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DRAIN RULES FOR OPTIONS

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Some Game Masters may wish to implement a system of Drain with options in order to limit casual uses by players of their character's powers. There are several Options already built into the Core Rules that reference this idea, but until now the Game Master was left to determine how their system would be implemented. These rules are completely optional, and may not be appropriate for all chronicles and play styles. They are intended for more "realistic" chronicles and should not be used with more "cinematic" or "epic" games.

The basics of Drain are referenced in the Core Rules on pages 153, 180, and 194. The effects of Drain created by spellcasting and Option use is the same. Both apply to the same Drain Pool. Both are refreshed in the same way. With this optional rule, Drain is now also applied to the Innate Power skill group.

Options that are permanent in nature and do not require activation will not incur a constant or continual Drain. These Options commonly include those that grant skill selections, resource increases, and permanent upgrades. A sampling of these Options include: Action Hero, Alter Ego, Genius, High Tech Background, Unnatural Armor. Game Masters should determine which options fall into this category or they may choose to eliminate this category entirely and require all options to have an activation Drain.

Chronicles that include these no-cost activation options should have a new 30pt weakness called Costly Activation. They will then cost the normal amount as they should cost based upon the number of Option Points invested in the option. The Option is no longer permanent and will require one action to activate. Durations on these powers are usually for the remainder of the current Scene, but the Game Master may choose to extend or reduce their length.

How much Drain a specific option will cost to activate will depend upon the style of chronicle the game master wishes to present. All of these different possibilities are based upon the total cost of the Option being activated along with any upgrades, weaknesses, or other modifiers. If the character activates an Option with an upgrade that has been purchased, but does not utilize the upgrade for that activation, the Drain cost should be modified downwards to reflect the reduced capability. With the exception of Instant effects or those with set durations, most Options should remain in effect as long as the character desires. While the option is in effect, the Drain should be considered Continual Drain and will not refresh.

Low Drain chronicles should utilize a very simple formula based upon Option costs. These chronicles will find an increased level of power usage, nearing the level found in a Drainless game. For every 100 Option Points that an Option costs to purchase, or portion thereof, there is a Drain of 5.

Moderate Drain chronicles are often set with a Drain of $1/10^{\text{th}}$ the total Option Point cost utilized. These chronicles are roughly equivalent in Drain consumption as traditional spellcasting as seen in the Thaumaturgy section. Super heroics are much more muted in these games, featuring less epic battles and fewer casual uses of power. Game Masters may tweak the precise costs of certain Options to better fit their desires.

Some Game Masters may wish to have a higher level of Drain than the moderate level. While not recommended for anything but the most realistic or gritty games, they do have a place in some chronicles. Such games may have Drain costs near $2/10^{\text{th}}$ of the total Option Point cost or even more! Due to the high cost of usage, very few powers will be utilized during game play.