"Grey Clouds" Working Title

Conceit:
The world is full of people. Blue collar, White collar, or a finely pressed Suit, you work, you need a job. It doesn't matter if you're the strongest man in the world or a charismatic wizard, you have bills to pay. Even in a world where the fantastic literally pours out of the very ground, there is always business as usual.

Grey Clouds is set in a world that functions much like our own, with economics, societal connections, and the machine of business running the world. The key difference here is that magic is real and the physical limits expected of the average human are frequently broken. The player can choose from 3 classes: Warrior, a Physical and Political juggernaut who uses raw force and bombastic campaigns to solve his problems. Mage, a magical dynamo that climb the corporate ladder by forging alliances, manipulating pawns with their mind powers, and blasting away obstacles with raw elemental power. Rogue, a shrewd, government, middle management bureaucrat who uses preternatural skill with martial arts, acrobatics, and federal policy to find and dispose of information and people.

Goal:
Players jockey for influence. The first player to gain the maximum influence wins.

Influence and Territory:
Influence:
Players begin in class-specific territory. They start with a small amount of influence in that territory which they build by engaging in events within their territory. Hitting a certain level of influence allows you to widen your territory. Widening a players territory allows that player to hold more influence (ex. 3x3 grid holds max 3 influence, 9x9 holds max 8 influence). By engaging in events, rival players can also develop influence if their territory overlaps with yours. Influence can be added to, subtracted from, or stolen. Influence is stacked in territory. Territory defined by "outposts", markers that define the center of a player's territory. Events determine NPCs in territory and actions you can take. PCs are actionable by other PCs. "Big City" has NPCs that are actionable by all class types.

Moving Outside of Territory:
A player may move to any other board, including other players', at any time. However, moving outside of your board will reduce your statistics by half. This reduction gets lower as you gain influence, being completely nullified at 70% completion. Beyond the stat reduction, Social stats are not directly applicable to enemy territory NPCs. Players attempting to generate influence outside their territories must use a number of social abilities corresponding to the level of influence an area requires, in addition to possessing the necessary level of influence to create an outpost.

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Statistics and Abilities:

Player Statistics:

Each class has two statistics, a Power stat and a Social stat (Ex. Warrior: Strength(STR) and Likability(LIK)). Characters are able to use their action stat to act on objects and uses their social stat to market their events. This is done by simply comparing the relevant stat to the target's. Trees in the Warrior's territory will have a Strength stat that determines how difficult they are to climb. Co-Workers in the Mage territory will have a Networking stat that determines how hard they are to work with and/or manipulate. More direct and specific control of statistics can be used through the use of abilities.

All players are required to state their stat gains publically when they gain them, but are not required to state their totals unless they are acting on another player (at any distance) or are being acted on by another player.

Player Abilities:

Abilities are actions that can be used against NPCs and occasionally the environment. The player begins by choosing 2 abilities to start with. Later, after a certain amount of territorial influence is gained, the player can approach a trainer and learn more abilities. This depends on how much overall influence you have gained, more influence means more abilities.

Abilities scale off a percentage of one of your stats. The percentage starts low, but with repeated use an ability's scaling can increase. Starting abilities begin by using 50% of its main stat (ex. Probe: INT x 0.5) with newly gained abilities starting at 10%.

NPCs: Have actionable aspects that allow classes to use them to meet their ends and develop influence. Warrior territory NPCs, for example, have word of mouth and popularity attributes.

Quest and Event Mechanics:

Quest mechanics:

Quests are overall objectives associated with your class. To obtain them, you must interact with a friendly NPC of an appropriate level. This is determined by having a social stat greater than or equal to the NPC's. To complete them, you must use your class' given mechanics to complete it. Simple quests can be completed merely by comparing your stat to the actionable object. More complicated quests require heavy ability use to wear the objective down.
Ex. Warrior quest: Get cat out of tree. Using strength attribute to climb tree, use likability attribute to approach and obtain cat.

Event Mechanics:

Events occur after a certain number of turns (x), somewhere in a given area (y), and the first of a type can only start a certain number of turns after the first turn (z). Being location-oriented, they require the player's piece to move to already be in the given area to participate. There is no penalty to not engaging in an event. They will end after 5 turns unless a player engages in them.
Local Event: x = 3, y = "3x3, one in each territory", z = 3 turns after game start (turn 4)

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Regional Event: x = 6, y = in the entirety of 1 territory, z = 9 turns after game start (turn 10)
National Event: x = 15, y = Any territory, z = 19 turns after game start (turn 20)

Ex. Regional event: Fire:
Use Social stat to ask for more outside support, assure locals that everything is going to be ok. Use Power stat to defeat fire demon that started it. Use Social stat to petition for more strict aether control laws at next Elemental Conference.

Battle:
Combat with monsters, NPCs, or rival players is conducted on a turn by turn basis. The initiator goes first, then the defender goes second, and so on. Power abilities and select social abilities can be used in combat. On NPCs, you can overpower those with 30 less of the relevant endurance (ex. 60 STR vs. 30 pEND, 50 INT vs. 20 mEND). Beyond that, you must use your abilities to lower the set health of NPCs or the influence of players.

Dungeon Crawling:
By acquiring and developing the curiosity skill, a player is able to find and search dungeons. Dungeons can be found in uncharted or dangerous areas of a player's territory. Once a dungeon is found, you roll 4 dice to determine the layout (each dice represents 6 different pieces that make up 1/4th of the dungeon).

War: Brute Force
Mag: Specialization
       Fire:
              Power: Highest raw power
              Social: Buffs Social interactions (heats people up)
       Water:
              Power:
              Social: Pacifies negative scenarios (cools people down)
       Lightning:
              Power: Medium power
              Social: Highest Raw power (powerful manipulation)
Rog: Combination

Required Objects:
- One Territory board per player
- One "Big City" board
- One Player token per player
- Influence tokens
- NPC tokens

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- Outpost token
- Outpost radius frames

Player Procedures:

Pregame:

Players begin by selecting:
- a class
- an associated territorial board
- two starting abilities.

Game:
- Players begin in their chosen territory.
- Players speak to friendly NPCs with Social stats lower than theirs to acquire quests.
- Players generate influence through quests and develop enough to set outposts.
- Players return to starting point in territory to acquire new skills.
- After enough Influence is gained through more and more difficult quests, the player is able to advance to other territories.

"End Game":

At this point, the player has 3 main options:
- Move to Big City: High yield quests will secure victory
- Capture Rival Territories: Gain influence in enemy players' boards to prevent them from gaining more influence.
- Directly engage enemy players in battle

The player with the highest influence or the last player still alive wins.