

Balance of Power Game Mechanics:

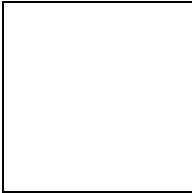
All,

Here is what I'm thinking about for game mechanics:

I plan to continue to use the fudge like system we currently use with some modifications.

0-6 with no negative values (unless you have a truly compelling character):

- 0 No skill at all (0 pts)
- 1 Fair (1 pt)
- 2 Good (4 pts)
- 3 Great (11 pts)
- 4 Superb (26 pts)
- 5 Epic (57 pts)
- 6 Legendary (120 pts)



We will have the following **traits**:

- Body (how well your physical body holds up)
- Luck (how lucky can you be? also determines fudge pts)
- Perception (how well do you notice things around you)
- Reaction (how quickly do you react and this is initiative)
- Willpower (how much control do you have over the spell you are doing)

There will also be **social skills**:

- Wealth (are you rich or poor)
- Status (what circles do you travel in - parties with dignitaries or only in the dorm?)
- Appearance will not be used. I'm going to assume that since we have no negatives, we will have no ogres...

Next we have the **abilities in the Elements** (I call this spheres of influence because they dictate how well you are with the element and how big an effect you can get out of it)

- Air
- Water
- Earth
- Fire

Warding and Illusions are just different aspects of how you interact with the elements (for example the ward incantation for "cover me" requires a skill in earth as well as the incantation; the illusion of "mask my face" requires a skill in water as well as the incantation)

Now, we still use the 0-6 values here but the meaning of the values is different

- 0 No skill at all (0 pts)
- 1 Close next to body (1 pt)
- 2 Nearby say 3 ft. (4 pts)
- 3 Within the room (11 pts)
- 4 Within the building (26 pts)

- 5 Within a city block (57 pts)
- 6 Within region or biosphere (120 pts)

Now this means that a person with a 1 in air will always have air on hand for himself, a 2 would supply air for people nearby, and 3 could fill a room. You get the idea.

Spells are going to require the following to work:

- A power source. This needs to be stated when you begin the spell. Examples:
 - Sunlight (ambient) is a level 1
 - Small batteries are a level 2
 - Car batteries, portable generators, house current are level 3
 - Overhead power lines are level 4
 - Power substation is level 5
 - Power plant is level 6
 - Nuclear plant is level 7 (watch that containment vessel)
- Willpower. This defines how much control you have over the spell.
- Skill in the element.
- The Symbol and/or incantation.

If you have enough willpower to control the power source and the amount you are using you will have a higher probability of success. If your skill level or willpower is not enough, you could have a side effect (did you cause that blackout?)

Skills (pick and choose; add more if it fits your character):

These follow the same 0-6 level as mentioned above

- Arts
- Athletics (jumping, running, swimming, etc)
- Business
- Crafts and Repair
- Criminal (includes smuggling, fencing stolen goods, extortion, drugs, etc.)
- Computer skills (languages, programming, etc.)
- Espionage (stealth, encryption, hacking, security systems, etc.)
- Firearms
- Hand to hand combat (includes martial arts, boxing, etc.)
- Languages
- Medicine (notice how magic doesn't really play here)
- Hard Sciences (Physics, Engineering, etc)
- Natural Sciences (Biology, Geology, etc.)
- Vehicles (driving, maintenance, etc.)
- Throwing (darts, baseballs, daggers, spears, etc.)
- Extreme sports (hang gliding, repelling, skydiving, scuba, etc.)

Other **miscellaneous**:

- Thaumaturgy 2055 Manual 15 pts
- College tuition 25 pts per year Until you get to Grad level, 8 spells are given per year.
- Black Market Contact 10 pts (this is a reliable contact that will not rat you out to the TATF)
- Armor follow 0-6 level and cost
 - 0 no armor
 - 1 strengthened polymer clothing (could be worn under clothes)
 - 2 Kevlar
 - 3 reinforced Kevlar
 - 4 Military grade

- 5 This is like a suit of armor (you iron man you)
- 6 A tank!
- Black Market spells (Costs vary depending on the type of spell) This is just a list, you can come up with something as well so long as is you stick with the element/elemental philosophy. Be creative!
 - Create air/water/earth/fire (5 pts per element)
 - Banish air/water/earth/fire (5 pts per element)
 - Shape air/water/earth/fire (5 pts per element) allows you to manipulate the shape of air/water/earth/fire
 - Aport air/water/earth/fire (5 pts per element) allows you to move an object using the element
 - Juice air/water/earth/fire (5 pts per element) allows you to add power to a spell already in progress using that element.
 - Identify air/water/earth/fire spells (5 pts per element) allows you to identify a spell that is being used. Good for identifying wards.
 - Ward Alert air (5 pts): cause a noise to be created near you when activated
 - Ward Alert warm (5 pts): causes temperature to rise (fire) when activated
 - Ward Alert Pager (5 pts): Causes an item to vibrate (earth) when activated
 - Ward Startle (5 pts): Cause glass near by to shatter (earth) Note this is delay + Shatter (destroy)
 - Ward Cover Me (5 pts): Causes object to be covered in earth. Can be used as a shield but must be juiced to stay up or active
 - Ward Clean up (5 pts): blast of water shoots the one triggering the ward
 - Ward Vanish (10 pts): Causes a thin structure of water to cover object and reflect what is behind it. Note moving will break the water bubble.
 - Ward Concussion (5 pts): causes a massive air blast to occur.
 - Shatter earth (5 pts): causes solid objects to break apart stronger the object, the more power needed to shatter.
 - Illusion Mask face (10 pts): conceals your face using a mist and shapes it to another
 - Fertile (10 pts): combination spell that coaxes plants to grow

Now let's talk about **Damage**. I want to change it a bit. I'm thinking that since this isn't a high powered game, we are talking about having 2 circles in the damage categories: 2 scratches, 2 wounds, 2 severs wounds, 2 incapacitated, 2 near death. I'll use $\frac{1}{2}$ body + armor to determine your resistance to damage. Say you have a body of 2 and no armor. Your damage hit was a 2 (medium level) so we only take one circle for damage (1 scratch). You can at all times spend a fudge point to avoid death. Also you will have the level of luck in fudge points to spend during the session. Fudge points will not carry over.

Gifts and Flaws: I'm thinking of not having any gifts. As for flaws, I'll allow one flaw of up to 25 pts. Depending on the flaw.

Creation points: 150pts originally. At this point, the average is 225. All new or returning from hiatus characters will need to adjust to 225.