

Proposal 1 (Playtesting November 30 - December 31st)

Enmass

Size	STR Exceptionals (doesn't modify DVs)	AGI Exceptionals (doesn't modify DVs)	Bonus to PER checks to be seen	Weapon Damage Dealt	Weapon Damage Taken	Movement Rate Change (maximum 2x movement)
3x (no finesses)	+1	-0	-2 dice	+2 die sizes (d4)	-2 damage	+20'
4x (1 finesse)	+2	-1	-3 dice	+3 die sizes (d6)	-3 damage	+30'
5x (2 finesses)	+2	-1	-3 dice	+4 die sizes (d8)	-4 damage	+40'
6x (3 finesses)	+3	-2	-4 dice	+5 die sizes (d10)	-5 damage	+50'
7x (4 finesses)	+3	-2	-4 dice	+6 die sizes (d12)	-6 damage	+60'

So, at 7x size, a long sword would do 1d22 damage (and require the oversized weapon skill) and they would take 6 less damage (and couldn't be crit if the damage is lower to 0 or less) from long swords (magic damage and other types of damage would still apply). In addition, they would get 3 exceptionals in the STR (which wouldn't apply to DVs) and would be able to move 60' faster.

Endwarf

Size	STR Exceptionals (doesn't modify DVs)	AGI Exceptionals (doesn't modify DVs)	Bonus to PER checks to be seen	Weapon Damage Taken	Weapon Damage Dealt	Movement Rate Change (minimum to 50% movement)
10% (no finesses)	-1	+0	+2 dice	+2 damage	-2 die sizes (d4)	-20'
5% (1 finesse)	-2	+1	+3 dice	+3 damage	-3 die sizes (d6)	-30'
2.5% (2 finesses)	-2	+1	+3 dice	+4 damage	-4 die sizes (d8)	-40'
1.25% (3 finesses)	-3	+2	+4 dice	+5 damage	-5 die sizes (d10)	-50'
.625% (4 finesses)	-3	+2	+4 dice	+6 damage	-6 die sizes (d12)	-60'

Proposal 2 (Playtesting January 1 - January 31st)

Enmass

Size	STR Exceptionals (doesn't modify DVs)	AGI Exceptionals (doesn't modify DVs)	Bonus to PER checks to be seen	Weapon Damage Dealt	Weapon Damage Taken	Movement Rate Change (maximum 2x movement)
3x (no finesses)	+1	-0	-2 dice	+2 damage	-2 damage	+20'
4x (1 finesse)	+2	-1	-3 dice	+3 damage	-3 damage	+30'
5x (2 finesses)	+2	-1	-3 dice	+4 damage	-4 damage	+40'
6x (3 finesses)	+3	-2	-4 dice	+5 damage	-5 damage	+50'
7x (4 finesses)	+3	-2	-4 dice	+6 damage	-6 damage	+60'

So, at 7x size, a long sword would do 1d10+6 damage and they would take 6 less damage (and couldn't be crit if the damage is lower to 0 or less) from long swords (magic damage and other types of damage would still apply). In addition, they would get 3 exceptionals in the STR (which wouldn't apply to DVs) and would be able to move 60' faster.

Endwarf

Size	STR Exceptionals (doesn't modify DVs)	AGI Exceptionals (doesn't modify DVs)	Bonus to PER checks to be seen	Weapon Damage Taken	Weapon Damage Dealt	Movement Rate Change (minimum to 50% movement)
10% (no finesses)	-1	+0	+2 dice	+2 damage	-2 damage	-20'
5% (1 finesse)	-2	+1	+3 dice	+3 damage	-3 damage	-30'
2.5% (2 finesses)	-2	+1	+3 dice	+4 damage	-4 damage	-40'
1.25% (3 finesses)	-3	+2	+4 dice	+5 damage	-5 damage	-50'
.625% (4 finesses)	-3	+2	+4 dice	+6 damage	-6 damage	-60'

