Powerset Notation

Category

* (A)ttack – Attack powers are powers used to affect enemies in battle. They usually take ½ action to activate, but their activation ends your turn. Attacks are categorized either (r)anged, (m)elee, (t)argeted area, or (p)oint-blank area. Most attacks require a to-hit roll which can be (s)hoot, s(t)rike, or (z)ap.
* (B)uff – Buffs powers are used to increase the capabilities of you and your allies.
* (D)efense
* (M)ovement
* Sta(N)ce – A stance is a toggled ability that in declared on or off at the beginning of a round. Only a single stance can be active at one time.
* A(R)mor
* (U)tility
* (T)rait
* Maneu(V)er – Maneuvers are skills that are activated alongside another combat action, such as an attack or a defense. Their activation is quirky and often based on specific conditions or die rolls. Any number of maneuvers can be activated at the same time, given that the conditions are met, and costs are paid. Maneuvers can stack with adders and stances. Maneuvers can be (r)anged, (m)elee or (b)oth.
* (+)Adder – Adders are similar to maneuvers, in that they are activated alongside other powers. Only a single adder can modify a single power at once.

Activation

* (A)ttack – The power is activated as a ½ action and ends your turn. The burn cost is added when the power is activated.
* (C)onditional – The power can be activated when certain conditions are met.
* Fr(E)e – The power can be activated with no time, but only during your turn.
* (F)ull – The power is activated as a full action. The burn cost is added when the power is activated.
* (H)alf – The power is activated as a full action. The burn cost is added when the power is activated.
* (M)ove – The power is activated as either a ½ action, in which case you get half the benefit (as in a ½ move), or as a full action, in which case you can use it to the fullest extent. The burn cost is added once and is the same whether a ½ or full activation is used.
* (N)one – The power does not have to be activated and is on all the time.
* (R)eaction – The power can be activated at any time as a reaction. Its burn cost is added each activation.
* (T)oggle – The power is activated as a toggle and must be stated to be on/off at the beginning of each round and is on/off for the entire round. The burn cost is added when the power is declared to be on.
* (+) – This power is an adder and is activated alongside the power it modifies

Delivery

* (A)rea – The power is directed at an area, requiring a to-hit roll vs. a defense of 6
* (D)irect – The power is directed at a spot and no to-hit roll is required
* (S)hoot – The power requires a to-hit roll using the Shoot combat skill
* S(T)rike – The power requires a to-hit roll using the Strike combat skill
* (Z)ap – The power requires a to-hit roll using the Zap combat skill
* (-)None – The power is not delivered, or is cast on the user, or centered on the user

Power Model

Powers have a BURN rating which increases their chance to lose an energy each round. Each burn is a 1/12 chance to burn an energy at the end of that round.

A burn of E(x) means that you have to set aside x energy, and at the start of the next battle, you will immediately burn that energy, effectively starting with less energy than your max.

A burn of M means that you have to maintain the power by setting an energy aside until you turn off the power. When you turn the power off, the energy is return to your pool, but is burned and must be regenerated by normal means.

Each round, I expect the average combatant to:

* Use an attack – 4B
* Move – 1B
* Use some kind of defense – 1B

A burn of 6 means:

* A 6/12 chance to lose 1 energy
* A 2/12 chance to lose 0 energy
* A 4/12 chance to gain 1 energy

This equates to a 1/6 energy loss each round. So without using any energy to reroll, or activate any special stuff, you can last 36 rounds at this rate. If the game returns 1 energy every 3 rounds to all combatants, you are actually running in the positive.