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CHAPTER 01

INTRODUCTION

You quest for the perfect role-playing game system. Endlessly. Tirelessly. It constantly eludes your grasp. You cross your fingers and take a deep breath as you open the first page of this book. Is it the answer you've been waiting for?

Sorry, but this book is probably not the solution to your quest for gaming perfection. It may come damn close, though!

Everyone has a preference concerning the elements they like in an RPG. Rules-light vs. rules-heavy. Point-based vs. class-based. Effects-based vs. power-based. Three stats vs. six stats vs. nine stats. Multi-genre vs. campaign specific. Roll low vs. roll high. Fixed dice vs. dice pool. Modular vs. integrated. Bell curve vs. linear. d6 vs. d10 vs. d20. Independent rolls vs. opposed rolls. Role-playing intensive vs. combat intensive. The list of preference options is endless.

So is this the game for you? Read on. We'll let the Tri-Stat System rules speak for itself.

THE TRI-STAT SYSTEM

The Tri-Stat System premiered at Gencon 1997 in *Guardians of Order's* first publication, **Big Eyes, Small Mouth**, which is now (in its fourth edition) simply called **BESM**. It used two six-sided dice to resolve all tasks, didn't include a skill system, and had very few rules. The little 96-page anime RPG was an instant success, selling through its first print run very quickly and earning an Origins Award nomination for the Best Role-Playing Game of the year.

Designer Mark MacKinnon expanded the Tri-Stat System in 1998 with the **Sailor Moon RPG and Resource Book** to include more options and game mechanics. From 1999 to 2002, new mechanics and options were added to each RPG that Guardians published to customise the game to suit its goals. The core elements remained the same, but the details were refined.

- » **Dominion Tank Police RPG** included a mecha creation system and skills
- » **Demon City Shinjuku RPG** added new magic/occult-related powers
- » **Tenchi Muyo! RPG** added new powers, including Duplicate and Summon Servant
- » **BESM Second Edition** compiled previously published Tri-Stat System material, added new combat options, and expanded on the genre-dependent costs for skills
- » **Ghost Dog RPG** introduced grittier game mechanics, including Shock Value, for more realistic games
- » **Heaven & Earth Second Edition** changed dice rolling to drawing from a deck of playing cards, and featured an innovative destiny and fate mechanic
- » **El-Hazard RPG** incorporated mystery game points through a GM-driven Unknown Superpowers Attribute.
- » **Hong Kong Action Theatre! Second Edition** changed the Stat costs to staged values and modified the all-or-nothing damage to all, nothing, or 50%.
- » **Silver Age Sentinels** offered dramatic changes to the system by expanding the Attribute Levels from 6 to 10, increasing the Stat range from 12 to 20, swapping the traditional 6-sided dice for 10-sided dice, and offering a wide range of customisation options with the Power Modifier Values (or PMVs) of Area, Duration, Range, and Targets

Scaling Tri-Stat

To further address superhero power levels, **Silver Age Sentinels** included a sidebar about scaling the Tri-Stat System. One option that garnered player attention suggested changing the game dice from d10s to another dice size. Guardians implemented the option in their “widescreen” superhero game **The Authority RPG**, using d12s instead of d10s to reflect the comic book’s extreme power levels.

Guardians believed it had discovered its grand system unification theory. The evolution of the Tri-Stat System moved beyond d6 **BESM** and d10 **SAS** to the new standard: Tri-Stat dX. The “dX” represented any dice size, from d4 (low-powered, sub-human games) through d20 (god-like powered games).

Why dX Was the Solution

Those alternate dX variations – where the dice size shifted according to the power level of the adventures – was needed in the original roll-under Tri-Stat System to alter the probabilities of achieving success for the range of character aptitudes. A Stat of 4 has always represented the adult human average. In Tri-Stat dX, to succeed in a Stat-related task, the player must roll their character’s Stat or lower on two dice. In **Silver Age Sentinels** that uses d10, the probability of rolling 4 or less is only 6%, which is not very likely. This is a desired result, though, since average humans shouldn’t often succeed in tasks that are considered normal for a superhero game. In a human-level **BESM** game that uses d6, though, the probability increases to 17%. Again, this percentage matches the desired result since an average human should have a reasonable, not minuscule, chance of succeeding in a game where above-average humans are normal player characters. Thus, changing the size of the dice in Tri-Stat dX was an easy way to scale the game (and thus success frequency) to the correct power level for the players characters.

An Outdated Legacy

This dX trend was rendered unnecessary when the Tri-Stat System switched from a roll-low and roll-under system to its current roll-high implementation in 2020’s **BESM Fourth Edition** anime and manga RPG and 2022’s **Absolute Power** superhero RPG. Now that task resolution is additive – that is, adding the dice roll result to the character’s Stat value and Skill Group Level – the power level of any game can be accommodated equally well. Furthermore, characters of wildly different power levels can interact using the same system and its two six-sided dice with ease, with high-Stat individuals gaining a natural and significant advantage over those with lower Stats.

In short, Tri-Stat dX is dead. **Long live d6 Tri-Stat!**

WHAT THIS BOOK IS AND ISN’T

It’s important to establish expectations for this **Tri-Stat Core Role-Playing Game System**. This book offers a complete role-playing game; no other books or products are required to play (other than up to four six-sided dice). This single volume presents a comprehensive, universal, multi-genre system that you can use for your adventure scenarios at any power level.

What Tri-Stat Core doesn’t offer is fluff. No art, no setting, no fancy layout, no wordy descriptions, no explanation of what an RPG is, no player or GMing advice, no quick-play character creation templates, no pre-built NPCs or equipment, and only a few examples.

Intentional Choices

Based on everything missing, it may seem like this book offers an incomplete game – but this is certainly not the case. Tri-Stat Core functions as a low-cost introduction to the Tri-Stat System and we have intentionally trimmed the game down to its essentials to make this possible. Since this game is fully compatible with other RPGs that also use the Tri-Stat System as its foundation – like **BESM Fourth Edition** and **Absolute Power** – you can expand on what's offered in this single volume from other games if you want to enhance your play experience with setting, pre-gens, and role-playing context. Tri-Stat Core makes for an affordable extra “table copy” of the system you can use during your **BESM** and **Absolute Power** adventures.

What Do You Want in an RPG?

If you ask 10 gamers what is the most important aspect of a role-playing adventure, you'll likely hear 10 different answers. Diversity in role-playing is one of the hobby's strengths, though establishing a common ground for your game's focus is essential to help meet everyone's expectations. Our Role-Playing Game Manifesto a few pages earlier gives you insight into our design philosophy at Dyskami Publishing. If you want a few more hints into what the Tri-Stat System has in store, you can consider it a rules-light, point-based, effects-based, three-stat, multi-genre, roll-high, two-dice (normally), modular, bell-curved, independent-rolling, role-playing-intensive game system that uses only six-sided dice.

Tri-Stat Role-Playing

This system is ideal for facilitating a wide range of role-playing adventures, accommodating nearly any genre, setting, time period, and player power level. The rules are straightforward to use and thus do not include an overwhelming amount of specific detail. In particular, the task resolution and combat system is designed to capture fast-moving dramatic action. This system's elegance is one of the central foundations of Tri-Stat, making it an ideal choice for both novice and experienced players. Nevertheless, the role-playing interactions between the GM and the players, as well as between the players themselves, are the primary focus of the Tri-Stat System; the core mechanisms of this game are merely a tool to accomplish this goal.

RP vs. G

People play role-playing games for many reasons, and different game systems cater to some preferences over others. RPGs that have detailed and intricate game systems typically attract players who are engaged with the system mechanics and focus more on the “game” parts of an RPG. Conversely, games that have more flexible and narrative game systems typically attract players that engage with the story plots and focus more on the “role-playing” parts of an RPG.

The Tri-Stat System falls in between on this spectrum, leaning more towards emphasising the stories and characters as opposed to the game system. Although the underlying game engine is streamlined and easy-to-use, it's quite a comprehensive and robust system designed to handle nearly anything you throw at it. The process of creating characters can be quite an involved process given the volume of options available, but once the adventure begins, the game mechanics fade into the background and allow the role-playing to command the stage.

Since its inception, the Tri-Stat System was always presented with one simple unwritten rule in mind: when the game system conflicts with the story (and, by extension, the characters), the story always wins.

TRI-STAT GENRE APPLICATIONS

Included herein are brief suggestions for 30 different role-playing campaign genres that are ideal to implement using the Tri-Stat System.

Multi-Genre

Any Campaign

Perhaps time-travel is in the plans, or maybe you're just not sure where your campaign will be going. If you need flexibility, the Multi-Genre campaign is the perfect choice.

Modern Day

Action Adventure

Like an adrenalin-pumping movie, Action Adventure campaigns thrust the heroes into the thick of things right from the get-go. While moral and ethical dilemmas will be present, the tempo should always pounding. Play hard or go home!

Animal Adventures

Animals speak their own languages and have their own adventures – independent, in spite, or because of humans. You may be avoiding harsh labour, saving your relatives, finding a new home, or all of the above and more.

Classic Horror

Horror can take many forms, from ghosts exerting nighttime influence on the impressionable to cults seeking ultimate power for themselves. However the horror is created, the characters must be kept on their toes; one wrong move could be the ultimate end for them.

Detective

Organised and disorganised crime owns the streets, while the badges try to keep the peace. Corrupt cops, dedicated investigators, gang leaders, FBI agents, CIA special ops, lawmakers, and judges – all are potential players in the tangled webs of a detective campaign.

Loony Cartoons

Enjoy crazy capers in worlds where reality does not apply. Characters must foil the crew of villains time after time, because they just don't know when to quit!

Romantic Comedy

How many ways can love and lust go wrong in a single session? Bad blind dates, falling for your best friend, saying the wrong name at the altar – yup, love hurts!

Spy Thriller

You have a government's blessing and a license to kill, or maybe you are an independent operative working to keep society safe from the machinations of extraordinary criminals. There are conspiracies afoot, and you may be the world's best hope for peace.

Superhero

Uphold the values of liberty, justice, security, and peace – or flip the coin and terrorise the world with your diabolical plans! If this sounds like the superheroic action you crave, take a look at our **Absolute Power** role-playing game.

Supernatural Occult

They know something that they won't tell you – or you know something that they won't believe. The military and government cover-up magic, alternate dimensions, infernal creature, aliens, mutants, and more. This genre mixes action and investigation in near equal parts.

Fantasy

Eco Fantasy

This “cli-fi” genre captures the essence of natural ecosystems and their relationships with fantastic human societies. The living world needs you to support its continued existence, because the alternative ends in catastrophic global failure.

High Fantasy

The fate of civilisation is balanced on the edge of your sword. Globe-trot (or take a handy airship) to enchanted places – each one more fiercely guarded than the last – in search of the one way to destroy true evil.

Low Fantasy

Wage war, explore mysterious new lands, and research the arcane arts. Monarchies rule the lands while gallant knights defend Queen and Country against outside threats.

Urban Fantasy

Myths are no longer just that. Vampires, faeries, spirits, and magic all exist in the modern world, often forced to conceal their true nature for fear of persecution. Secret societies, sects, political intrigue, and backstabbing are cause for a tense and dramatic campaign.

Future

Cyberpunk and Realitypunk

The dark streets of the near future are home to street samurai, gangers, fixers, deckers, and all types of counter-culture. Country-owning megacorps, embittered police forces, and powerful syndicates employ them as deniable assets in a world of technological evolution.

Hard SF

Science and exploration are the keys to this genre, which focusses on the realistic extrapolation of technology and society. Sciences, both physical and social, and politics drive you toward a better future.

Mecha Drama

Giant robots are great for combat and picking up dates! With space travel common and new territory being fought over all the time, both politics and combat are of utmost importance.

Post Apocalyptic

Following the largest disaster in recorded history, humankind struggles to regain what it has lost. Compounding the problem is the mundane (no clean water, hospitals, or electricity) and the insane (mutants, power-mad warlords, and strange geological shifts).

Soft SF

Travel through far-away solar systems in search of new planets, life forms, and intelligence. Your discoveries may be routine or humbling – new plants, or an entire race of A.I.s.

Space Opera

Galaxy-wide political and physical struggles between good and evil are never-ending. Faster-than-light starships, living planets, sentient robots, forbidden romances, and unstoppable dictators will keep the heroes in both excitement and peril until the very end!

Historical

20th Century War

From the earliest days of World War I to the many Middle Eastern conflicts in the 90s, technology and tactics have changed tremendously. Jungles to Desert; General to Grunt; Land to Air – the scope of modern war offers a wide variety of campaigns.

Age of Discovery

From the 1400s to the 1600s, European nations focussed on exploring the vast world for riches, resources, and trade. As empires grow and maps made whole, boundless adventures await!

Age of Pirates

Arrrr! Set sail for far-away ports and mysterious bounty. Along the way you'll face the unforgiving ocean, potential mutiny, and other pirates. Will the treasure still be there when you arrive?

Age of Samurai

Explore ancient dynasties while battling for and against feuding warlords. An honourable samurai can turn ronin – masterless and outcast – with one mistake.

Ancient Mediterranean

The sands of time obscure some of the most amazing human creations and advanced civilizations. Religion and worship dominated Mediterranean life, and the afterlife was seen as the next important step on a journey. Political and military campaigns are another strong focus.

Industrial Age

Against a backdrop of manufacturing economies, elegant beauty and sophisticated tastes collide with overwhelming poverty and despair. The distance between the rich and poor is insurmountable, and a life of crime is the only way for some to get ahead in a factory world.

Middle Ages

Feudal times were tough on everyone, especially the lower classes. Survive the plague, live through the wars, and raise your political influence.

Steampunk

Retrofuturistic technology combines with a mechanical gear aesthetic to create anachronistic approaches to the Britain's Victorian era, Frances's Belle Epoque, and America's Civil War era. Steam and metal eschew electrical supremacy in a march towards anarchist revolution!

Stone Age

Be the first to invent the wheel! In the Stone Age, the necessities – shelter, food, fire – take centre stage as you forge ahead and create basic tools and technology.

Wild West

Seek out fortune and fame, but don't lose it all in a game of poker. Gold hunters, outlaws, indigenous peoples, sheriffs, gamblers, and vigilantes roam the vast landscape of America.

CONCISE GLOSSARY

Attribute: Specialised aspects of your character that represent superpowers, innate talents, learned skills, species traits, magical or psychic abilities, technological enhancements, and more.

Character Points: A numerical measure of the relative capability of characters. Those with higher Character Point totals are typically more powerful or competent than those with lower Point totals. Players construct the various aspects of their characters – Stats, Attributes, Defects, etc. – using the Character Points assigned by the Game Master during character creation.

Defect: Disadvantages or drawbacks through which your character must suffer in order to overcome the hardships of day-to-day life. They can be considered “negative Attributes” that return Character Points.

Derived Values: Calculated numbers that are based directly on a character’s Body, Mind, and Soul Stat values, and thus do not afford any choices of Point distribution. These include a character’s Attack Combat Value, Defence Combat Value, Health Points, and Energy Points.

Edges: A positive modifier that provides an advantage to the character when rolling dice to determine the outcome of a task. When an edge is applied to a roll, instead of the normal two six-sided dice roll, the player rolls three dice (for minor edges, representing a small advantage) or four dice (for major edges, representing a large advantage) and adds together the two highest numbers to determine the final value. An edge is the opposite of an obstacle.

Effective Level: An Attribute’s functional Level after considering all added Enhancements and Limiters. An Attribute’s effective Level may be the same or different than the actual Level.

Enhancement: A positive modifier that enhances the usage of a character’s Attribute beyond its baseline description, providing an additional benefit or otherwise improving the Attribute. In exchange for this advantage, adding an Enhancement to an Attribute decreases its effective functioning Level by one Level. An Enhancement is the opposite of a Limiter.

GM: The Game Master, or GM, is the person who organises and oversees the role-playing game implementation by narrating the details of the story that are not controlled by the players.

Hedging: Players can eliminate the random elements of normal 2d6 dice rolls for their character by assuming an automatic result of 7, instead of generating the normal unpredictable value between 2 and 12 (known as “hedging”).

Initiative: This determines the order in which characters will act during a particular scene (often involving combat). An Initiative roll is made by participants using two six-sided dice and adding appropriate modifiers, with characters obtaining higher generated Initiative values acting before lower ones.

Limiter: A negative modifier that decreases the usage of a character’s Attribute below its baseline description, imposing an additional drawback or otherwise weakening the Attribute. In exchange for this disadvantage, adding a Limiter to an Attribute increases its effective functioning Level by one Level. A Limiter is the opposite of an Enhancement.

Margin of Success: The numerical difference between a dice roll and the Target Number or opposed roll value. Margin of Success is sometimes used to determine the magnitude of a dice roll’s success or failure.

NPC: A non-player character whose actions in the game are usually controlled by the Game Master rather than a player. Every major, minor, and background entity that appears in a game scenario that is not one of the players’ characters is an NPC.

Obstacles: A negative modifier that provides a disadvantage to the character when rolling dice to determine the outcome of a task. When an obstacle is applied to a roll, instead of the normal two six-sided dice roll, the player rolls three dice (for minor obstacles, representing a small disadvantage) or four dice (for major obstacles, representing a large disadvantage) and adds together the two lowest numbers to determine the final value. An obstacle is the opposite of an edge.

Roll: Generating a random summed value between 2 and 12 on two six-sided dice (also known as “2d6”) whenever the outcome of a character task is in question.

Stat: Numerical assignments that reflect your character’s basic capabilities, with higher Stat values indicating an advanced level of accomplishment. Stats provide the foundation upon which everything else about a character is built. Each character is created with three Stats – Body Stat, Mind Stat, and Soul Stat – which typically range in value from 1 to 24.

Target Number (TN): The goal number that is the minimum total roll value required to indicate a success. Target Numbers typically range from TN 6 (Simple) through TN 30 (Inconceivable), with TN 12 considered Average.

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WHY IS TRI-STAT CORE SO INEXPENSIVE?

With ever-increasing production and printing costs, you may wonder why we are offering our core rules for an unbelievably low price. Clearly, there has to be a catch, right?

Right. Here’s the catch: we want you to use the Tri-Stat System for all your role-playing campaigns. We hope that by offering an inexpensive alternative to other RPGs on the market, we will accomplish several goals:

- » Expose gamers to Tri-Stat who would not otherwise see it because they are not interested in our anime (**BESM**) or superhero (**Absolute Power**) games.
 - » Encourage the Game Master and all players to own a copy of the core rules, rather than just the GM and one or two players in a gaming group.
 - » Foster growth of the Tri-Stat player network, which will make it easier for players to find local gamers with Tri-Stat experience.
 - » Add more companies to our community content publishing programme on DriveThruRPG – the **Anime SE and Tri-Stat Emporium** – which increases the potential sales of creator products and showcases them to a wider audience (see page 224 for more information).
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CHAPTER 02

CHARACTER BASICS

And so, it begins.

Designing new characters for a Tri-Stat System game should involve a thoughtful collaboration between you, the other players, and the Game Master. Your objective is to create a character who is fun to play and has a strong motivation to undertake adventures, while simultaneously ensuring a good fit with the GM's plans for the dynamic stories that will unfold. You can choose to spend as little as a few minutes or upwards of an hour designing a character – or even longer! The difference lies in the amount of detail and individuality you build into your character. At no time during a role-playing campaign do you have more control over the destiny of your character than during the creation process because that's when you establish their foundation. As questions arise concerning specific game mechanics, campaign scope, or special character abilities, the discussions you have with your GM and fellow players are of paramount importance.

SESSION ZERO

Session zero of your game establishes the essential baseline of what comes next and takes a broad perspective of your upcoming adventures. This is the time to answer big-picture questions, such as: What are the setting, genre, and tone? Will you be having adventures in an existing media property like a movie, TV series, or comic (and perhaps taking on the roles of those main characters), or are you playing in an original creation? What sorts of things will your characters be doing? What are your characters' roles in the adventures?

Your group will also need to discuss the practical, real-life aspects of the upcoming game as well. How often are you meeting to play (weekly, monthly, or on some other schedule)? Is there a fixed number of sessions until you finish, or are you playing an open-ended campaign? What is the ideal number of players for the game storyline? Where are you playing, and who is hosting the game nights? Your group may not have all the answers at this point, but discussing such parameters now ensures everyone is on the same page about the time commitment expected.

Now is the ideal time to also discuss your preferences involving game issues such as: theme and story maturity levels; combat intensity and frequency; drama versus comedy ratio; and the roles that players can take to co-create the adventures. When you establish the foundation for your game together, you'll discover and actualise an experience that you all want to play.

COLLECTIVE CREATION

When preparing for the launch of a new role-playing campaign, players typically create their characters in isolation based on the setting information the GM provides. This tendency may not produce the best results for a strong start to the adventures, though, since both the characters and the players lack cohesion for this innately social activity.

Consider the benefits that a group character creation session provides to the team. Discussing the nature and roles of everyone's character ideas together ensures that the group dynamic is balanced and that every character has unique benefits that will allow them to shine during the game. Establishing character connections is also easier in this initial group meeting, since you can co-develop resonant backstories to provide friendship contexts in the game setting. Finally,

group character creation reduces the chances of missed opportunities when designing your team (i.e. having a hole in your team). In a traditional swords-and-sorcery RPG, for example, adventures may be significantly more challenging if your group is missing a spell caster, healer, fighter, or thief!

After scoping the game, spend the rest of session zero talking about the ideal composition of your character team and the strengths and individuality that each character member can bring to the group. Everyone should ideally be open to concepts they may not have considered earlier, and look at their character's role in the larger context of the game. Spending additional time with the players and Game Master at this stage of character creation will yield great benefits compared to the typical isolated development tendency.

POWER LEVEL

Once the GM and players together have outlined the general framework of the upcoming adventures, it's time to discuss your characters' power level (see Table 01). The characters' relative capabilities and aptitudes determine the Character Point total from which they are constructed (covered in future chapters). Consider which of the nine power rankings described herein best align with the vision your group created for your characters.

Sub-Human Power (0-24 Points)

Playing underpowered characters can be a highly rewarding experience. These games typically focus more on drama and less on action. Such roles may include younger teens and children without significant abilities, wee magical creatures from legend (such as pixies and sprites), or sentient small animals (like bunnies and squirrels) that were "awakened" through happenstance or intent.

Human Power (25-49 Points)

This power level is suitable for games in which most of the characters will play brave but low-powered roles (such as those described under Sub-Human Power), with a few paranormal abilities or powerful artefacts to aid in their quests. It can also be used for games featuring mostly normal humans like detectives, high school students, scientists, and soldiers.

Minor Power (50-74 Points)

This adventurer power level is suitable for games in which most of the characters are valiant and courageous but otherwise normal humans or near-humans. They may have some special talents and useful gadgets, but rarely exceed the effectiveness of a typical action movie hero. It is also suitable for games where the characters play low-powered characters (for example, teens or elementary school students) who have some paranormal abilities, such as elemental control or access to a range of magical spells.

TABLE 01 • POWER LEVELS

POWER LEVEL	POINTS
Sub-Human Power	0-24
Human Power	25-49
Minor Power	50-74
Moderate Power	75-99
Average Power	100-149
Major Power	150-199
Extreme Power	200-249
Legendary Power	250-299
Godlike Power	300+

Moderate Power (75-99 Points)

Characters at this level have a decent selection of moderate abilities plus some nifty gear and other resources. They are often portrayed as younger or novice characters who are at the beginning of their journey to unlock their future potential. At the same time, the power level and Character Point totals aren't so high that they might cause power balance issues or difficulties presenting challenging adventures for every character in the group. This makes it an ideal power level for less-experienced GMs as well. These characters may represent peak human performance with modest special abilities, as well as capable superpowered or non-human characters with significant technological, mythical, or paranormal advantages.

Average Power (100-149 Points)

This range is most suitable for games where the characters are notably more impressive than normal humans but can still be challenged by ordinary opponents (especially in large numbers). The characters may still be human but are exceptionally talented, such as a legendary martial arts master, the toughest cop in the city, or an elite secret agent. They could also be characters with moderate paranormal powers, such as a capable elemental or psionicist. Finally, this level can also cover characters that are above average in capabilities but individually or collectively have access to very powerful gear. Example character types include a dark avenger, a squad of giant robot mecha pilots, or the captain and crew of a starship.

Major Power (150-199 points)

This power level enables the characters to possess abilities far beyond the norm. A human or near-human individual built at this power level will have highly effective abilities – a contender for the title of the world's greatest thief or the world's best martial artist, for example. Alternatively, the character may have a decent array of paranormal abilities, such as a mystic elder, shapechanging adventurer, genius mad scientist, renowned psychic, advanced combat android, or fairy tale hero with wondrous abilities. A character at this level could also be a competent but otherwise normal individual with a destiny and super powerful items, such as a towering robot mecha or a mighty magical artefact.

Extreme Power (200-249 Points)

Similar to the major power level, but the characters are so powerful that ordinary humans seem like ants underfoot. The character's abilities might come from metahuman powers, divine origins, ancient magics, alien physicality, or arcane artefacts – or often a combination of all of them. Such amazing characters will not always be very experienced at wielding this power, however. Media properties are full of ordinary teens who were granted the power of a demigod thanks to: suddenly inheriting an ultra-powerful vehicle or other equipment, awakening psychic powers, a scientific experiment gone awry, or some other twist of fate. How the characters handle these enhanced responsibilities – or spectacularly fail to handle them, with tragic results for all concerned – can be more important than the power itself.

Legendary Power (250-299 Points)

Few characters in most game settings reach this benchmark in their personal journeys. As the descriptor implies, such characters are superhuman legends who usually have worldwide exposure and coverage. They are independently capable, yet often possess powerful equipment and extensive contacts and information networks as well. Since few beings have access to more raw power and capacities, such legendary characters are often leaders in their respective communities; lower-powered individuals want to be them, or be near them.

Godlike Power (300+ Points)

With this challenging power level, the character's abilities are potentially forceful enough to single-handedly change the world (or even worlds). Players should be cautious about starting their adventures at this level of ability, since with great power comes great responsibility – and also great complications for the Game Master. Nevertheless, godlike does reflect the power levels of many iconic characters – for whom the sky is certainly not the limit.

CHARACTER BENCHMARKS

The Tri-Stat System offers nearly endless possibilities when spending Character Points on your creation. Problems relating to balance and suitable challenges could arise if players focus their Point allocations in only a few areas, when compared to players that have created less-optimised characters.

For example, if all the characters in an adventure have modest protective armour (such as chain mail), but one character has a high-impenetrable force field instead, it is difficult to confront the group with an opponent who can threaten the highly protected character without being a vastly overpowered enemy to the majority.

Unlike a levelling-based RPG like Dungeons and Dragons – in which character abilities are prescribed with plenty of restrictions – Tri-Stat's flexibility can present challenges to players and GMs unfamiliar with the game. In short, it's possible to create "broken" characters accidentally without helpful benchmarks.

Table 02 presents a list of optional, but suggested, minimums and maximums to consider when creating your character, which will help avoid widely varying character abilities in your group. As you build your character and progress through future chapters of the creation process, refer back to this section to ensure you aren't straying outside the recommendations. Players and the GM can collectively decide to modify or ignore these benchmarks, as desired.

Note that the benchmarks usually consider the final modified values (after considering the impacts of Attributes and Defects) rather than their baselines. Also, the maximum Attribute Level values reference their effective Levels, not actual Levels.

TABLE 02 • CHARACTER BENCHMARKS

POWER LEVEL	MAX STAT VALUES	MAX ATTRIBUTE LEVELS	MIN/MAX COMBAT VALUES	MIN/MAX HEALTH POINTS	MIN/MAX DAMAGE MULTIPLIER
Sub-Human	5	2	1 / 6	10 / 40	2 / 4
Human	7	3	2 / 8	30 / 60	3 / 6
Minor	9	4	3 / 10	40 / 80	4 / 7
Moderate	10	5	4 / 12	50 / 100	4 / 8
Average	12	6	5 / 14	60 / 120	5 / 9
Major	16	8	6 / 16	70 / 140	5 / 10
Extreme	20+	10+	7 / 20+	80 / 160	5 / 11
Legendary	20+	10+	8 / 20+	90 / 200+	5 / 12+
Godlike	20+	10+	10 / 20+	100 / 200+	5 / 12+