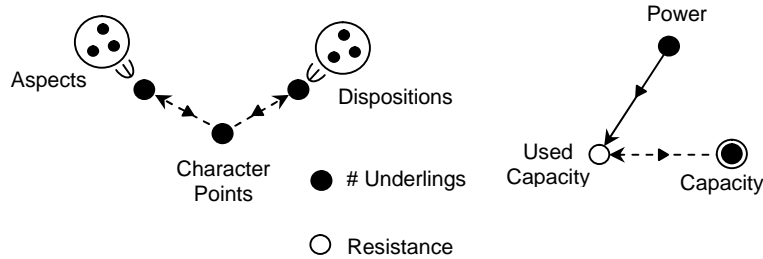


Acts of Evil

Gauge Diagrams

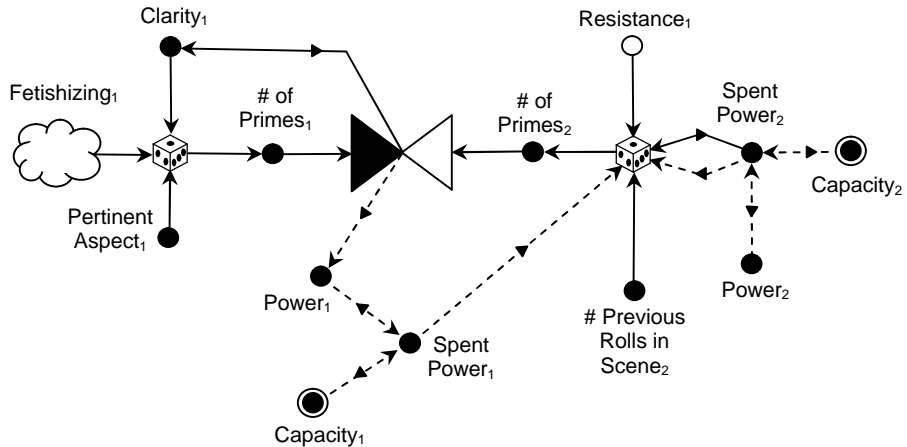
12/4/05

Character Makeup



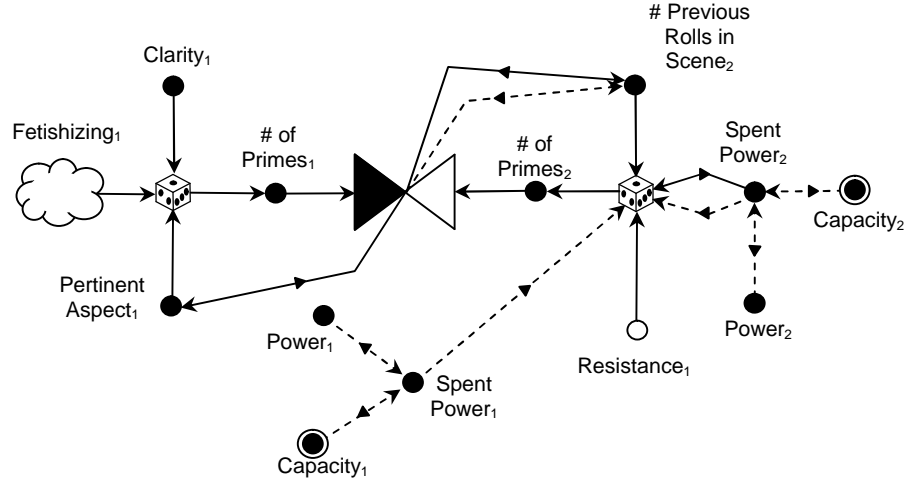
Notes: The conflicted Capacity resource will encourage players to use Power before using Capacity. Interesting design here.

Resolution Against Teachers



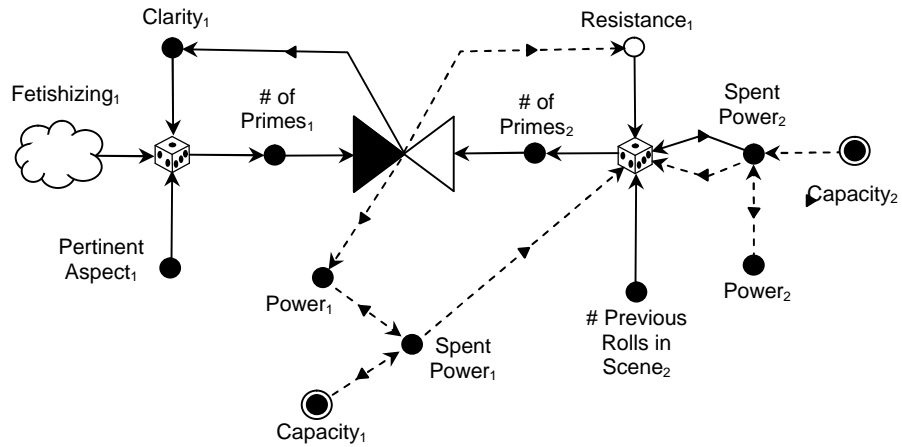
Notes: Contains three Reinforcing Loops. One reinforces player₁ through Clarity. The second reinforces player₂ by reducing player₁'s ability to combat him. The third isn't illustrated (to keep the diagram readable). Every additional contest in a scene reinforces player₂'s chances of winning.

Resolution Against Rivals



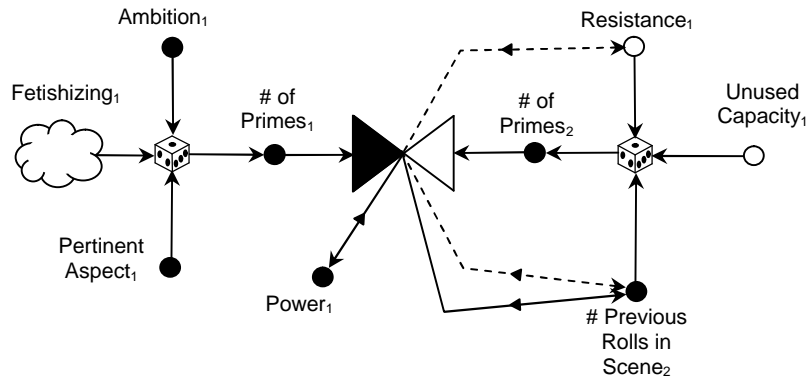
Notes: Contains one Reinforcing Loop through player₁'s Aspects. Also contains a Balancing Loop reinforcing player₂'s chances of winning the more rolls occur in a scene.

Resolution Against Underlings



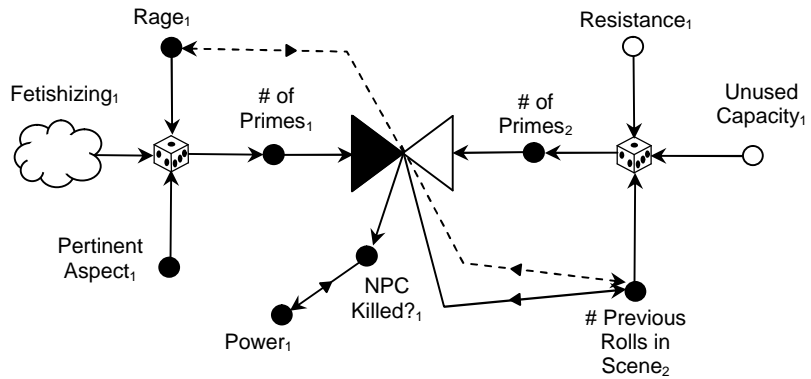
Notes: Contains three Reinforcing Loops. One reinforces player₁ winning through Resistance. The next reinforces player₁ losing through Clarity. The third one reinforces player₂ winning by reducing player₁'s ability to combat him with Power. One Balancing Loop isn't illustrated (to keep the diagram readable). Every additional contest in a scene reinforces player₂'s chances of winning.

Resolution Against Nobodies



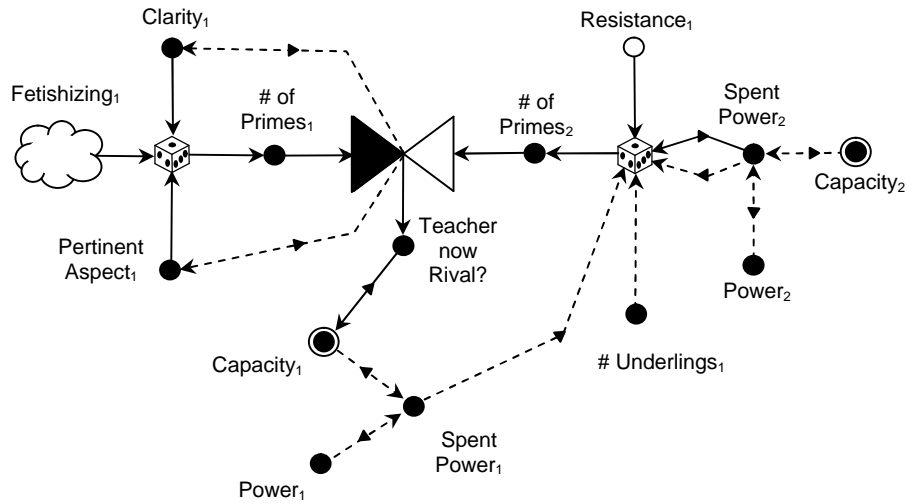
Notes: Contains one Reinforcing Loop reinforces player₂ winning through player₁'s Resistance. Also contains a Balancing Loop reinforcing player₂'s chances of winning the more rolls occur in a scene.

Resolution Against Victims



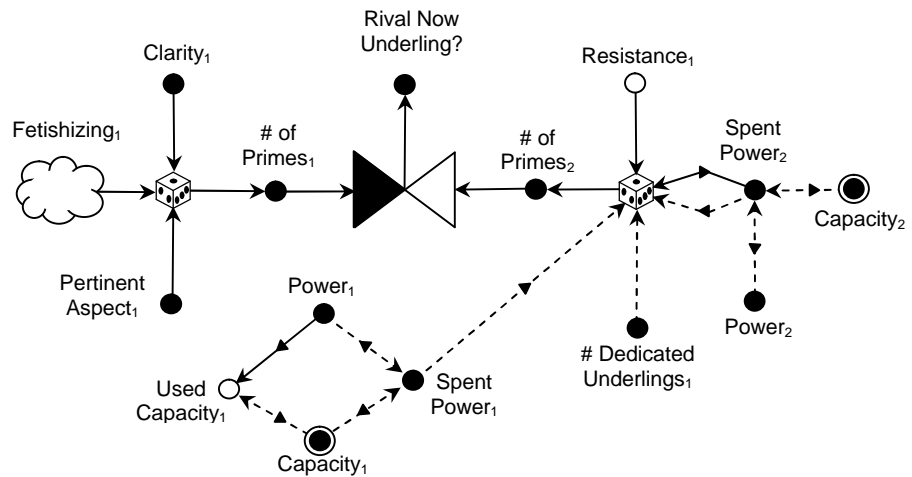
Notes: Contains two Balancing Loops. One is via a failure reward to Rage₁. So, the more player₁ loses, the more likely he will win future contests of this type. The second reinforces player₂'s chances of winning the more rolls occur in a scene.

Change Teacher to a Rival



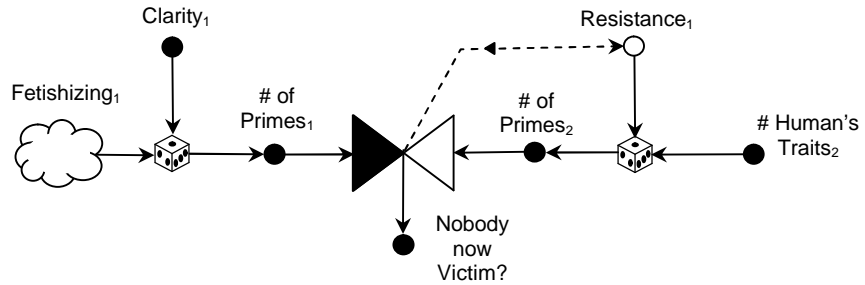
Notes: Contains two Balancing Loops via failure rewards to Clarity or Aspects. Also contains a reinforcing loop that reinforces player₁ winning by increasing Capacity.

Change Rival to an Underling



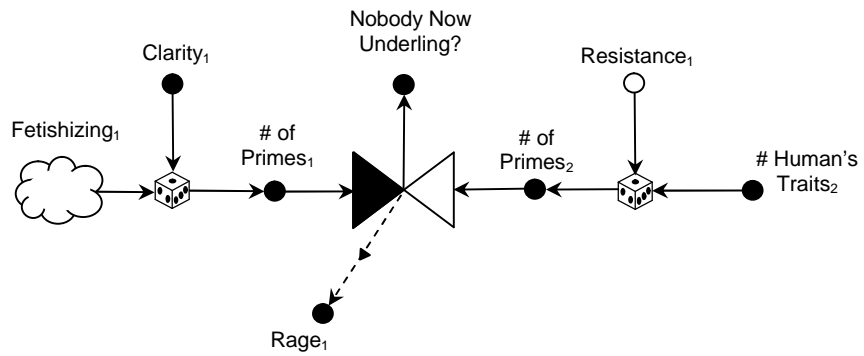
Notes: Contains no loops.

Change Nobody to Victim



Notes: Contains one Reinforcing Loop that reinforces player₂ winning through player₁'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.