critical hit is 1%. For every 30% of modified hit chance, the player has a base +1% Critical hit chance. (Critical hits are now based on the modified hit chance of the attacking character.)

Dice Rolls

When a player character generates statistics, power, spell or gimmick numbers, all 1's are re-rolled.

Luck Factor:

For player characters, minimum luck factor is 1? irrespective of their roll.

Power bonuses with Experience

Every time a character goes up a level, there is a base $((4 * \text{Exp level since last increase}) + \text{LK})\%$ of the character gaining a related power. So for a character with a luck factor of 1, they would have a $((4 * 1) + 1) \% = 5\%$ chance of gaining a related power. If the character fails the roll, when they gain their second level, they gain an additional 4% chance for their next roll. EG: $((4 * 2) + 1) \% = 9\%$, and so on (adding another 4% to the chance until they make the roll. Once they make they roll, their chance to gain a related power resets to the base chance of $((4 * 1) + 1) \% = 5\%$.

Related powers via Experience

Every time a character goes up a level, they have a chance of gaining a related power. Related powers gained via experience are chosen by the character. A character can gain any ?new? related power once, but are restricted in how many times they can take the ?same? related power in subsequent successful rolls. The number of times a character can take the ?same? related power is identical to the number of times the character began with that power. For example: If character a began with Enhanced Agility x 3 and Armour x 1, they could take an Enhanced Agility related power (including Enhanced Agility) three times, but they could only take Armour as a related power once.

Whenever a character gains a related power, the GM has the option to also give a defect. Defect/s should be proportionate to the new abilities gained.

Enhanced Charisma

Action Point Cost: N.A. Damage per AP cost: N.A.

Maximum AP Expenditure: N.A. Duration: Permanent

Area of Effect: Personal Range: N.A.

Device AP: N.A. Device Range: N.A.

Power Explanation: The character adds 2d10 to their Charisma rating.

Reaction Reaction

SH SV # Hero * Villain *

(PC) (PC) (NPC) (NPC)

01-02 Creepy 01-01 +15% -20%

03-05 Ugly 02-02 +10% -10%

06-09 Plain 03-05 +05% -05%

10-12 Average Person 06-10 0 0

13-15 Average SB 11-15 -05% +05%

16-18 Cute 16-18 -10% +10%

19-20 Attractive 19-20 -15% +15%

21-25 Spunky 21-25 -20% +20%

26-40 Stunning 26-39 -25% +30%

41-66 Fantastic (1) 40-64 -30% +35%

67-100 Awesome (2) 65-97 -35% +40%

101+ Drop Dead Gorgeous (3) 98+ -40% +50%

* These figures modify the initial reaction rolls when the characters meet.

When using the PC SV table, reverse positive/negative signs on the NPC tables.

Luck will modify this roll in the characters favour.

Charisma can increase during the game. For every three points of PS gained CH increase by one point. Charisma never decreases, even if the PS rating drops dramatically. However CH gain is not possible until the previous PS rating is again reached and surpassed by three points.

1. The character gains the power Emotion Control but only controls Emotions revolving around love/desire/jealousy
2. The character gains the power Emotion Control again. The character now has Emotion Control power in full plus Emotions revolving around love/desire/jealousy are at power x 2. (The character can determine the type that the factor 2 power levels take).
3. The character gains the power Emotion Control again. The character now has Emotion Control power x 3 plus Emotions revolving around love/desire/jealousy are at power level 3. (The character can determine the type that the factor 3 power levels take).

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