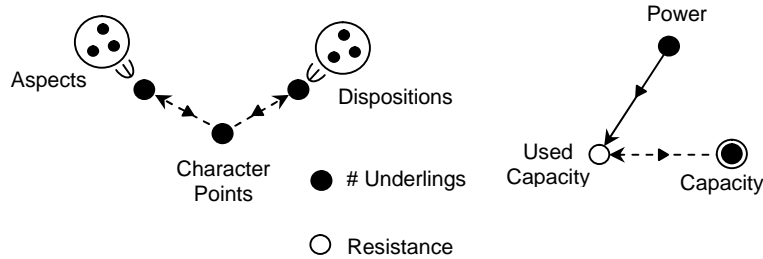


# *Acts of Evil*

## Gauge Diagrams

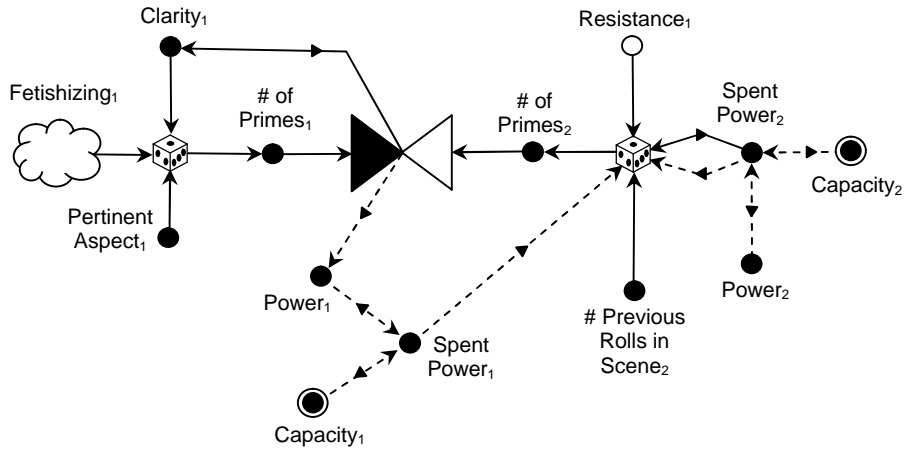
12/2/05

### Character Makeup



Notes: The conflicted Capacity resource will encourage players to use Power before using Capacity. Interesting design here.

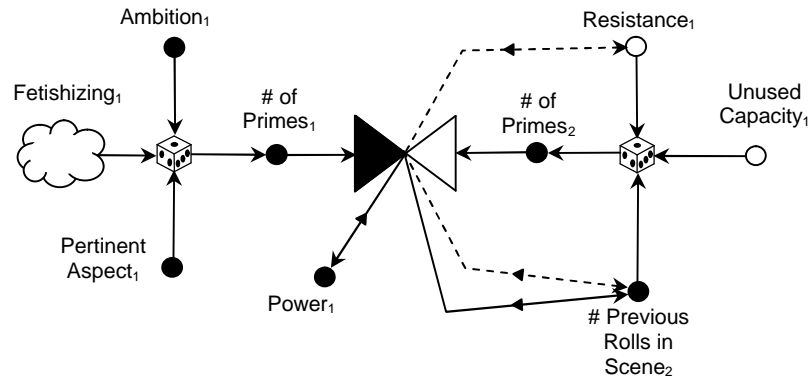
### Resolution Against Teachers



Notes: Contains three Reinforcing Loops. One reinforces player<sub>1</sub> through Clarity. The second reinforces player<sub>2</sub> by reducing player<sub>1</sub>'s ability to combat him. The third isn't illustrated (to keep the diagram readable). Every additional contest in a scene reinforces player<sub>2</sub>'s chances of winning.

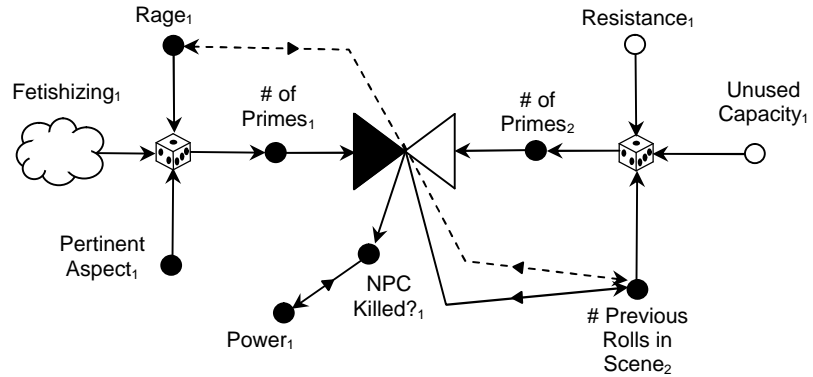


### Resolution Against Nobodies

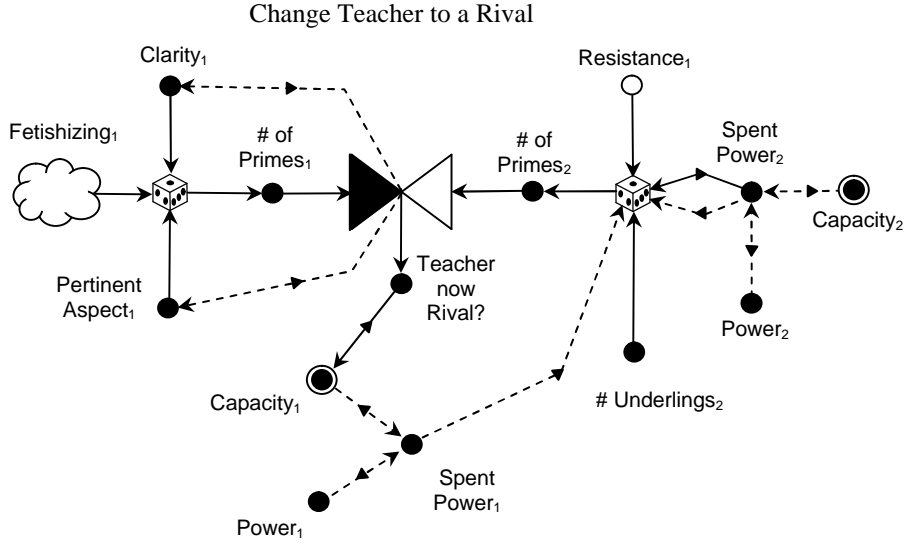


Notes: Contains two Reinforcing Loops. One reinforces player<sub>2</sub> winning through player<sub>1</sub>'s Resistance. The second reinforces player<sub>2</sub>'s chances of winning the more rolls occur in a scene.

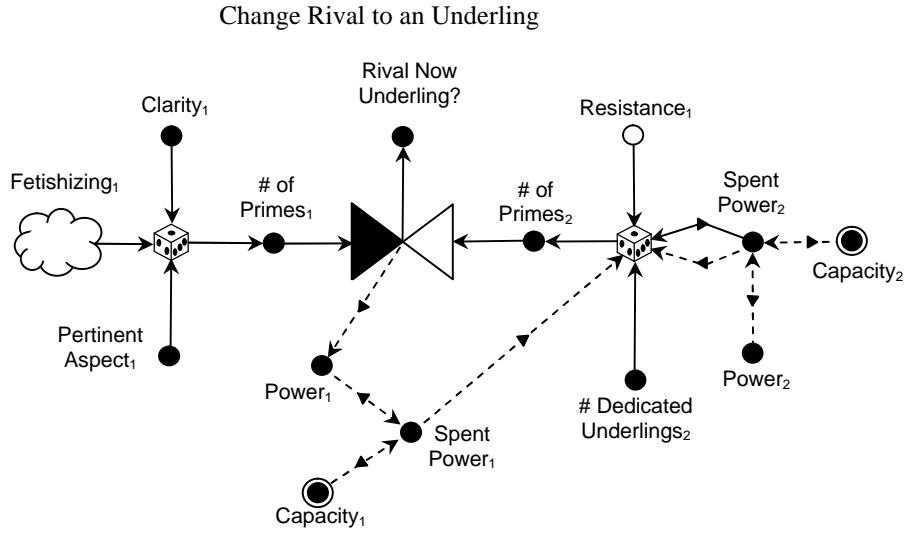
### Resolution Against Victims



Notes: Contains one Balancing Loop via a failure reward to Rage<sub>1</sub>. So, the more player<sub>1</sub> loses, the more likely he will win future contests of this type. Also contains one Reinforcing Loop that reinforces player<sub>2</sub>'s chances of winning the more rolls occur in a scene.

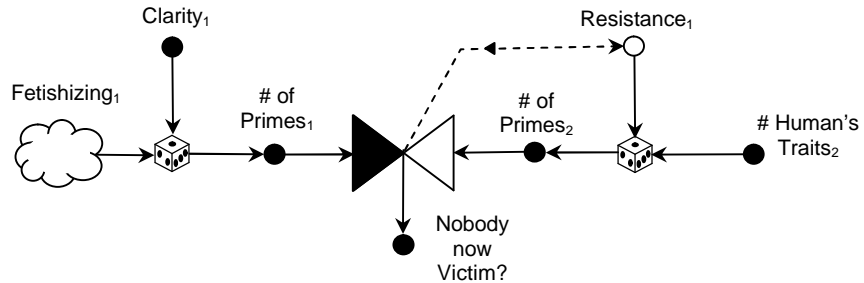


Notes: Contains two Balancing Loops via failure rewards to Clarity or Aspects. Also contains a reinforcing loop that reinforces player<sub>1</sub> winning by increasing Clarity.



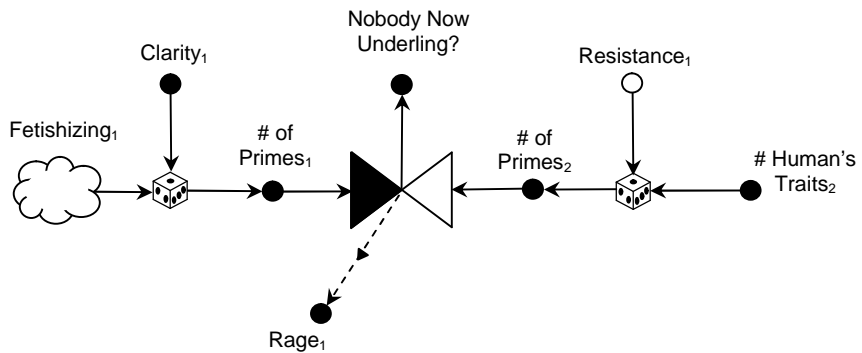
Notes: Contains one Reinforcing Loop that reinforces player<sub>2</sub> by reducing player<sub>1</sub>'s ability to combat him through Power.

### Change Nobody to Victim



Notes: Contains one Reinforcing Loop that reinforces player<sub>2</sub> winning through player<sub>1</sub>'s Resistance.

### Change Nobody to an Underling



Notes: Contains no loops. Succeeding here decreases chances in Resolution against Victims and reduces other players' ability to convert Teachers to Rivals. This has a balancing effect.