

Mechanic/2: A(nother) Game Mechanic

M2 is based on a core change of idea from the usual roleplaying “dice” system—Characters determine success or failure not on chance versus a constant statistic, but on each character’s focus at the time of the challenge. This more reasonably represents a character’s skills and traits, not as an “always armed” ability, but as a wellspring of knowledge and skill from which they can draw when needed.

Stat/Attention Points

“Stat Points” or “Attention Points” are a unit that represents a character’s attention or focus dedicated to a certain facet of their abilities. (In character creation, they are also the “currency” for buying up character traits.) Attention points are represented by small tokens, such as a small coin, bingo chip, or small poker chip which can be placed on the character sheet as an indicator.

Levels and Limits

“Levels” are different skill levels or intensities represented by printed circles or dots on the paper. During character creation, characters set their highest possible level of a given skill or trait, which, in real terms, represents the pinnacle of their personal knowledge or ability in that trait. This point is the *Limit*.

Character creation

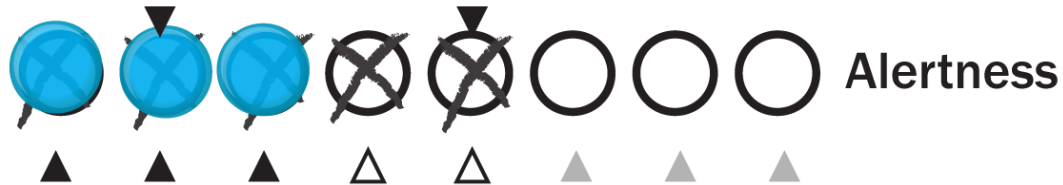
At the start of the game, players are given [??] Stat Points. Although these are not all they will get throughout the game, gaining more is difficult, so they should be strategically conserved. Players may use these stat points to set their Limits (the highest level of their abilities) in their chosen skills and stats. [Some limitations and rules will be applied, although this has not been determined as of yet.] Once the player has set their Limits, all Stat Points used for buying Limit are discarded from play. They are spent. The remaining Stat Points (markers) are now Attention Points, which the player can use during the game to focus his/her attention.

“Statting”

Before every turn, or at any time during casual gaming, players may “Stat”, or change an attention rating in a skill. They may move and regroup their Attention Points among any skills they have, to reflect what they are currently concentrating on for the duration of that turn. They may fill the stat up to its Limit with Attention Points, and in the event of a conflict, the Attention Points placed on a skill at that time determine its useful “value” in the challenge.

Attention Points: Represented here by chips, these determine how much attention or effort the character is giving to that skill. If a challenge arises which requires this skill, their ability is based on the number of Attention Points they have statted.

Ability: The Xs represent the character’s maximum level of ability in that skill. The player may only stat up to that number of Attention Points for that skill.



Statted: The player has 3 points in this skill for this turn.

Available: The player can use up to 5 points, if s/he stats them.

Unavailable: The Limit the player set at character-creation was 5. They can have no more than 5 points statted in this skill.

Stat Types

There are three types of stats. First are Base Stats. These are the garden-variety: Strength, Agility, Intelligence, Wit, Beauty, Persuasion. These have the distinction of being permanently set after character creation. These are basic elements that are considered immutable, and thus can only change through drastic action or slow evolution (to wit: buying up your character).

There is also Endurance, which is a special and complicated matter that will be discussed later.

Second are Fundamental stats. Fundamental stats are similar to Base Stats, and derived from them, but they are usable on more of a moment-to-moment basis. [These might need some finesse.] Although they are derived from Base Stats, there is no rule requirement binding the two. [and the “derivation” will probably be downplayed in the final version.]

Third are Specialties. There is no specific list of specialties—they are the thousand small things someone may be “good at”. In order to have an above-uneducated-average grasp of a subject, the character must have at least 1 Available point in that statistic.

Conflict

[May be revised to include some element of chance. Then again, it may not.] Conflict is easily resolved. For static conflicts (against the environment), the GM has a target difficulty which the player must match using a combination of relevant skills [need to work on the rules for how the combo works. Probably a one-from-A, one-from-B, one-from-C thing.]

In a PvP conflict, skill sums are compared against each other, and the winner... wins.

[Yeah, it needs things like HP effects, a weapons system, armor, yadda, yadda, yadda. This is first draft, remember?]

Endurance

This one is a necessary evil. It's somewhat complicated, but I think it has to be in there, to prevent a metagamable loophole.

If a skill is consistently applied 3 times in 5 consecutive turns, this is to say that a person calls a skill into play more than three times, they begin the Endurance process. On every continued use of that skill, they must Stat their Endurance rating to continue using that skill (In essence, this removes an Attention Point from play—the character must concentrate harder to continue using the same skill. If they go two consecutive turns without using the skill, they may de-stat one Attention Point from Endurance, and return it to play. If their Endurance reaches its Limit (set in character creation), they may not use that skill until they have available Endurance points.

In the case that this happens simultaneously for multiple skills, they should keep track of each skill's Endurance separately, as well as remove Attention Points for each.

This does not apply to Base Statistic skills, but it does apply to Fundamental and Specialty.

Guns, Drugs, Cars, and Money

...are all topics which will be covered later.

- **BASE STATISTICS (Unstatable)**
 - Strength
 - Agility
 - Wit
 - Intelligence
 - Beauty
 - Persuasion
 - Endurance*

- **FUNDAMENTAL STATISTICS (Statable)**
 - **Subsets of STRENGTH**
 - Brute Strength
 - Fight
 - Resistance
 - Mass

 - **Subsets of AGILITY**
 - Nimble Touch
 - Dodge
 - Agility
 - Alertness

 - **Subsets of WIT**
 - Entertaining
 - Social
 - Inventive
 - Empathy

 - **Subsets of INTELLIGENCE**
 - Deduction
 - Knowledge
 - Handy
 - Worldly

 - **Subsets of BEAUTY**
 - Sexy
 - Lovable
 - Fashionable
 - Badass

 - **Subsets of PERSUASION**
 - Crowd-Rouster
 - Intimidating
 - Friendly
 - Seductive