

BASIC D20 POWER LEVEL LIMITS

This document details what should be the default power level limits for all Basic d20 games. Gamemasters are, of course, free to set their own power level limits for traits as they see fit. The power level limits detailed here are in keeping with the spirit of most d20-based games.

POWER LEVEL LIMITS

Most campaigns will start with 1st level characters. If higher-level characters are desired, use this table to determine starting PP and the maximums in ability scores, skill ranks, advantages, and powers. This table also shows the trait limits that should be used based on the campaign's maximum character level as set by the GM.

Character Level	Starting PP	Maximum Ability Score	Maximum Skill Rank 'A'	Maximum Skill Rank 'B'	Maximum Skill Rank 'C'	Maximum Advantage and Power Level
0	10	SV	0	2	3	0th
1	20	SV	1	2	4	1st
2	30	SV	2	3	5	2nd
3	40	SV	3	3	6	3rd
4	50	SV + 1	4	4	7	4th
5	60	SV + 1	5	4	8	5th
6	70	SV + 1	6	5	9	6th
7	80	SV + 1	7	5	10	7th
8	90	SV + 1	8	6	11	8th
9	100	SV + 1	9	6	12	9th
10	110	SV + 1	10	7	13	10th
11	120	SV + 1	11	7	14	11th
12	130	SV + 2	12	8	15	12th
13	140	SV + 2	13	8	16	13th
14	150	SV + 2	14	9	17	14th
15	160	SV + 2	15	9	18	15th
16	170	SV + 2	16	10	19	16th
17	180	SV + 2	17	10	20	17th
18	190	SV + 2	18	11	21	18th
19	200	SV + 2	19	11	22	19th
20	210	SV + 3	20	12	23	20th

'Character Level' is the maximum character level set by the GM. It is analogous to the Mutants & Mastermind Power Level. 'Starting PP' shows how many Power Points a character starting at the given Power Level receives during character generation. 'Maximum Ability Score' is the maximum ability score

that the character can have. This maximum is based on the starting value of the ability score modifier (shown as 'SV'). This starting value is based on what ability score modifier the character had at 1st level.

For example, if a character started with a score of +0 in Strength at 1st level, then he could spend 2 PP to raise it to +1 when the GM raises the campaign's character level to 4th. He can spend an additional 2 PP to raise it to +2 when the campaign character level is 12th. Finally, he can raise it to +3 when the 20th character level is allowed. If his Intelligence started off at +4, then he could raise it to a maximum of +7 by 20th level.

The next three columns show the maximum broad skill ranks based on the campaign's character level. Column 'A' is for the Fight, Shoot, and Toughness skills. Column 'B' is for Dodge, Fortitude, Parry, Reflex, and Will skills. Column 'C' is for Athletics, Awareness, Interaction, Knowledge, Languages, Performance, Profession, Science, Technology, Thievery, Vehicles, and Wilderness.

The last column shows the maximum level for advantages and powers. For example, a campaign set at the 7th character level allows characters to have feats, class special abilities, talents, and powers of 7th level or lower.

These power level limits ensure that characters built using the Basic d20 system do not surpass the normal trait limits of most d20 characters. The base attack bonus is derived from the Fight and Shoot skills. The base attack bonus should never exceed the character level of the campaign. Actual attack bonuses can be much higher (once you add Strength, Dexterity, magical items, etc.) but the base attack bonus should never be higher than the maximum character level. Likewise, a character's number of hit dice, as represented by the Toughness skill, should not exceed the campaign's character level. By taking multiple Toughness feats, you can raise your character's hit points, but your character's hit dice are limited to the character level of the campaign.

For Dodge, Fortitude, Parry, Reflex, and Will, the limit is two plus half the campaign's character level (round down). Thus, you see the normal range of 'good' base save bonuses in Column 'B' above. Characters in Basic d20 should not have base save bonuses higher than what they could have under single-classed advancement in normal forms of d20. It is true that multi-classed characters in other d20 games could have base save bonuses higher than those shown, but the spirit of the rules is served better by sticking to the limits normally imposed on the 'good' saving throw.

Finally, all other skills fall under that normal maximum skill ranks for d20 characters. Three plus the campaign's character level shows the maximum number of skill ranks a character can have in the twelve other skills in Basic d20. There are no 'cross-class' skills at all in Basic d20, so this limit is ignored.

The last column simply indicates that a character cannot have a feat, class special ability, talent, spellcasting ability, or power that is higher than the campaign's character level.