

Standard d20 game, enemies are constructed in the same manner as player chars.

Ideally the game should function as a standalone print out and go type of game

other than balancing, it should work as an “addon” to regular D&D / Pathfinder / Whatever rules.

All Attributes have corresponding scores that must be beaten to succeed.

Physical, Elemental, Natural, Magical
Melle, Ranged, AoE

ATs - Melee DPS (Scrapper Stalker), Melee Support (Tanker Brute), Ranged DPS (Corruptor Blaster), Ranged Support (Trollfendom)

All Melee chars will have the same skills to choose from

All Ranged Chars will have the same skills to choose from

All Chars will have the same base starting stats, and gain hp depending on role.

Each class will have their own bonus appropriate to their lvl. eg.

MDPS + DPA

MSUP + HPT / RES / DEF (hp per turn / res / def from skills)

RDPS + DPA / DOT

RSUP + BUFF / Debuff

Each Class Card will have the bonus, as well as Character Upgrades

- Upgrades affect all powers, kind of like a simpler set bonus.

Each Power can have certain aspects Enhanced / Upgraded (see spreadsheet).

Allows for easier balancing (add / remove slots, increase / decrease base value)

Enhance / Upgrade tokens (see spreadsheet) are found as rewards from quests / killing enemies.

Can be randomly generated, can be ‘blank’ ones for player choice, can be doubles (buff 2 different stats), or switches (Buff one, negate another)

Enhancements can be put in or taken out at a specialist for a fee.

Sample Gaming Event:

After defeating a gang of movie pirates, a player gets a + DAM / + ACC token as his reward for thrashing some punk with a camera.

Unfortunately, he already has max ACC on the power he wants to upgrade.

They can pay to remove a + ACC from that power, then attach the +DAM / +ACC.

They can then either attach the +ACC to another power, or trade / give it to another player.

Or, they could Attach the + DAM +ACC to that power anyway, and lose a +ACC since that stat is already capped.