

Exceptional and Inferior Attribute System Redesign

Introduction

Exceptionals in AQ have been a point of contention in the club for quite a while as they seem to create a significant amount of imbalance in the game when they are available to players via spells like Mutate. The idea presented below is designed to lessen the impact of exceptionals while still maintaining their worth.

In addition, the defaulting system that was changed a few years ago has been considered confusing and this change would allow going back to using the previous defaulting system and exceptionals would have significantly less impact on the old defaulting system.

This idea is presented for play testing by the club. If during play testing the system performs as hoped, it will become part of the official club rules. GMs may choose whether to use this system or not during their games, but it is encouraged to be used by all GMs.

New Mechanics

Instead of removing dice, exceptional and inferior attributes will now provide a static bonus of plus or minus 2 to the associated attribute when making a check against the attribute. This bonus will not apply to any caps associated with the attribute (such as number of groups a magic user can buy and caps for skills), but will apply to defense values from the attribute and weapon usage requirements.

Old Defaulting System

We will continue to play test the old defaulting system using these new mechanics. The old defaulting system was simply an attribute check equal to the desired skill check plus the number of extra dice listed with the skill attempting to be defaulted. Exceptionals would apply to the default just as they would to any attribute check.

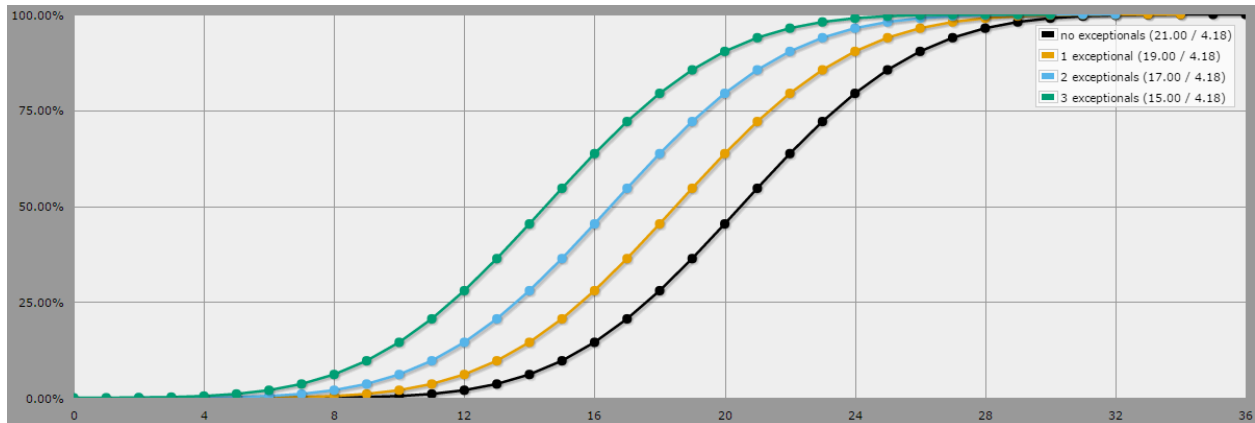
Exceptionals (and Inferiors) do not apply standard skills rolls, they just apply when defaulting a skill.

Impact

This change will make exceptionals less effective, but they are well undercosted in the previous system and this attempt will balance them out and still keep them worth that is paid from them. This will also impact racial bonuses, but that is acceptable as those abilities were also undercosted.

The previous impact of an exceptional was 3.5 points of stat (based on the average roll of a single die), but also had the impact of allowing many characters to automatically make very high checks. The new system will remove most of the ability to auto checks and reduce the impact of an exceptional.

The graph below shows the probabilities of at most a specific number being rolled on a six die check using the new system. The legend details how many exceptionals are being used for each graph.



This next graph is for a four die check:

