

Random NPC Power Levels & Expanded Power Level Chart

Avg. PC Total CPs	d100 Roll										
	01	02-04	05-10	11-20	21-35	36-65	66-80	81-90	91-96	97-99	00
33-44	(25)	(25)	(25)	(38)	(38)	(38)	(50)	(63)	(75)	(88)	(100)
45-57	(25)	(25)	(38)	(38)	(50)	(50)	(63)	(75)	(88)	(100)	(113)
58-69	(25)	(38)	(38)	(50)	(50)	(63)	(75)	(88)	(100)	(113)	(125)
70-82	(25)	(38)	(50)	(50)	(63)	(75)	(88)	(100)	(113)	(125)	(138)
83-94	(25)	(38)	(50)	(63)	(75)	(88)	(100)	(113)	(125)	(138)	(150)
95-107	(38)	(50)	(63)	(75)	(88)	(100)	(113)	(125)	(138)	(150)	(163)
108-119	(50)	(63)	(75)	(88)	(100)	(113)	(125)	(138)	(150)	(163)	(175)
120-132	(63)	(75)	(88)	(100)	(113)	(125)	(138)	(150)	(163)	(175)	(188)
133-144	(75)	(88)	(100)	(113)	(125)	(138)	(150)	(163)	(175)	(188)	(200)
145-157	(88)	(100)	(113)	(125)	(138)	(150)	(163)	(175)	(188)	(200)	(213)
158-169	(100)	(113)	(125)	(138)	(150)	(163)	(175)	(188)	(200)	(213)	(225)
170-182	(113)	(125)	(138)	(150)	(163)	(175)	(188)	(200)	(213)	(225)	(238)
183-194	(125)	(138)	(150)	(163)	(175)	(188)	(200)	(213)	(225)	(238)	(250)
195-207	(138)	(150)	(163)	(175)	(188)	(200)	(213)	(225)	(238)	(250)	(263)
208-219	(150)	(163)	(175)	(188)	(200)	(213)	(225)	(238)	(250)	(263)	(275)
220-232	(163)	(175)	(188)	(200)	(213)	(225)	(238)	(250)	(263)	(275)	(288)
233-244	(175)	(188)	(200)	(213)	(225)	(238)	(250)	(263)	(275)	(288)	(300)
245-257	(188)	(200)	(213)	(225)	(238)	(250)	(263)	(275)	(288)	(300)	(313)

Example: The PCs in Bill's Mighty Protectors campaign average 128 CPs apiece. Bill rolls 76 on d100, indicating that his randomly generated NPC should be built on (138) CPs.

Order Assigned:	BC Scores by Campaign Power Level (Total CPs):																						
	Minimal (25)	(38)	Normal (50)	(63)	Agent (75)	(88)	Low (100)	(113)	Minor (125)	(138)	Standard (150)	(163)	Major (175)	(188)	High (200)	(213)	Hyper (225)	(238)	Mega (250)	(263)	Ultra (275)	(288)	Supreme (300)
1st	9	12	14	15	15	16	16	17	17	18	18	19	19	20	20	21	21	22	22	23	23	24	24
2nd	7	9	12	12	13	13	14	15	15	16	16	17	18	18	18	19	19	19	20	21	21	21	22
3rd	5	7	10	10	11	12	12	12	13	13	14	15	15	16	16	17	18	18	18	19	19	19	20
4th	3	6	8	9	9	9	10	10	11	12	12	13	13	14	15	15	15	16	16	17	18	18	18
5th	1	4	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16

Total BC CPs:	(25)	(38)	(50)	(53)	(55)	(58)	(60)	(63)	(65)	(68)	(70)	(73)	(75)	(78)	(80)	(83)	(85)	(88)	(90)	(93)	(95)	(98)	(100)
CPs per Core Ability:	(0)	(0)	(0)	(2.5)	(5)	(7.5)	(10)	(12.5)	(15)	(17.5)	(20)	(22.5)	(25)	(27.5)	(30)	(32.5)	(35)	(37.5)	(40)	(42.5)	(45)	(47.5)	(50)
Total Ability CPs:	(0)	(0)	(0)	(10)	(20)	(30)	(40)	(50)	(60)	(70)	(80)	(90)	(100)	(110)	(120)	(130)	(140)	(150)	(160)	(170)	(180)	(190)	(200)

Example: Bill's randomly generated NPC, with (138) total points, has the following BC scores (to be assigned randomly): 18, 15, 13, 12, and 10 (for a total of 68 in their BCs). They start with (17.5) CPs in each of their Core Abilities.

Note: Remember that the final CP cost of Core Abilities whose cost ends in .5 will be rounded up. Expect to have to shift (2) CPs out of the character's BCs to pay that extra cost.