

POSITION & EFFECT (Change examples?)

In 1(800)Bizarre, you achieve goals by taking actions and facing consequences. But how many actions does it take to achieve a particular goal? That depends on the effect level of your actions. The GM judges the effect level using the profiles below. Which one best matches the skill at hand—great, standard, or limited? Each effect level indicates the questions that should be answered for that effect, as well as how many segments to tick if you're using a progress clock.

Effects		Ticks
Great	<i>You achieve more than usual. How does the extra effort manifest? What additional benefit do you enjoy?</i>	3
Standard	<i>You achieve what we'd expect as "normal" with this action. Is that enough, or is there more left to do?</i>	2
Limited	<i>You achieve a partial or weak effect. How is your impact diminished? What effort remains to achieve your goal?</i>	1

ASSESSING FACTORS:

To assess effect level, first start with your gut feeling, given this situation. Then, if needed, assess three factors that may modify the effect level: potency, scale, and quality. If the PC has an advantage in a given factor, consider a higher effect level. If they have a disadvantage, consider a reduced effect level.

POTENCY:

The potency factor considers particular weaknesses, taking extra time or a bigger risk, or the influence of arcane powers. An infiltrator is more potent if all the lights are extinguished and they move about in the dark.

QUALITY:

Quality represents the effectiveness of tools, weapons, or other resources.

SCALE:

Scale represents the number of opponents, size of an area covered, scope of influence, etc. Larger scale can be an advantage or disadvantage depending on the situation. In battle, more people are better. When infiltrating, more people are a hindrance.

When considering factors, effect level might be reduced below limited, resulting in zero effect—or increased beyond great, resulting in an extreme effect.

If a PC special ability gives "+1 effect," it comes into play after the GM has assessed the effect level. For example, if you ended up with zero effect, the +1 effect bonus from your Bodyguard ability would bump them up to limited effect.

Also, remember that a PC can push themselves (take 2 stress) to get +1 effect on their skill.

Every factor won't always apply to every situation. You don't have to do an exact accounting every time, either. Use the factors to help you make a stronger judgment call—don't feel beholden to them.

TRADING POSITION FOR EFFECT:

After factors are considered and the GM has announced the effect level, a player might want to trade position for effect, or vice versa. For instance, if they're going to make a risky roll with standard effect (the most common scenario, generally), they might instead want to push their luck and make a desperate roll but with great effect.

This kind of trade-off isn't included in the effect factors because it's not an element the GM should assess when setting the effect level. Once the level is set, though, you can always offer the trade-off to the player if it makes sense in the situation.

"I Prowl across the courtyard and vault over the wall, hiding in the shadows by the canal dock and gondola."

"I don't think you can make it across in one quick dash. The scale of the courtyard is a factor here, so your effect will be limited. Let's say you can get halfway across on this action, then you'll have to Prowl through the other half of the space (and the rest of the guards there) to reach the other side."

"I didn't realize it was that far. Hmmm. Okay, what if I just go as fast as I can. Can I get all the way across if I make a desperate roll?"

"Yep, sounds good to me!"

CONSEQUENCES:

When a PC suffers an effect from an enemy or a dangerous situation, it's called a consequence. Consequences are the companion to effects. PCs have effect on the world around them and they suffer consequences in return from the risks they face.

SETTING POSITION & EFFECT:

The GM sets position and effect for a skill check at the same time, after the player says what they're doing and chooses their skill. Usually, **Risky / Standard** is the default combination, modified by the skill being used, the strength of the opposition, and the effect factors.

The ability to set position and effect as independent variables gives you nine combinations to choose from, to help you convey a wide array of fictional circumstances.

For example, if a character is facing off alone against a small enemy gang, the situation might be:

- She fights the gang straight up, rushing into their midst, hacking away in a wild **Skirmish**. In this case, being threatened by the larger force lowers her position to indicate greater risk, and the scale of the gang reduces her effect (Desperate / Limited).
- She fights the gang from a choke-point, like a narrow alleyway where their numbers can't overwhelm her at once. She's not threatened by several at once, so her risk is similar to a one-on-one fight, but there's still a lot of enemies to deal with, so her effect is reduced (Risky / Limited).
- She doesn't fight the gang, instead trying to maneuver her way past them and escape. She's still under threat from many enemy attacks, so her position is worse, but if the ground is open and the gang can't easily corral her, then her effect for escaping isn't reduced (Desperate / Standard). If she had some immediate means of escape (like leaping onto a speeding carriage), then her effect might even be increased (Desperate / Great).

- The gang isn't aware of her yet—she has positioned herself on a nearby roof. She makes a ranged attack against one of them. Their greater numbers aren't a factor, so her effect isn't reduced, and she's not immediately in any danger (Controlled / Great). Maybe instead she wants to fire off an area of effect ability around the whole gang, in which case their scale applies (Controlled / Limited). If the gang is on guard for potential trouble, her position is more dangerous (Risky / Great). If the gang is alerted to her presence, then the effect may be reduced further, as they scatter and take cover (Risky / Limited). If the gang is able to muster covering fire while they fall back to a safe position, then things are even worse for our bizarre individual (Desperate / Limited).