

# Magnitude

Each difference in magnitude between the player rolling the dice for a Move and the target counts as a +1 or -1 depending on whether you are scaling down or up. Also not that at the Grandfather's decision the amount of segments in a clock may also be effected by differences in magnitude and may result in no effect at all.

MAGNITUDE	AREA	SIZE	DURATION	RANGE	FORCE	example	QUALITY	example
<b>0</b>	Closet	One or Two People	A Few Moments	Within Reach	Weak	A firm shove, a candle flame, a breeze, a tiny spark, a rattling table, a pungent aroma.	Poor	A rusty knife, worn and tattered clothing, a rickety shack on the street.
<b>1</b>	Small Room	Small Gang (3-6)	A Few Minutes	A Dozen Paces	Moderate	A solid punch, a bright flashlight, a shock from an electrical outlet, a noisy room.	Adequate	A combat knife, regular clothes, cheap food or drugs, a coffin-sized room in a cheap motel.
<b>2</b>	Large Room	Medium Gang (12)	An Hour	Large Room	Strong	A powerful blow, a searing brand, an electrical shock from a live wire.	Good	A regular sidearm, respectable clothing, an apartment, an exotic pet, a low-level bodyguard.
<b>3</b>	Several Rooms	Large Gang (20)	A Few Hours	Several Rooms	Serious	A crushing blow, a grenade, a raging fire, an electrical surge, the wake of a jet engine.	Excellent	A land vehicle, a military rifle, stylish clothing, a small house, a mercenary soldier, designer drugs.

MAGNITUDE	AREA	SIZE	DURATION	RANGE	FORCE	example	QUALITY	example
4	Small Building	Huge Gang (40)	A Day	A Few Blocks	Powerful	A plasma cutter, a bomb, a tornado, electrocution, a dangerous magnetic field.	Superior	A personal racing ship, a townhouse, a common genetically engineered creature, a Remote scientist, insider faction information.
5	Large Building	Massive Gang (80)	Several Days	A Few Kilometers	Overwhelming	A ship's guns, a massive fire, a lightning strike, an earthquake, the wake of a jump drive.	Impeccable	A small spaceship, a prototype Dalek device, Noble clothing, Metebelis crystals.
6	City Block	Colossal Gang (160)	A Week	Across Town	Devastating	A capital ship weapon, molten lava, a tsunami, a cosmic maelstrom, a huge asteroid impact.	Legendary	A mansion, a cybernetic implant, a large spaceship, powerful Great House artifacts, a dangerous War-built creature.

[rules, magnitude](#)

From:

<https://curufea.com/> - **Curufea's Homepage**

Permanent link:

<https://curufea.com/doku.php?id=factionpbta:play:magnitude>

Last update: **2020/05/27 00:08**

