Balance Assumptions

* Battle lasts 8 rounds, and thus everyone ends up with 8 energy total
* Stats are 18 and 14 for combat stats, 12 for others
* Attacks do 3d8 (13.5 avg)
* Armor is 6 points (2 powers x 3 AV), except for mental, which is 0
* Combat skills are roughly equal at a level of 8 + 4 + 2 + 3 = 17
* Everyone burns at a rate of 8/12
* That means you burn 5.33 energy total

If this is the case

* A character hits about 54% of the time
* Thus, avg damage = (13.5 – 6) = 7.5 \* 0.54 = 4.05 pts/round
* For a total of 32.4 damage done
* And a total of 32.4 damage taken

So, let’s evaluate the relative value of Block (1) vs. Dodge (1)

Generally increasing your defense by 1

* Reduces the chance to hit down to 46%
* Thus, avg damage goes to 7.5 \* 0.46 = 3.45 pts/round
* So, you would only take 27.6 damage, and still do 32.4
* That is a shift of 4.8 points, which is a 14.8% shift

However, Block (1) is less valuable than Dodge (1) because you cannot block ranged attacks, or touch attacks without special powers.

* Let’s say it is roughly 2/3 as good – if you have increased block, then you are more likely to be in melee.
* That makes it closer to a 10% bonus

An additional die of damage is a 60% shift, which only gets worse if the die is higher.

An enhancement to armor (2 points) is only a 27% shift (and often costs double what the damage die does).

Accuracy (2) makes the to hit chance 68.75 and that is a 27% increase in damage.