

An **Ability** is anything you can do beyond normal human capabilities. You purchase Abilities with Essence.

***Example:** Mario of plumbing fame can jump extremely high. That is an Ability. We'll call it "High Jump."*

Effects are what you use to describe exactly what your ability does. Every Ability has one or more Effects.

***Example:** Mario's "High Jump" Ability lets him traverse great distances and also land on people and hurt them. The two Effects associated with Mario's "High Jump" Ability are Flight and Damage.*

**Damage – 100 Essence PER RANK OF EFFECT -
Range: Close - Duration: Instant**

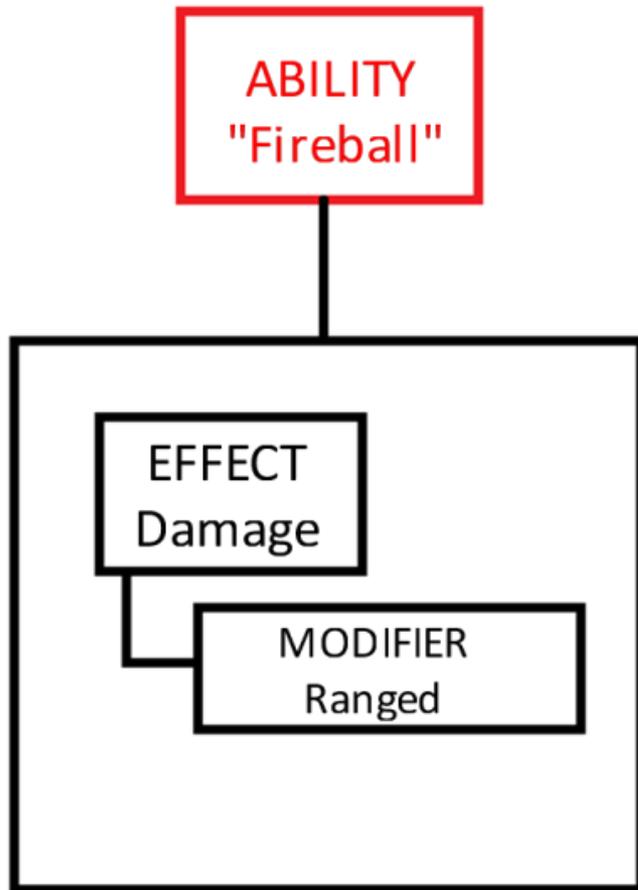
Rank 1: Good at damaging soft, organic material. Easily breaks thin wood. About as powerful as a knife.

Rank 4: Will usually badly injure or kill a person on an undefended hit. Can punch through weak metal or shatter concrete. Heavy arms fire or a two-handed sword.

Effects are ranked to determine how powerful they are, and how much they cost. For example an Ability with Damage (Rank 1) would have enough power to break something flimsy made of wood, but an Ability with Damage (Rank 4) could shatter concrete.

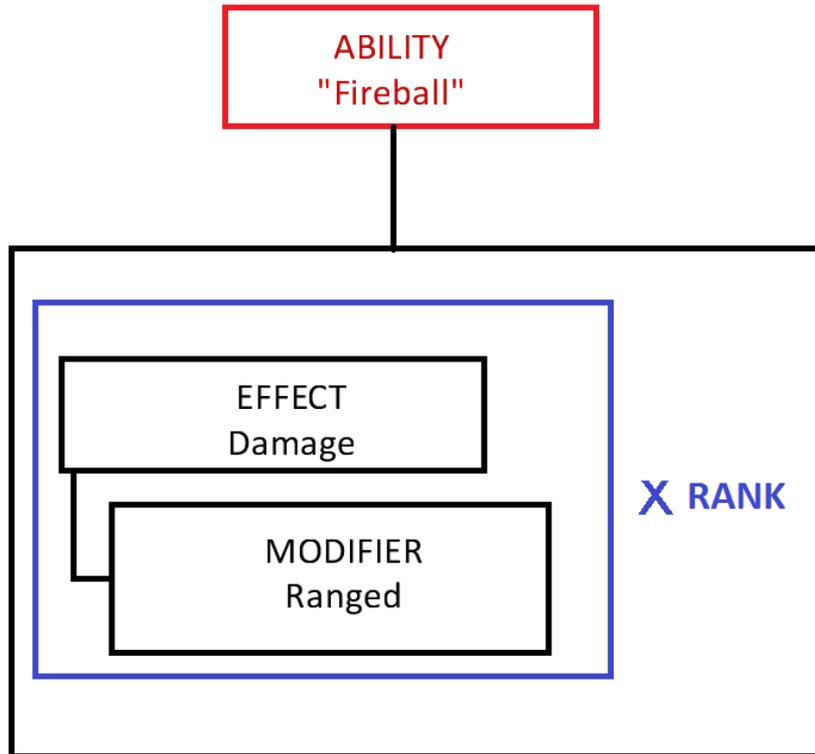
RANK CAP

Your Level determines the maximum ranks you can have in an Effect. At Level 1, you can have Effects with up to 5 ranks.



If you want to adjust the range or duration of an Effect, or customize it in any other way, you use **Modifiers**. Modifiers can be positive or negative, enhancing or limiting the scope of the Effect. Positive Modifiers make each rank of the Effect more expensive, while negative Modifiers make each rank cheaper. You cannot cheapen an Effect under 50 Essence.

***Example:** Mario can throw fireballs, so we're making a new Ability for him called "Throw Fireball." Its main purpose is to burn enemies, so we'll take the Damage Effect, but we want to be able to burn enemies that are far away, so we'll add the Ranged modifier to that Effect.*



Here's a simple equation you can use to figure out how much an Effect with Modifiers costs:

$$\text{Total Cost} = (\text{Effect Cost} \times \text{Rank}) + (\text{Modifier Cost} \times \text{Rank})$$

So in the Mario example, the Effect is damage, which costs 100 Essence per rank. The Modifier is increased range, which adds 50 Essence per rank.

$$\text{Total Cost} = (\text{Damage Cost} \times \text{Rank } 1) + (\text{Range Cost} \times \text{Rank } 1)$$

$$\text{Total Cost} = (100 \times 1) + (50 \times 1)$$

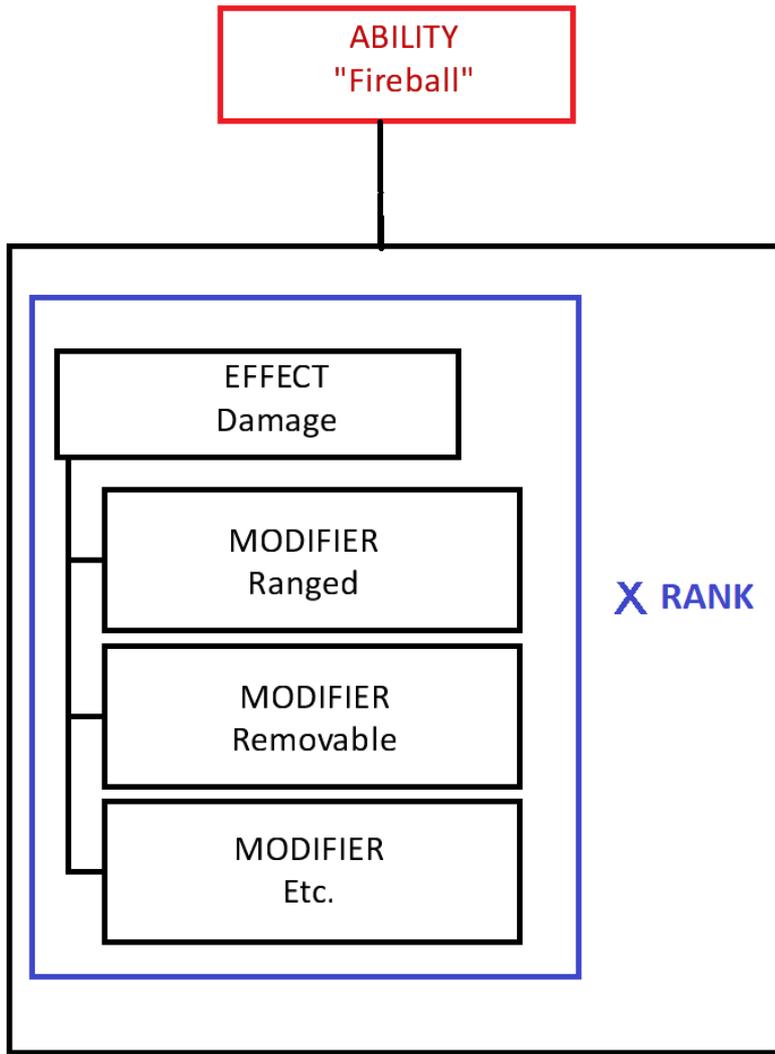
$$\text{Total Cost} = 150$$

We could increase the damage Effect to rank 2, letting him do more damage. This would also increase the cost of the modifier, since it's modifying a more powerful Effect.

$$\text{Total Cost} = (\text{Damage Cost} \times \text{Rank } 2) + (\text{Range Cost} \times \text{Rank } 2)$$

$$\text{Total Cost} = (100 \times 2) + (50 \times 2)$$

$$\text{Total Cost} = 300$$



Now we decide to add the negative Modifier: Removable, because Mario can only throw fireballs when he is holding the fire flower and someone could take that away from him. All we have to do is add...

Total Cost = (Damage Cost x Rank 2) + (Range Cost x Rank 2) + (Removable Cost x Rank 2)

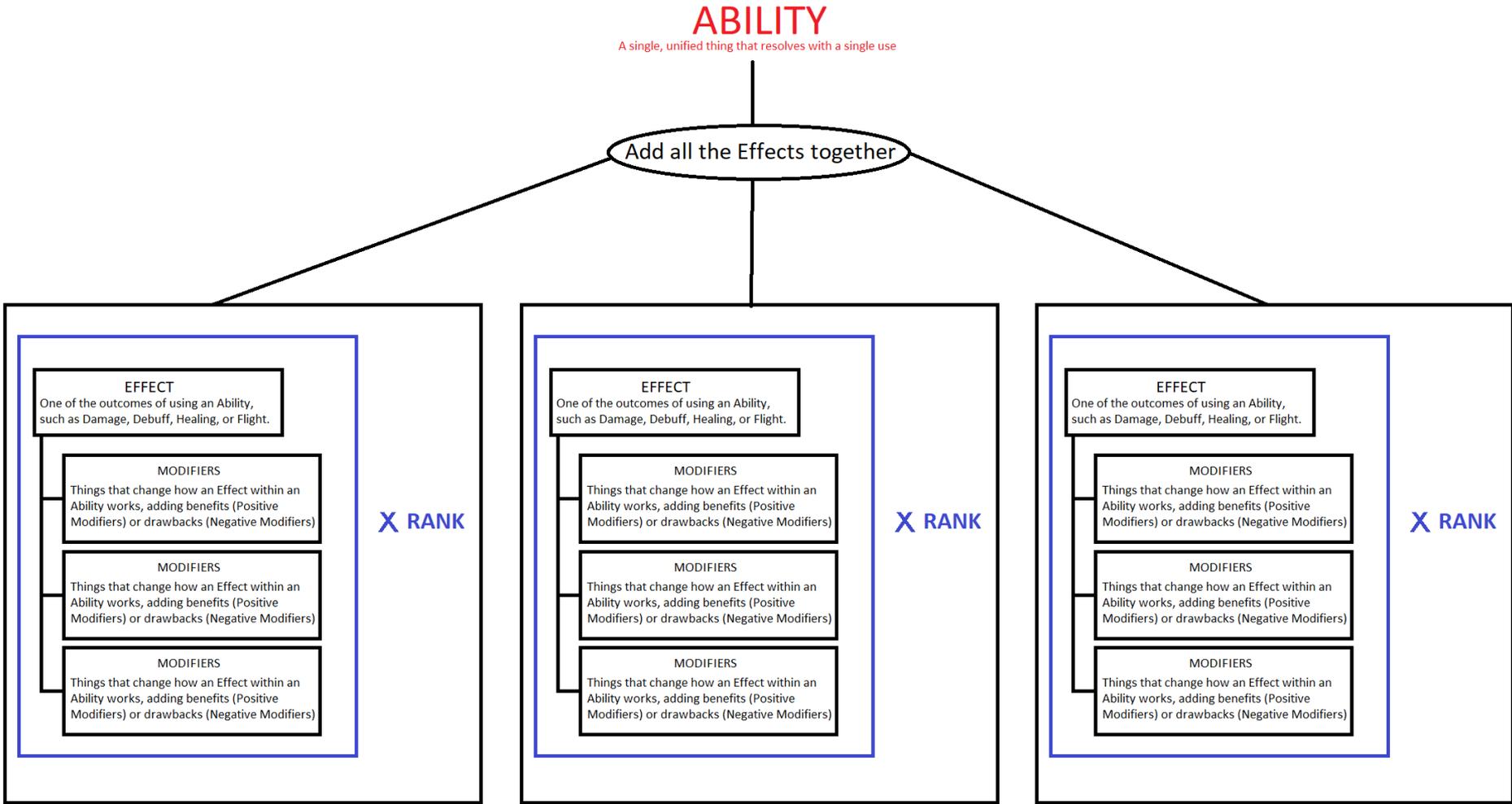
Total Cost = (100 x 2) + (50 x 2) + (-50 x 2)

Total Cost = 200

If you have more modifiers, just add them on the end, but always remember to multiply them by the current rank of the Effect.

An Ability can have multiple Effects, and each Effect individually has its own Modifiers applied to it.

An Ability is just a collection of Effects, so the overall price of an Ability is just all of the Effects with their individual Modifiers and ranks added together.



POISON DART

400

100 + 300

EFFECT
DAMAGE (100)

X 1
(100)

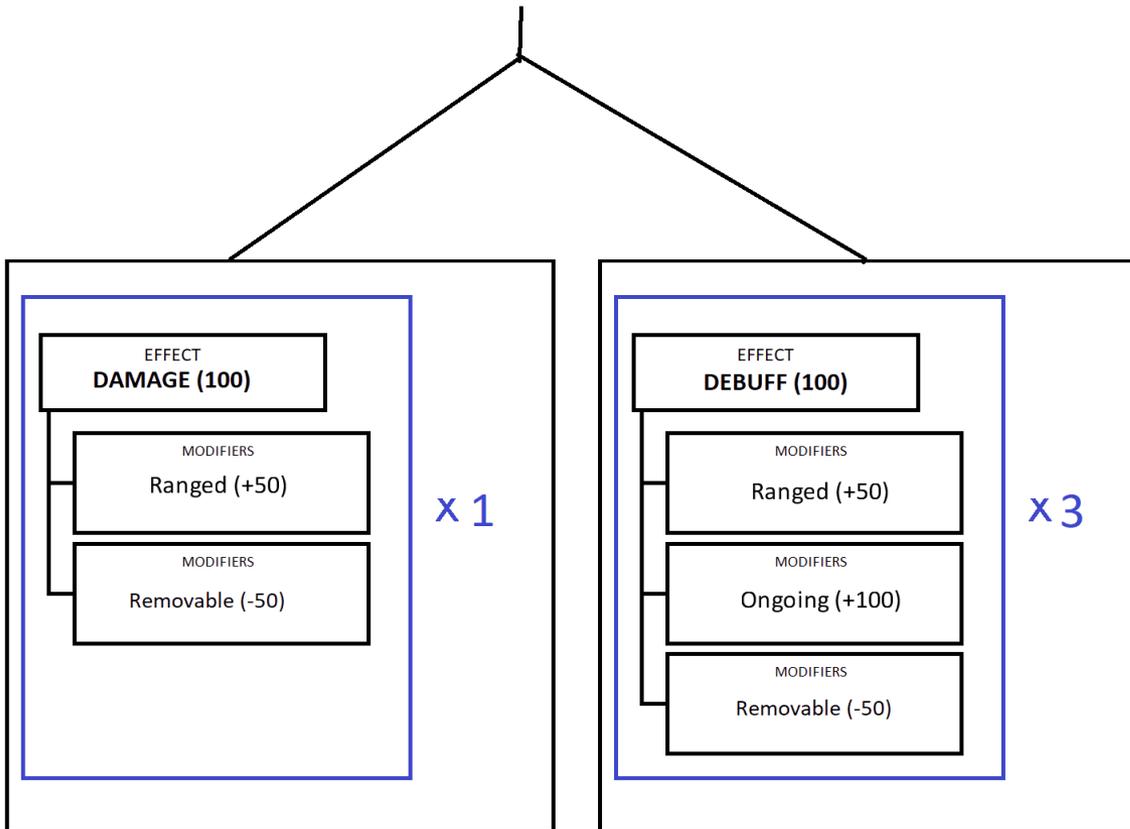
EFFECT
DEBUFF (100)

X 3
(300)

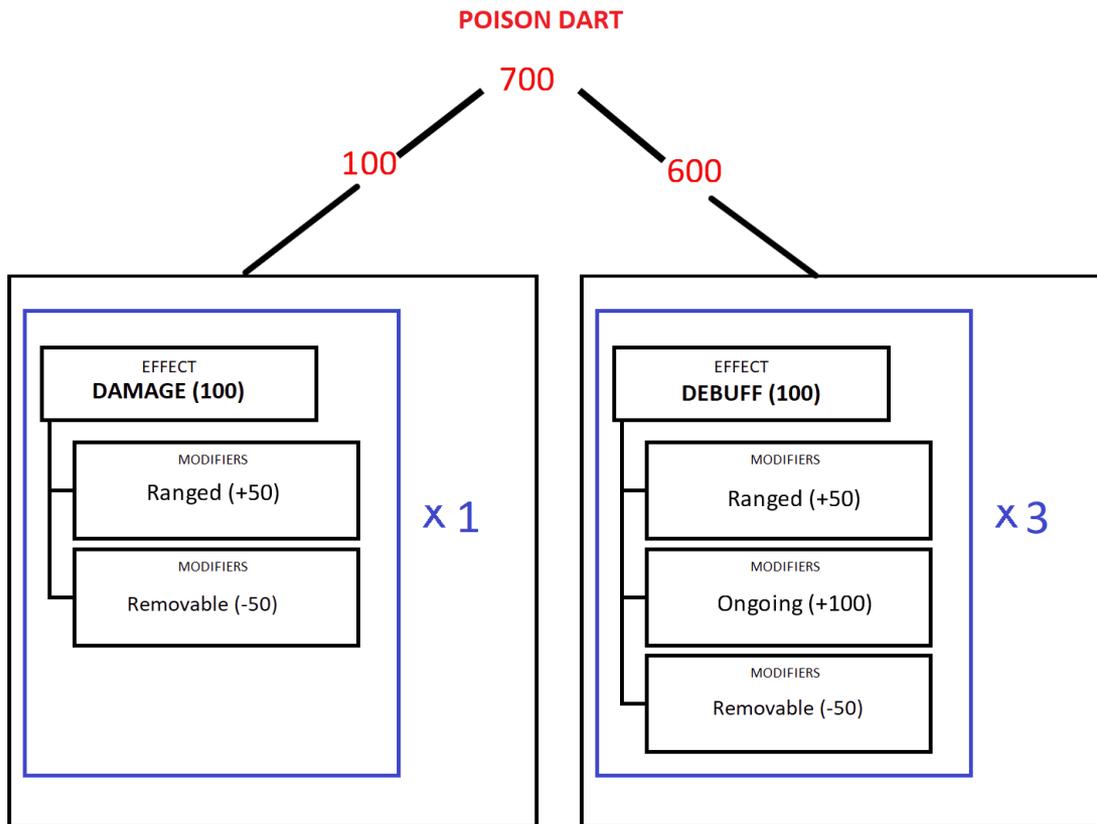
Let's imagine a Poison Dart ability, which stabs the target and then poisons them.

That sounds like a Damage (100) and a Debuff (100), with the Damage being pretty low and the poison aspect being pretty high. We'll assign the Damage rank 1, and the Debuff rank 3.

POISON DART



The dart can be used at a pretty far distance, so we'll need the Ranged(+50) Modifier on each. The poison lingers for a while after the dart has hit the opponent, so the Debuff will need the Ongoing Modifier (+100). The dart itself can be knocked out of your hands or taken away, so that gives both Effects the Removable Modifier (-50).



So the final Effects would look like:

Damage (100) Rank 1

Modifiers: Ranged (+50), Removable (-50)

$$(100 \times 1) + (50 \times 1) + (-50 \times 1) = 100$$

Cost: 100 Essence

Debuff (100) Rank 3

Modifiers: Ranged (+50), Ongoing(+100),
Removable (-50)

$$(100 \times 3) + (50 \times 3) + (100 \times 3) + (-50 \times 3) = 600$$

Cost: 600 Essence

The overall Ability cost is 100 (Damage) + 600 (Debuff) = 700

The Poison Dart Ability costs 700 total Essence.