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Character Sheets

Game Terms

This is a list of all the terms specific to this game.

Action Points (APs): APs add dice to any d20 roll (depending on your level), as well as a Power Stretch, Damage Negation, or a Death Retcon. You earn a number of APs equalling $6 + \frac{1}{2}$ your character level at every level-up.

Activate: The action type and PP cost to use a power. The entry is listed as "action type; PP cost." The action type of a power indicates whether it provokes attacks of opportunity.

Advantages (Ads): Little things that make life easier. You can purchase them with CPs.

Adventurer: Restless thrill-seekers who live on luck.

Aerials: Humanoid creatures with wings.

Ammo Capacity: The number of bullets a given firearm can normally house.

Atlanteans: Humanoid creatures who live near the bottom of the ocean. They breath water and communicate telepathically.

Biological (Bio): This Origin designates powers that come from your generic structure, physiology, or anatomy.

Brutes: Large, strong, dumb humanoids.

Cat People: Humanoids with cat-like features, including claws, fangs, tails, and fur.

Champion: Charismatic heroes for a cause.

Character Points (CPs): With CPs, you can buy almost anything in the game, including advantages/complications, skills, feats, powers, and species templates. You get 10CP per level (standard).

Complications (Comps): Little things that make life harder. These grant you CPs.

Cosmic: This Origin designates powers that come from forces beyond human understanding, including galactic entities of god-like power or bizarre accidents of physics.

Damage / Ammo Type: The kind of bullets a given firearm requires.

Death Retcon: If you die from a single blow, you can return to life by the power of retroactive continuity. You return to your level of HPs before you died. Doing so costs 3APs.

Debris Damage: If you are inside a building and that building collapses on top of you, you take damage.

Derringers: Extremely small pistols that carry only 1 or 2 bullets.

Devices: Supertech items in general, which includes Doohickies, Ray Guns, Gizmos, Superchemicals, Gadgets and Power

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Armour:

Doohickies: Single-use, single-power devices.

Energy: This game term refers to one of the five energy types: cold, corrosion, electricity, heat, sonic/concussive.

Energy Resistance (ER): Listed as "R x" where "x" is a number that you subtract from any single energy effect that causes you damage. Energy Resistance usually applies to only one of the five energy types.

Feats, Tongue-In-Cheek: Feats that break not only the bounds of reality and physics, but logic and sense. They often involve Awesome bonuses/ penalties.

Gadgets: Items that generate the effects of a power.

Gizmos: Multiple-use, multiple-power, supertech devices.

Items: Powers that are physical objects: Esoteric Items, Gadgets, Iconic Items, and Power Armour.

Knockback: If you are hit by (a) someone with Super Strength, with (b) a blunt attack, that (c) does more damage than your Knockback Threshold, then you fly backwards through the air a number of feet equal to half that damage (i.e., 1/10th the total damage in squares).

Knockback Threshold: The damage that Super-Strength, blunt attacks have to exceed in order to provoke Knockback. Your Knockback Threshold equals 10 + your Fort save + your Strength modifier.

Machine Pistols: Handguns that are capable of Burst fire.

Martial Artist: Masters of exotic fighting systems.

Massive Damage: The amount of damage you can take before you have to make a Fortitude save (DC 15) or drop to -1 HPs, and stabilised.

Mastermind: Forceful tacticians and leaders.

Metapowers: Powers that affect other powers: *Power Absorption*, *Power Duplication*, *Power Leech*, *Power Nullification*, *Power Resistance*.

Mole People: Humanoids with mole-like qualities, including claws for digging and poor eyesight.

Mystical: This Origin designates powers that come from blind forces of the universe and divine entities.

Negate Damage: If you declare a Damage Negation after a hit is announced by before damage is announced, you can avoid the damage altogether. Doing so costs 2APs.

Origins: The source of your powers. The five Origins are: Biological, Cosmic, Mystic, Psionic, and Supertech.

Pistols: Handguns that automatically cock themselves and take box-type ammunition.

Power Dice: The die you roll at every level to determine how many PPs you get.

Power Points (PPs): The energy source you use to fuel your powers.

Power-Point Deficit: In dire emergencies, you can trade 1 point of Constitution for a single PP.

Power Stretch: When you use a power for something it's not strictly designed to do, but could plausibly do. Power Stretching

costs 1AP.

Power Resistance (PR): Listed as "PR: X" where "x" is a number that you subtract from any single power effect that causes you damage. Power Resistance usually applies to only one of the five Origins types.

Powers: Special supernatural, paranormal, or science-fictional abilities that you can buy with CPs. This includes Traits, Psi-Powers, Spells, and Items.

Psi-Power Resistance (PsR): Listed as "PsR: X" where "x" is a number, usually between 10 and 20. Attackers using psi-powers must make a manifester check against your PsR score. If they fail, the psi-power does not affect you at all.

Psionic (Psi): This Origin designates powers that come from the force of your mind and your will.

Rates of Fire: The number of times you can fire a given firearm in a round.

Ray Guns: Single-power, multi-use devices.

Revolvers: Handguns that employ a spinning barrel to advance bullets into the chamber.

Rock People: Humanoid creatures made of stone. They breath water and communicate telepathically.

Sidekick: Highly-trained team players.

Sleuth: Addicted to mysteries and not afraid to swing their fists.

Sneak: The ever-lovin' masters of being sneaky.

Socialite: Rich and motivated.

Soldier: Military-trained professionals who get the job done.

Spell Resistance (SR): Listed as "SR: X" where "x" is a number, usually between 10 and 20. Attackers using spells or spell-like effects against you must make a caster check against your SR score. If they fail, the spell does not effect you at all.

Staple: Using a piercing weapon, mêlée or ranged, to pin someone by their clothes to a wall or other surface.

Super Ability Scores: Any ability score that is 25 or greater is Super. Any attack that uses a Super Ability Score is automatically considered "super" for the purposes of bypassing Damage Reduction.

Super Attacks: Any attack modified by a Super Ability Score (i.e., a score of 25 or more).

Superchemicals: Single-use supertech substances that anyone can use by ingestion or injection.

Supertech: This Origin designates powers that come from advanced technology.

Sustain: The action type and PP cost of maintaining a continuous power. It is listed as "action type; PP per unit of time." Powers with units of time with slash marks, like "2PPs per round/ minute" cost that number of power points per round in combat, and per the second unit out of combat.

Thinker: Cerebral ponderers who think before they act.

Tomorrow People: Humanoids with big heads and telepathic powers. Really big heads. Like beach-balls, man.

Traits: Powers that are indistinguishable from your your genetic code, physiology, or spiritual essence, and therefore are not

affected by the metapowers and do not cost PPs to fuel.

Warrior: Devotees of the sweet science of kicking ass.

Modifier Types

This is a list of all the different kinds of modifiers in this game.

The d20 system has quite a few kinds of modifiers, and *Phoenix* adds a few of its own. Knowing the bonus types is important because with the exception of Dodge and Circumstance bonuses, they do not stack. The following list includes all modifier types in the *Phoenix* role-playing game.

Ability Modifier

[Various]

The bonus or penalty attached to your ability scores are ability modifiers. They apply to various die rolls (attack, save, skill, etc.) and character stats (e.g., Defence, Knockback Threshold, etc.) according to the individual ability score descriptions.

Aid Skill

[Skills]

The bonus you get to use one skill when you have more than 5 ranks in another, related skill. The bonus to a primary skill equals +2 for every 5 ranks you have to the secondary skill. Synergy Bonuses do stack with themselves.

Armour Bonus

[Defence]

Armour grants an armour bonus, and this bonus applies to your Defence score. Physical armour, the Armoured enhancement of *Power Armour*, and the power *Natural Armour* all grant an armour bonus. Armour bonuses do not stack with other armour bonuses. They do not apply against touch attacks. An armour bonus that is granted by a power or power-like effect does apply to touch attacks made by incorporeal creatures.

Awesome Bonus

[Any]

Awesome Bonuses are part of a linked set of optional rules under which the GM can decide that a player has done, or is about to do, something that is just *so damn clever* that the player deserves a bonus for even thinking of it. Awesome Bonuses can theoretically apply to any roll, but primarily apply to attacks or skill checks, which is to say, rolls that require a direct effort and/or some show of skill on the part of the PC.

Circumstance Modifier

[Any]

Circumstance modifiers (bonuses or penalties) result from a specific conditional factor that impacts the success or failure of a task at hand. Circumstance bonuses stack with themselves as well as other bonuses.

Competence Modifier

[Attack, Save, Skill, Caster/Manifester Check]

Competence modifiers (bonuses or penalties) affect your ability to perform a particular task. They can apply to attack rolls, saving throw, skill checks, caster/manifester checks, or any other check that might normally be affected by your level or skill ranks. It cannot apply to ability checks, damage rolls, initiative checks, or any other rolls that aren't related to level or skill ranks. Competence modifiers do not stack with themselves.

Cover Bonus

[Defence (touch)]

Cover bonuses affect your Defence score in situations in which something physically blocks an attack from striking you, such as a wall or tree, but they can also include "soft" cover such as another combatant. Cover bonuses apply directly to your Defence under specific circumstances, and they are different from Concealment, which is a percentage-based miss chance granted by anything that makes you hard to see rather than hard to physically strike. For example, blindness, fog, or a sheet billowing in the breeze could all grant Concealment under the right circumstances.

Deflection Bonus

[Defence (touch)]

Deflection bonuses are powered effects that make attacks rebound or veer away from the target harmlessly. They apply to your Defence score. Deflection bonuses do not stack with themselves. They do apply to touch attacks.

Dodge Bonus

[Defence (touch)]

Dodge bonuses represent your ability to evade an attack entirely. They apply to your Defence score, and very occasionally to a Reflex save. Any situation or effect (other than wearing armour or other protective gear) that negates your Dexterity also negates a Dodge bonus, like being caught flat-footed, for example. Dodge bonuses do stack with themselves, and they apply to touch attacks.

Enhancement Bonus

[Ability Score, Attack, Damage, Defence]

Enhancement bonuses arise from powered effects only, so they always have an Origin. Enhancement bonuses do not stack with themselves. However, enhancement bonuses on protective gear (including armour or shields) effectively raise the bonus on the gear, so you can wear armour +2 and carry a shield +2 and both +2's count towards your total Defence score. Enhancement bonuses count against touch attacks only if they enhance something that counts against touch attacks (e.g., a shield).

Equipment Modifier

[Skill, Save]

Equipment modifiers (bonuses or penalties) represent the aid that tools or machines grant in performing a certain task. They do not stack with themselves. They apply to skill checks, and very occasionally to saving throws.

Insight Bonus

[Any]

Insight bonuses represent an instinct for a certain task that borders on precognition. Insight bonuses do not stack with themselves.

Luck Modifier

[Any]

Luck modifiers (bonuses or penalties) represent a tendency to either benefit from, or be penalised by, random events. Luck modifiers do not stack with themselves.

Mastercraft Bonus

[Attack, Defence, Skill]

Mastercraft bonuses result from the specialised modifications to tools, arms, and machines that increase their effectiveness. They usually represent things like superior materials or delicate weighting. Mastercraft items are either speciality brands or custom made. Mastercraft bonuses do not stack with themselves, and they count against touch attacks only if they enhance something that counts against touch attacks (e.g., a shield). They also do not stack with mods to Body Armour or Firearms, nor do they stack with Enhancement bonuses.

Morale Modifier

[Will Saves]

Morale modifiers (bonuses or penalties) result from greater than normal hope (or despair), courage (or cowardice), and determination (or apathy). Morale modifiers do not stack with themselves. Morale modifiers have no effect on non-intelligent creatures (those that have an Intelligence score of 0).

Natural Defence Bonus

[Defence]

Natural Defence bonuses result from the toughness or density of your hide. They apply to your Defence score. Natural Defence bonuses do not stack with themselves. Natural Defence bonuses do not apply against touch attacks.

Species Modifier

[Any]

Species modifiers (bonuses or penalties) result from a certain cultural context you were raised in and/or an innate characteristic of your physiology. Species modifiers do not stack with themselves.

Resistance Bonus

[Saves]

Resistance bonuses affect your saving throws. Unless otherwise stated, they apply to all three saves. Resistance bonuses do not stack with themselves.

Shield Bonus

[Defence]

Shield bonuses result from carrying a shield or other item that blocks an opponent's ability to harm you. They apply to your Defence score. Shield bonuses do not stack with themselves. Powered shield bonuses usually manifest as a barely visible but entirely tangible field of force that hovers in front of you. Shield bonuses do not apply against touch attacks.

Size Modifier

[Attack, Defence, Grapple, Stealth, Various]

Size modifiers (bonuses or penalty) represent the logical consequences of being larger or smaller than Medium-sized. You can be only one size at any given time, so size modifiers can't stack by nature.

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