Core Rules

Philosophy:

Power6 is a D6 System focused on simple fast-paced play and easy character creation. With modules to create custom world experiences.

Stat Scores:

What are the stats?:

>**Brawn**
>**Intellect**
>**Swift**
>**Charisma**

How Stat Checks work:

- If you have 0 in a stat, roll a single dice.
- If you have 1 in a stat, you roll 2 dice and pick the highest.
- Else roll as many dice as your stat score (up to 6) and add the highest two dice together.
- If you somehow have more than 6 in a stat score, add your additional score over 6 to a single die.

Checks that are easy-mid level should be around 4-6, mid-hard 8-10, and hard checks 12.

Ingenuity: ability handed out by the DM, player rerolls ALL dice on a non-attack roll. DM can grant this reroll as a reward for clever solutions.

How many stats at character creation?:

Normal Ruleset: Players put 3, 2, 2, and 1 into each of the 4 stat points.

Variant Ruleset: Characters can spend 8 points, but they cannot have more than 4 in a single stat.

Skill Trees:

There's a basic skill tree for all modules and specialized skill trees for the individual modules. Skills should be broken up into Abilities and Passives. Passives are always active and abilities

are actions that You can use.

Player start with 3 skills with each in a separate skill trees

Leveling Up:
- Every level up, add one HP and one additional skill
- At Odd Levels, add an additional stat score as well

Creator's Note: A max-level character should be level 10. You could play with higher levels, but I feel like then everyone would be a jack of all trades. Level 10+ characters are kinda busted though.

Actions per turn:

Level 1-4: 1 action and 1 movement.
Level 5-9: 2 actions and 1 movement.
Level 10: 3 actions and 2 movements.

See Combat section below for more information.

Combat:

Turn order

Turn order works as follows:
- Turn order is decided by everyone rolling either a Swift or Intellect check.
- Highest goes first, any ties are decided by the players.

How Turns work

On your turn you have a movement and at least one action. Moving must be done before or after using an action. You may not split half of your movement before or after an action. An action can be to attack, use an ability, or move again (sprint).

Players and NPCs have an Evasion Score and an Armor Score calculated from stats and equipment.

Attacking and Resolving an Attack

Attacks roll the number of dice per that weapon (normally Brawn or Swift), and you pick the 2 highest dice. Each dice is put against the target's Evasion Score and Armor Score. Weapons can also have a +X modifier that adds X to one of your dice.

So for instance a sword that is listed as Brawn+2, the targeted rolls their # of Brawn dice, picks the two highest and then adds +2 to one of the dice.

Results of an attack:
- If you beat the enemy's Evasion Score and Armor Score, you deal your weapon's damage.
- If you only beat the evasion score, you deal half damage (rounded up).
- If you fail to beat the evasion score, your attack misses.

Calculating Hit Points, Movement, Armor Score, and evasion score:

Base Hit Points (HP) is 10 + Brawn.

Movement Speed is 10 meters + Swift x5.

Armor Score is 2 + any Armor Modifier, capped at 6.

Evasion Score is Swift +/- any Armor Modifier, capped at 6.

Stat Score Bonus Abilities:

For *Brawn*:

Withstand - when attacked, you may turn an enemy's full hit made against you into a half hit. Recharges after rest.

You have 1 use of Withstand at 3 Brawn, 2 uses at 5 Brawn, and 3 uses at 7 Brawn.

For *Swift*:

Dodge - when attacked, you may turn an enemy's half hit made against you into a miss. Recharges after rest.

You have 1 use of Dodge at 3 Swift, 2 uses at 5 Swift, and 3 uses at 7 Swift.

For *Charisma*:

Insult - replace an enemy's highest dice with their lowest. Recharges after rest.

You have 1 use of Insult at 3 Charisma, 2 uses at 5 Charisma, and 3 uses at 7 Charisma.

For *Intellect*:

Alert - reroll two of your dice. Recharges after rest.

You have 1 use of Alert at 3 Intellect, 2 uses at 5 Intellect, and 3 uses at 7 Intellect.

Targeting:

When attacking you can target an enemy's body parts. Targeted attacks roll 1 less dice. You must announce before the attack roll. You can target the following body parts:

Head: Deal an additional 2 damage on full-hits.

Arms: Disarm target in the arm that is targeted on full-hits. It takes an action for the target to pick up any dropped item.

Legs: Movement speed is halved on full-hits.

Cover:

When behind **Cover,** attacks made against you instead target the cover. Something like a table might have only 3-5 HP, and something like a concrete wall may have 10 HP.

Stealth and Ambushes:

Stealth is when no enemies have detected you.

An **Ambush** is an attack made while in stealth. If you ambush a target, you only roll against their Armor Score.

If you ambush someone *or grapple* someone before combat starts, you then roll for initiative with anyone who witnesses the ambush and combat proceeds as normal.

Discovering someone sneaking around is an Intellect check with a floor of 6 and a ceiling of 12, depending on the situation. As a GM you should only do this in uncommon instances where an NPC would have reason to be on high alert or the person in stealth is being careless like walking out into the open.

Status Effects:

Trigger at the start of the turn and last a turn or until a condition is met.
Poison: 1 damage until target cured or on their final hitpoint.
On-fire: 1 damage increasing by 1 each turn until the target uses an action to put out.
Stunned: lose an action or a movement next turn.
Slowed: halve movement. Lasts one turn unless otherwise Stated.
Bleed: next heal heals for 2 less.

For almost all instances, make the target of one of these effects either roll a save first and/or have the effect only be applied on a full-hit.

Grappling:

Grappling is an action initiated by the initiator performing a Brawn check against a target's choice of a Brawn or Swift.

If the initiator wins then the target is grappled. If it is a tie, both parties perform their checks again, if the initiator loses then the grapple fails.

In order to break free out of the grapple, you can use an action to force a Brawn vs. Brawn or Swift check. Upon success, their turn plays as normal. Until they beat the check or the initiator releases them, they can not move or use ranged weapons. Melee attacks when you are grappled get none of your positive modifiers.

The initiator may attack the grappled or release the grappled.

Dangerstate:

When a character hits 0 HP, it is in the Dangerstate and unable to act. Target has 3 turns to be stabilized, else the character is dead. In order to be stabilized, another character must pass an Intellect check of 6 to stabilize. If stabilized, that character is conscious again with 1 HP.

If that character is put again in the Dangerstate, there will be only 2 turns to be stabilized and so on until the character is dead.

If a character is successfully stabilized, the person stabilizing them may apply a bandage or other healing item as a free action.

Rest:

Players heal half their max HP per rest and regain any abilities that replenish on rest.

Faction Relationship Level (FRL):

Something that is unique to each module are specific factions. When starting a campaign all characters have 0 FRL with all the factions. As you complete quests for factions, you will gain notoriety with them and they will begin to favor you. There's also the opportunity to fall out of favor with factions and lose faction level as well. You get to choose a reward the first time you reach a new level with a faction.

Relationship Levels:

- Level -1 Hostile
- Level 0 Unknown
- Level 1 Familiar
- Level 2 Respected
- Level 3 Loved

Diplomacy:

There may be some tense situations where combat can be avoided or ceased. To accomplish this, the party selects a player to represent them. This representative will have consecutive Charisma roll-offs against the enemy. If physical evidence is used to support an argument, then it becomes an Intellect roll-off instead.

For scenarios where the players are equal or better to the strength of the opposing group, they will have to win 2 out of 3 rounds. Otherwise, they must win all three to prevent/cease combat.

Modular:

Make some basic ones for now like Fantasy, Space, Horror, Mutants - mix and match if you want or create your own.

Fantasy and Mutants should feel more like a power fantasy, and Horror and Space should feel more realistic.

Disambiguation:

When rounding, always round up. Even if that would mean rounding 3.1 to 4.

Token: is a creature that only has 1 HP and has no armor or evasion score. Has a 2d6 two damage attack unless otherwise stated.

Highest Dice: If an attack or weapon uses more than 2d6 (example it uses your stat modifier and that is 3d6) in its description, assume you are always picking the 2 highest dice.

A **Roll-off** counts as a check for both parties.

Fall Damage for the first 25 meters is 2 damage per 5 meters, and after that it is 3 damage per every 5 meters.

Unarmed Attacks deal 2 damage and roll Brawn or Swift.

Free Actions from *different* sources can be stacked.

Sprinting is when you use one or more actions to move on your turn in addition to your normal movement action.

Invisibility is negated after you take a hostile action against a target.

Reading Shorthand: For armor and evasion scores you may see it written as, for example 4/2. Where 4 is the Armor Score and 2 is the Evasion Score. You may see a weapon written as (Brawn +1) where Brawn means the number of dice rolled and +1 being the amount you can add to 1 die.

Are attacks stat checks?: No

Is grappling an attack?: Technically no, an attack requires you to damage the opponent via an attack roll.

Economy

Breakdown

Week of Food: 3 currency
Month's Rent: 30 currency

Basic Equipment: 5 currency
       Upgrading a weapon's accuracy costs 2
       Upgrading a weapon's damage costs 3
       Upgrading armor should cost 3
Module Starting Equipment: 8 currency

Character Creation

Lower-level character: 10 currency
Mid-level character: 15 currency
High-level character: 20 currency

Generic Equipment

General Idea:

Equipment is crucial to the game. Loot should be a motivator for the players to progress through the game and entice them into dangerous situations.

Should follow a flow no matter the module with rarity and damage scaling done in a similar fashion.

Bonus effects can be something like "ignore target's bonuses to armor value from equipment" or "critical hits set target on fire". Could also just be a raw damage increase.

Equipment can be upgraded a maximum of 2 times. This can be disregarded at the GM's discretion

Ammo for ranged weapons is optional. Depends on the type of table you are running.

Legendary tier items should also exist and fundamentally change how a player approaches combat. These will be module specific

Shields:

Have HP similar to a player and take damage first unless the player is ambushed. Take a rest to repair.

Guns:

Guns generally roll 3d6 pick the 2 highest, with no Stat Score modifiers. Deal more damage.

Consumable Health Items

For balancing reasons, an individual character can only carry 4 bandages and 4 antidotes at a time, and 2 medkits.

Bandage: As an action, these items can be used to heal an ally for 3 HP. Can be used on yourself outside of combat.

Antidote: As a free action, once per turn, remove a negative status effect.

Medkit: Heal ally for 6 HP and remove all base-game status effects listed below. Must be used outside of combat.

Status Effects:

Trigger at the start of turns and last a turn or until a condition is met.
> **Poison**: deals 1 damage until target cured or on their final hitpoint.
> **On-fire**: deals 1 damage increasing by 1 each turn until it's put out with an action.
> **Stunned:** lose an action or a movement next turn.
> **Slowed:** halve movement. Lasts one turn unless otherwise stated.
> **Bleed**: next heal heals for 2 less. Lasts until next heal.

For almost all instances, make the target of one of these effects either roll a save first and/or have the effect only be applied on a full-hit.

General Equipment:

For use in games that modules yet to have custom equipment.
Note: you can easily increase the rarity of these weapons by increasing the damage by 1.

Melee

Short Sword: 3 damage. when wielding a shield in your other hand, on turns where you do not attack gain +1 armor score. (brawn or swift).

Long Sword: 3 damage. If 2-handing gains +1 damage and uses Brawn. If 1-handing, get +2 to a dice and use Swift.

Great Sword: 5 damage. Requires an action to swap off this item. Requires 2 hands. (brawn)

Dagger: 3 damage. Full-hits inflict Bleed. Can be concealed (swift)

Brass Knuckles: Add half your Brawn score to unarmed attack damage (normally 2). This counts as an unarmed attack.

Katana: 4 damage. +1 to a dice on targeted attacks. (swift)

Club/Hammer: 4 damage. Unaimed full-hits force a Brawn or Intellect check of 8, else target is stunned. (brawn)

Hatchet: 3 damage. Rolls an additional dice when thrown (range 25 meters). (brawn)

Great Axe: 4 damage. Double 6s on aimed attacks to head deal 2 additional damage. In addition, Takes two hands to wield. (brawn)

Spear: 4 damage. You can attack from an additional 5 meters away. (brawn or swift)

Colossal Weapon: 6 damage. Takes two hands to wield. Reduces movement speed by 10 meters unless you have 5 brawn. (brawn)

Ranged

Bow: 3 damage. 40 meter range. +1 damage if the attack is made from 15 or more meters away. (brawn or swift)

Crossbow: 3d6. 5 damage. 30 meter range. Must reload after every shot.

Handgun: 3d6. 5 damage. 40 meters. Reloads every 6 shots. Can be concealed.

Shotgun: 3d6. 5 damage. 25 meters. Can hit a second target if adjacent to the first target. Reloads every shot. Requires 2 hands.

Rifle: 3d6. 6 damage. 60 meters. Reloads every 4 shots. Requires 2 hands.

Minigun: 3d6. 3 damage, 2 shots per action. 40 meters. Wielding this halves your movement speed unless you have 5 Brawn.

Armor

Cloak: +1 Evasion Score.

Light Armor: +1 to Armor Score.

Medium Armor: +2 to Armor Score. Requires 3 Brawn.

Heavy Armor: +3 to Armor Score. Requires 5 Brawn.

Shields

Buckler: 1 HP

Small Shield: 3 HP. Requires 3 Brawn to wield

Large Shield: 5 HP. Requires 4 Brawn to wield

Variant Gun Rule

Something to make guns feel more realistic. In addition to aimed attacks to the head dealing two additional damage, on full-hit they put the target in the Dangerstate (their health still being the result of the attack). Also they penetrate shields so that additional damage on a shield breaking is dealt to HP.

Core Skills

Brawn

- **Wild Swing** - Action, you may make a melee attack that deals 2 additional damage but rolls 1 less dice.
  - **Unburdened** - Passive, weapons with Brawn requirements deal 1 additional damage and get +1 to a dice on attacks.
    - **Crush Them All!** - Passive, whenever you full-hit a target with a melee reduce their armor score by 2 until the end of their next turn.
      - **Knock 'em Dead** [Brawn 5] - Passive, on full-hits you may knock a character up to 10 meters. Colliding with an object deals 2 additional damage.

- **Armor-Up** - Passive, when wearing armor that adds to your Armor Score, you have 2 additional HP and +1 Armor Score
  - **Taunt** - Action, force an enemy within range of their movement speed to move towards you and use ALL their actions to melee attack you on their next turn. You may use this as a free action if you are at full health.
    - **Aid the Tank**- Passive, if you were hit last turn, healing items and abilities heal you for an additional +2 HP.
      - **Impervious** [Brawn 5] - Action, once per rest, as a free action, you can not take more than 1 damage from individual attacks until the end of your next turn.

- **Off the Top Ropes** - Passive, for the first 25 meters any fall damage taken while grappling is inflicted upon the opponent instead. +1 to grapple checks.
  - **No Escape** - Passive, gain an additional action the turn after a target escapes your grapple.
    - **Wrestling Champion** - Passive, your movement is not restricted when grappling. You can grapple two enemies at once.
      - **Spinning Throw** [Brawn 5] - Action, Brawn off to throw a grappled target 20 meters. They take damage equal to your Brawn score if they hit a solid object like a wall. If they collide with anyone else they also take damage equal to your Brawn score.

Swift

- **Double Slash** - Action, once per turn you may melee attack two targets within 10 meters of you, but don't add positive dice modifiers from your weapon.
  - **Slide Back** - when you successfully attack, you can move 10 meters .

- - - **Riposte** - when you use *Dodge* you may make an immediate bonus attack with one less dice.
        - **Incessant Flurry** [Swift 5] - Action, as a bonus action gain two additional actions this turn. You have NO actions or movements next turn.

- **Trigger Happy** - Passive, during the first round of combat you may make an additional ranged weapon attack that rolls 1 less dice.
    - **Run and Gun** - Passive, once per turn if your ranged weapon attack full-hits, you gain an additional movement this turn.
        - **Point Blank** - Passive, ranged attacks made against adjacent opponents deal 2 additional damage.
            - **Termination** [Swift 5] - Passive, whenever you put an enemy in the Dangerstate, reload all weapons and your next ranged attack deals 1 additional damage.

- **In the Shadows** - Passive, roll an additional dice on Swift checks related to sneaking and gain +5 meters to your movement speed.
    - **Barely Scathed** - Passive, when you move behind cover roll a Swift check of 8 to regain Stealth.
        - **Not Yet Caught** - Passive, whenever you are spotted when sneaking, you get an immediate free action.
            - **Untouchable** [Swift 5] - Passive, you have two bonus uses of Dodge per rest.

Intellect

- **Long Shot** - Passive, add +1 to a dice for ranged attacks over 25 meters away.
    - **Quick Adjustment** - Passive, +2 to your next attack roll whenever you miss a ranged-attack.
        - **Pinpoint Accuracy** - Action, once per rest add your Intellect score to the damage of a ranged attack.
            - **Never Miss** [Intellect 5] - Action, once per rest your next ranged aimed, within line-of-sight-, attack full-hits, even if it is out of your weapon's max range.

- **Tactical Sight** - Passive, you know the HP of all enemies within eyesight. You cannot be ambushed.
    - **Foreknew -** Action, know one enemy's next turn. If your Intellect is 4 or higher, you may use this once per turn as a free action.
        - **Focused Stance**- Action, once per rest as a free action you may add your Intellect score to your Evasion Score. This lasts until the end of your next turn.

- **Mastermind** [Intellect 5] - Action, once per turn you may force an Intellect roll off with a target. If you win, attacks made by the target against you get -4 to the highest dice until your next turn. Gain a free action on success.

- **Field Medic** - Passive, you can make as many bandages or antidotes as your Intellect when you rest. In combat, you can apply a bandage as a free action once per turn.
  - **Better Aid** - Passive, when you apply any healing, heal for an additional Intellect/2 HP.
    - **Makeshift Hospital** - Passive, boost healing on rests to max HP.
      - **The Doctor is in** [Intellect 5] - Action, you can spend an action to use a medkit in combat and any other healing items that are typically restricted for rests.

Charisma

- **Backoff** - Action, Charisma check of 6 to give an enemy -2 to all checks and attacks for a stat of your choice. Only one enemy may be debuffed with this at a time.
  - **Retort** - Action, once per rest add +3 to a Diplomacy check.
    - **Cooler Heads Prevail** - Passive, while in combat gain +1 to all checks.
      - **Peacekeeper** [Charisma 5] - Action, use your action to cause a temporary cease in fighting. *NO* attacks or grappling can happen until your next turn. You may only use this once per rest.

- **First Impression** - Passive, start the game with one FRL with a faction of your choice.
  - **Emissary** - Passive, add your Faction Relationship Level to Charisma checks with members of that faction.
    - **It Takes A Village** - Passive, add your highest FRL to your lowest stat.
      - **Favorite Son** [Charisma 5] - Action, you may spend your Ingenuity to gain a perk from a faction at your current FRL.

- **Encourage** - Action, choose an ally and perform a Charisma check of 6. On success, pick one of their stats: it is counted as 1 higher. Only one ally may be encouraged at a time.
  - **Unbreakable** - Action, choose an ally and roll a Charisma check of 8: if you pass they can not go below 1 HP until the end of your next turn. You can do this once per rest.
    - **Coaching** - Action, once per rest give up to 3 allies an additional action on their next turn.
      - **Without Fail** [Charisma 5] - Action, once per rest allies automatically pass their checks and their attacks always at least half-hit. This lasts until the end of your next turn.

Gamemaster Guide

Encounters

Goals:

Simple formula that can be used across modules. Should be easy enough to do on the fly.

Explanation:

Formula is based on the following idea
- Encounter Level is based on a character by character basis. For instance, a level 1 character is expected to face an encounter level 1. And then you scale that up for however many party members there are. 3 party members = Encounter Level 3 is for them.
  - An Encounter that matches this base level should be a challenge that the party can overcome, but will need a rest or to use some consumables to heal after.
- When creating an encounter, if you are going to have *more* enemies than the party, every enemy more than the party is worth **1.5x** it's Encounter Level. Once you go over triple the party's total number of characters it's **2x**.
- **Basic Enemies**
  - An enemy with a basic weapon and level 1 worth of stats is worth .5 Encounter Level. Each skill that these enemies have adds .25 to Encounter Level. For every 5 HP you add to these characters, add .25 to Encounter Level.
  - If they have a weapon that deals more damage than a basic weapon, add +.5 to the Encounter Level. Also add +.5 if you give them armor.
  - Add 1 Encounter Level for each additional action after 2 that a character has.
  - Unless you are adding a ton of extra stats (or specifically for these enemies swift), don't worry about that when calculating the Encounter Level. If you think that it is going to increase the difficulty of the fight because of the combination of stats and skills, add an additional +1 to the Encounter Level.
- **Tokens**
  - 1 HP little nothings that deal 2 damage and have no armor or dodge. Only dangerous in swarms. Each is worth .25 Encounter Level
- **Bosses:**
  - Base Encounter Level for a Boss with 1.5x the highest party member's HP and 1 more action than the party member with the most, and damage equal to the average of the party's weapons. Following this will give you a boss with an Encounter Level equal to half the party's combined level.

- Bosses can have up to 3 potential interrupts that can disable PC's actions. If they have to perform a statcheck to interrupt, add +1 to the Encounter Level for each interrupt, and if the boss doesn't have to roll to interrupt, add +2 to the Encounter Level for each interrupt.
- Any skills the boss has add .5 to the Encounter Level.
- Adding armor/dodge to the boss adds +1 to the Encounter Level
- Each additional point of damage more than the base formula adds +1 until you add 5 damage, then it adds +2 to Encounter Level.

Examples:

Simple Encounter

Say we have a Party of 4 at Level 3, let's give them some tests. That'll be Encounter Level 12.

So if we want them to fight some basic enemies and for it to be a good challenge.
So a basic enemy with Level 1 Stats is worth 1 Encounter Level. So if we don't want to think about this at all we can just take the party's level and take the party's collective level (12) and have 4 enemies to get to Encounter Level 4. Then we can add more little basic enemies with 1.5 Encounter Level. We can add 5 more of these little basic enemies before we hit Level 11.5. Kind of boring, but should be a decent challenge for the Party of 4.

Or… we could try to make these enemies a little more interesting. Let's pick 2 skills for these baddies. And then make their weapons deal 1 additional damage. So now one of these guys have + .5 from the two skills and + .5 for dealing 1 extra damage. So now one of the enemies is worth 2 Encounter Levels. So 4 of them add up to 8 Encounter Level and then one more (because we are doing 1.5x because there's an additional one of these guys compared to the party). So we can have 5 of these enemies and have an Encounter Level of 11.

For something a little extra, we could mix and match these two enemy types and get up to Encounter Level 12. Maybe the first enemies we came up with are dogs with a bite attack equal to a basic weapon, and then the second group we came up with are armed guards with crossbows. We could even throw in some token enemies to make the encounter feel a little more daunting.

Boss Fight

Alright, let's say we have another party of 4 that are at level 5. We want to give them a boss encounter that can make them sweat a little.

So Level 5 characters have 3 actions total, so the boss should have 4 actions on its turn based on our formula. Assuming the highest HP character has let's just say 17 HP then the boss should have around 34 HP. This boss we'll give us an encounter level of 10. We need to flesh

him out a bit more though. Let's give him 2 interrupts that he does not have to roll for. That'll push him up to Encounter Level 14. Next, this boss needs to deal more damage so for +2 damage, we can get to Encounter Level 16.

So if we want this boss to start taking on some personality we will have to start giving it some skills. Maybe it's a minotaur. We will give it 6 Brawn skills from the Base Module and 2 skills from the module that we are playing with (it's a Minotaur so I am thinking of something from the Fantasy module).

Now we have a Minotaur boss that can spook the party a little bit, by tanking hits and dealing a lot of damage.

Homebrew

When is a good time to DIY

Making your own species, skills, etc outside of the base modules provided is encouraged. Whether that means you are creating your own module or just splicing a skill-tree or magic system onto an existing module for a game at your table.

Always let your players know ahead of time of any changes you are making to an existing module and of course give them access to any homebrew module.

Species

A lot of games blur the lines between Species and Factions. One of my inspirations for the faction system was to alleviate this. Something that I think is good for species is things like a species of turtle people having a shell or another species that is adept to a specific element.

Since a species's ability or passive will be part of a level 1 character, it is important that it is either relatively minor, or that it scales with a stat in such a way that the ability grows with the character.

Factions

Factions are generally included with a module, but you can feel free to modify the factions for the setting you want to create. Games often will include their own weapons, armor, and artifacts. You can use these to create appropriate rewards for your custom faction as well as offering an ability from an appropriate skill tree.

Factions should feel important. Your local thieves guild or a village is not a faction. A kingdom, the dominant religion of the realm, or a wide-spread secret society work better as factions.

Skill Trees

Skill trees generally have 1-3 paths and each path has 3-5 abilities.

Some allow you to take multiple paths at the same time, but the default is you have to finish one path within a skill tree before starting another.

Some of the later abilities in a path are locked out until the player reaches a certain level.

All that being said, when you are creating a skill tree for your table, you should keep in mind the other skill trees that you are playing with. Yours should be unique enough that it is not just a better/worse version of abilities that already exist.

I'd recommend tying new skill trees to things crucial to your world. For instance if you are creating a homebrew all about racing, you'll definitely want a skill tree tied to driving cars and such. Same with hacking into computers or something else tied to your specific setting.

Magic and other Power Systems

So when I was making the modules Manaburst and Mutant Mayhem, I came at it with 2 different approaches. I wanted the mutants to have specific abilities that were unique to individual characters and grew with them. With Manabursts' magic system, I wanted the players to feel like they were crafting new spells with flexibility.

I think the thought you want to have in mind is what direction you want to take your magic/power system. More towards spells that your characters learn over time, or a limited amount of super-powers that your character improves as the story goes on.

As far as stats go for magic systems, it is going to depend on the setting. For Manaburst, I created a 5th stat for players to invest in, but that is not the only way you could go with a magic system. Having spells use Intellect or HP to cast would be interesting, or maybe a system where spells don't cost anything at all and are more utility focused.

 If you want something for your own "SuperHero TTRPG", I think that the Mutant Mayhem mutations are a great place to start. You could take that concept and really make it your own.

Below I am going to include a simplified magic system that you can use as a start to create your own magic/powers system in a game (similar to Manabursts).

Example: A Simple Magic System

Simplified magic system. You can cast as many spells as 1+½ your level rounded up per rest. Spells that don't have dice rolls associated with them always succeed, else they are attacks. You may only cast one spell per turn.

Level 1 Spells:

- **Magic Bolt** - 2d6+2 attack with 30 meters of range that deals 3 damage.
- **Magic Shield** - double your armor score until the end of your next turn.
- **Enhance** - you or an ally's next check for a stat rolls 2 additional dice.

Level 4+ Spells:
- **Future Sight** - see into the future equal to your Intellect # of minutes.
- **Warp** - Teleport yourself or a target 30 meters
- **Counter-Spell** - if you had an action remaining at the end of your turn, you may cancel a target's spell once per rest.

Level 7+ Spells:
- **Destruction** - 4d6 that deals 6 damage with 40 meters of range.
- **Change Fate** - restart a turn. You are stunned for up to 5 - Intellect turns.
- **Magic Bubble** - you or target can not take any damage until the end of your next turn.

Now add your own or tweak this to make your own simplified magic system.