
Subject: Spirit Power Levels

Posted by [GuesssWho](#) on Wed, 01 Feb 2012 08:02:14 GMT

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I was thinking of doing a fanfic about an Avatar of the kelpie (a fey horse that tends to drown riders), and I realized I don't know what the differences in Avatar level really mean.

So, what level would be the best to hold:

a pagan god

a dragon spirit

a fey spirit (elf, goblin, ogre, whatever else you can think of)

various animals (are tigers more powerful than spiders? can an Avatar strong enough to handle an elephant hold an entire pack of wolves?)

etc

It would be nice to have a list of spirit types with their power levels, so we don't have to decide again each time.

Subject: Re: Spirit Power Levels

Posted by [greyman](#) on Wed, 01 Feb 2012 09:04:31 GMT

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The wikia has some information on Avatar ranking, though this may or may-not be out of date. <http://crystalhall.wikia.com/wiki/AvatarRough> rankings are as such:

AV 1 - an individual spirit... the spirit of the Oak Tree on the west hill of our farm, the spirit of your pet basset hound, etc.

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AV 4 - active deities, 'forces' (ie... Champion, Astarte, Fred, etc), higher totems/archetypes like Grandfather Sky, etc.

AV 5+ - Gaea, active and highly worshipped deities, multi-planar entities, stuff that is really powerful enough that it doesn't need a host... and probably shouldn't be trapped inside someone for any reason anyway, even willingly. On this scale, I'd rank a kelpie as level-2.

Subject: Re: Spirit Power Levels
Posted by [realmfighter](#) on Wed, 01 Feb 2012 09:16:06 GMT
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Isn't the level of the avatar Independent of the spirits strength? I think I heard it described as if the avatar was of a lower level than the spirit the avatar wouldn't be as powerful as a higher level avatar with the same spirit and the spirit would have a stronger influence over the avatar. And when the avatar was higher level than the spirit the spirit would grow to fill up the potential power of the avatar.

Subject: Re: Spirit Power Levels
Posted by [Niknokitueu](#) on Wed, 01 Feb 2012 11:34:15 GMT
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realmfighter wrote on Wed, 01 February 2012 09:16 Isn't the level of the avatar Independent of the spirits strength? I think I heard it described as if the avatar was of a lower level than the spirit the avatar wouldn't be as powerful as a higher level avatar with the same spirit and the spirit would have a stronger influence over the avatar. And when the avatar was higher level than the spirit the spirit would grow to fill up the potential power of the avatar.

I think that the above is a good indicator of expected avatar to comfortably hold said spirit.

If an AV-1 got a spirit that needed an AV-3 to easily hold, there would be several problems:

- (a) the spirit would try to make his body more livable. Possibly fatally.
- (b) the spirit would be starved, so would only be able to generate AV-1 level effects
- (c) the spirit would not be under the control of the avatar, or at least would have continual conflicts of interest, and may well overwhelm the host's behaviour.

On the other hand, if an AV-3 got a spirit that an AV-1 could use, you would have the following benefits:

- (a) the spirit would be completely subservient to the needs of its host
- (b) the spirit would be able to work at the very top of its abilities, and would also grow in power over time until it could theoretically hit AV-3 power levels
- (c) the host would have complete and total control over the spirit's abilities. It in effect would be completely subsumed by his will, in effect the host and spirit would be one.

There are no doubt other points of interest, but I am fairly sure that the above is more-or-less Canon.

Have Fun!
Niknokitueu

Subject: Re: Spirit Power Levels

Posted by [Diane Castle](#) on Wed, 01 Feb 2012 20:25:24 GMT

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greyman wrote on Wed, 01 February 2012 01:04The wikia has some information on Avatar ranking, though this may or may-not be out of date.

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We probably need to re-visit that scale some day. I would prefer it if the wikia listed that scale as 'questionable'. It's just too high-end for Whateley. If a 5 could handle Gaea, then what's a 7? That's like an Avatar scale for DC Comics.

In the Whateley Universe, Avatars simply aren't powerful enough to handle something as awesome as an active and highly worshipped deity. Or all the energy of all of Gaea. Or our friend the Demon Who Has No Vowels.

But yes, the definition of AV-1 is right. The scale just shouldn't launch that fast.

Also, the scale for Avatars is more complicated than this, since it involves issues like 'can host more than one spirit', 'can host more than one spirit which do not mesh well in nature', 'can completely control said spirit', 'can crush spirits together into a force', etc.

Now then, lets think about your case. Are you talking about the spirit of a single kelpie? The spirit of a group of kelpies? The spirit of a class of kelpies? The spirit representing all kelpies everywhere? Figure that an Avatar able to absorb and *control* the spirit would have to be maybe an AV-1 for the first, an AV-2 for the second, an AV-4 for the third, and an AV-6 or AV-7 for the last.

The New Olympians are not a typical Avatar case, either. In their cases, the spirits possessed the infants. It's not an Avatar power at all.

Diane

Subject: Re: Spirit Power Levels

Posted by [Diane Castle](#) on Wed, 01 Feb 2012 20:49:51 GMT

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realmfighter wrote on Wed, 01 February 2012 01:16 Isn't the level of the avatar Independent of the spirits strength? I think I heard it described as if the avatar was of a lower level than the spirit the avatar wouldn't be as powerful as a higher level avatar with the same spirit and the spirit would have a stronger influence over the avatar. And when the avatar was higher level than the spirit the spirit would grow to fill up the potential power of the avatar.

The level of the Avatar is related to the strength of the spirit he (or she) can pick up without being physically or mentally shredded like a kleenex in a tornado.

I don't think you heard any of these claims from canon authors, so take them with a grain of salt. A *big* grain of salt. Maybe a halite cube the size of a giftbox. :d

If the Avatar is a lot stronger in level than the spirit that he/she picked up, then that means the Avatar can go pick up other spirits. If the Avatar is strong enough, s?he can pick up spirits which conflict and force them to coexist (spirit of the bear, meet spirit of the salmon). If the Avatar is strong enough he/she can take those spirits and smash them together into a 'force'. Since this has really only happened ONCE, it is exceedingly rare. (Only the Champion Force is natural. The Astarte Force is from Elizabeth Carson carrying the Champion Force within her. The other known 'forces' are all artificial attempts to re-create the Champion Force by mad scientists.)

There is also the whole issue of what does your spirit mean? Anna has the spirit of the squirrel. But is it a small, local spirit? Is it some sort of local-scale spirit of all squirrels? Is it a regional all-encompassing spirit? Is it the spirit of all squirrels everywhere? There are different levels of spirits, and not all Avatars can handle all such levels. (Anna is an AV-1. She does NOT have one of the high-end all-powerful spirits.)

Diane

Subject: Re: Spirit Power Levels

Posted by [Sir Lee](#) on Thu, 02 Feb 2012 00:48:50 GMT

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Diane Castle wrote on Wed, 01 February 2012 18:49(Only the Champion Force is natural. The Astarte Force is from Elizabeth Carson carrying the Champion Force within her. The other known 'forces' are all artificial attempts to re-create the Champion Force by mad scientists.)

Wait, so the Magus Force was created by a mad scientist? Seems kinda ironic -- the supreme mystic owing her power to Mad Science!

Subject: Re: Spirit Power Levels
Posted by [dpragan](#) on Thu, 02 Feb 2012 01:37:08 GMT
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I think the Astarte force is a "Cutting" of the Champion Force that grew as powerful as the original.

Subject: Re: Spirit Power Levels
Posted by [curiousreader](#) on Thu, 02 Feb 2012 02:22:00 GMT
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Diane Castle wrote on Wed, 01 February 2012 15:25greyman wrote on Wed, 01 February 2012 01:04The wikia has some information on Avatar ranking, though this may or may-not be out of date.

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Diane

So are you say that the list does go up to seven?

So it would take a 7+ to be able to house the representation of the Earth? Or is that still not enough to carry something like that off?

In that case how about a grim reaper? its not the complete embodiment of death just one of the workers, still its highly powerful and dangerous so it might be something like a five or six at least?

Subject: Re: Spirit Power Levels
Posted by [polarone](#) on Thu, 02 Feb 2012 02:37:27 GMT
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curiousreader wrote on Wed, 01 February 2012 21:22

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It would probably depend on the power of the reaper (there is an entire thread devoted to this that I am too lazy to find at the moment). To use an example: Anna is an AV-1 with a simple squirrel spirit; imagine however, if she were an AV-7 with THE squirrel spirit, she could turn all of the humans on Earth into squirrels, or pull a Planet of the Apes.

This is not intended to give Diane any ideas to use in one of her dasterdly schemes.

Subject: Re: Spirit Power Levels
Posted by [curiousreader](#) on Thu, 02 Feb 2012 02:44:46 GMT
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Yeah I started that one a while ago and I'm not sure if I got an answer.

I would love to read a story with Charlton Heston screaming on a beach with him looking of at a large squirrel holding a torch. :d

Subject: Re: Spirit Power Levels
Posted by [ShinZed](#) on Thu, 02 Feb 2012 03:04:44 GMT
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curiousreader wrote on Thu, 02 February 2012 02:22So are you say that the list does go up to seven?

So it would take a 7+ to be able to house the representation of the Earth? Or is that still not enough to carry something like that off?

In that case how about a grim reaper? its not the complete embodiment of death just one of the workers, still its highly powerful and dangerous so it might be something like a five or six at least? There isn't really a level after 7. 7 is just where they go 'Well hell, this is just too over the top for us to classify on a regular scale'. I'm surprised Tennyo isn't listed Warper 7 along with her regen, but then she hasn't pulled off her most powerful stuff in the tests yet.

I imagine a grim reaper would require at least a 4 or 5+ avatar, given that their abilities would probably confer powers that make things dead, fast.

If I recall correctly though, Kodiak isn't a particularly high rank avatar, but he certainly does seem to have a pretty darn badass bear spirit. He can't completely control it though. Given that it left him once already it seems that a high level spirit can set up shop in a lower level avatar if the two of them get along.

Subject: Re: Spirit Power Levels
Posted by [GuesssWho](#) on Thu, 02 Feb 2012 04:16:21 GMT
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Alright, how about someone who is a reincarnation of a magical being? Would a dragon reborn be an Avatar or something else?

Subject: Re: Spirit Power Levels
Posted by [realmfighter](#) on Thu, 02 Feb 2012 04:32:30 GMT
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No. Avatar is a type of Mutant. I would assume you call the reborn Dragon a Dragon.

Subject: Re: Spirit Power Levels
Posted by [GuesssWho](#) on Thu, 02 Feb 2012 04:48:57 GMT
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Even if they were born to humans?

Subject: Re: Spirit Power Levels
Posted by [realmfighter](#) on Thu, 02 Feb 2012 04:57:16 GMT
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Looking at the wiki I see that everything I know is a lie and they aren't mutants(?)

But Human with a dragon spirit I guess? I mean, it's not a human avatar with a dragon spirit inside them because they are the dragon spirit. Depends on how you want to work it I guess.

Subject: Re: Spirit Power Levels
Posted by [GuesssWho](#) on Thu, 02 Feb 2012 05:17:03 GMT
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I'm not sure if humans can hold a spirit, though. It's confusing.

Aren't all the Fey types faerie reborn? I've never understood that.

Subject: Re: Spirit Power Levels
Posted by [Diane Castle](#) on Thu, 02 Feb 2012 05:29:10 GMT
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GuesssWho wrote on Wed, 01 February 2012 21:17 I'm not sure if humans can hold a spirit, though. It's confusing.

Aren't all the Fey types faerie reborn? I've never understood that.

Mere humans who somehow 'capture' a spirit or something like it are those weird things with names like Batson Factors and Imbued and such. Not Avatars, which has a very specific meaning: a mutant whose power is the ability to create a magical hallow within his/her body to host some kind of incorporeal spirit and can then use the powers of the spirit to empower themselves.

Example: Skyhawk is a baseline who accidentally picked up an eagle spirit and works with it. They Fight Crime!

Also, the truth about the new Fae is too complicated and mystical for mortal minds to comprehend. Just pretend you're not nosing around in their business. Remember: do not tamper in the ways of the Fae, for you look remarkably like a chewtoy to them.

Diane

Subject: Re: Spirit Power Levels
Posted by [realmfighter](#) on Thu, 02 Feb 2012 05:43:29 GMT
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For the Reborn Dragon you could just treat it like a human avatar with a dragon spirit, except the Dragon spirit is where the human spirit would have been. Basically all the superpowers, none of

the annoying persons in your head.

Subject: Re: Spirit Power Levels
Posted by [Nocte](#) on Thu, 02 Feb 2012 08:15:10 GMT
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I remember it being said that if an avatar tries to host a spirit that is too powerful for it and does not adapt or fatally burn out, the spirit takes over. That or the avatar goes insane.

To further add to the list of "AVA-3 gets a spirit that an AVA-1 could use" things; "Spirit is utterly dominated, having no say and no control as to how the Avatar uses the power."

Subject: Re: Spirit Power Levels
Posted by [GuesssWho](#) on Thu, 02 Feb 2012 08:46:02 GMT
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Diane Castle wrote on Wed, 01 February 2012 19:29The truth about the new Fae is too complicated and mystical for mortal minds to comprehend. Just pretend you're not nosing around in their business. Remember: do not tamper in the ways of the Fae, for you look remarkably like a chewtoy to them.

Diane

That's not very helpful if you want to have a Fae character in your fic, though.

Subject: Re: Spirit Power Levels
Posted by [Sojiro](#) on Thu, 02 Feb 2012 08:53:49 GMT
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Diane Castle wrote on Wed, 01 February 2012 21:49
I don't think you heard any of these claims from canon authors, so take them with a grain of salt. A *big* grain of salt. Maybe a halite cube the size of a giftbox. :dThose claims did come from canon authors (a canon author to be accurate), but it was incomplete. We were told that an Avatar holding a spirit too strong for him would usually suffer greatly and have his mind ripped apart. Except if the two get along particularly well and the difference between the Av-rating and the spirit's strength isn't too great, like with Kodiak. We were told that in those rare case where an Avatar can hold a spirit a bit too powerful for him, the spirit can't express all its powers so it's not significantly more powerful than what a spirit of a power appropriate to the Avatar would do.

We were also told at the same time that the reverse was sort of true. A weak spirit in a strong avatar would receive a lot of juice, which might make the spirit evolve into one that can use more of it over time.

That certainly didn't mean that the spirit strength didn't matter.

Diane Castle wrote on Thu, 02 February 2012 06:29

Example: Skyhawk is a baseline who accidentally picked up an eagle spirit and works with it. They Fight Crime!Fixed that for you.

Subject: Re: Spirit Power Levels

Posted by [mrudat](#) on Thu, 02 Feb 2012 09:19:08 GMT

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Sojiro wrote on Thu, 02 February 2012 19:53Diane Castle wrote on Thu, 02 February 2012 06:29

Example: Skyhawk is a baseline who accidentally picked up an eagle spirit and works with it. They Fight Crime!Fixed that for you.

Didn't you mean that instead? (Warning, link to heavy time-sink =)

Subject: Re: Spirit Power Levels

Posted by [Diane Castle](#) on Thu, 02 Feb 2012 09:54:45 GMT

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GuesssWho wrote on Thu, 02 February 2012 00:46Diane Castle wrote on Wed, 01 February 2012 19:29The truth about the new Fae is too complicated and mystical for mortal minds to comprehend. Just pretend you're not nosing around in their business. Remember: do not tamper in the ways of the Fae, for you look remarkably like a chewtoy to them.

Diane

That's not very helpful if you want to have a Fae character in your fic, though.

Sorry.

The Fae who are now 'appearing' have been there all along. They just haven't been where we can see or comprehend. They're like Aunghadhail, who was there in some way, and took a previous host who died, and still continued to exist in some way, and has taken a new host. Is it an Avatar-spirit relationship? We don't know. The most information you can get will be from

re-reading the first couple Fey stories.

Diane

Subject: Re: Spirit Power Levels
Posted by [mn--](#) on Thu, 02 Feb 2012 20:26:41 GMT
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Diane Castle wrote on Wed, 01 February 2012 19:29 The truth about the new Fae is too complicated and mystical for mortal minds to comprehend. ...

...and you know this exactly how? :twisted:

I mean, given that no two individual minds by definition can be identical AND that it is easily observable that the ability to comprehend complicated concepts is one variable where divergence is particularly common, it is obvious that the sets of comprehensible data necessarily do not completely overlap and being able to know the extent of this variance would require...

...and that's not getting into what theoretical nonhuman mortal minds might do...

Why yes, this was about the point where my mom got a bad headache or something back when I was 13.

Diane Castle wrote on Thu, 02 February 2012 11:54

The Fae who are now 'appearing' have been there all along. They just haven't been where we can see or comprehend. They're like Aunghadhail, who was there in some way, and took a previous host who died, and still continued to exist in some way, and has taken a new host. Is it an Avatar-spirit relationship? We don't know. The most information you can get will be from re-reading the first couple Fey stories.

...oh, yeah, the usual thing about the Fae then.

There's a Lapp folk story about a Fae girl who fell in love with a mortal boy. It's slightly sad in that the boy could never quite comprehend where the girl was from and how to talk to his in-laws... or even find them if they didn't come to visit on their own.

(And more so in the end when he couldn't be expected to see his beloved wife of many decades in the afterlife, either, because theirs isn't shared with ours, and he never was able to know why.)

Information that is unknowable is sort of nasty like that.

Subject: Re: Spirit Power Levels
Posted by [khade](#) on Thu, 02 Feb 2012 22:07:24 GMT
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I think the first fix for They Fight Crime! was the more correct fix, anyone here should be able to find the TVTropes page on it, but how many knew about the random generator?

Subject: Re: Spirit Power Levels
Posted by [GuesssWho](#) on Fri, 03 Feb 2012 01:21:17 GMT
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Does that mean 'Fae' is its own type, or would it be Pseudo-Avatar or what?

Subject: Re: Spirit Power Levels
Posted by [greyman](#) on Fri, 03 Feb 2012 02:44:37 GMT
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The 'Faerie' Mutation appears to be common enough to be labeled and readily identified as such (at least by the wizard who tested Fey).

Fey is only the 1000 such to be identified since 1695, though some of the earliest are still alive. However, there are also several other Sidhe-types enrolled at Whateley (six named so far: Selkie, Shadowdancer, Thorn (Kevin O'Rourke), Rascal, Sanctuary, and Zephyr). Each shows some indication of prior life awareness.

Subject: Re: Spirit Power Levels
Posted by [czaanum](#) on Fri, 03 Feb 2012 02:53:33 GMT
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As I understood it while most classification systems use 1-7 a couple don't, like esper and the old gadgeteering system (which was classified as a subtype of esper)
(I remember loophole talking about it with her mother in the case of the poisonous patent).

Far be it from me to tell the canon author's what to do, but there is lore precedent for certain powers not being 1-7, instead being something like 1-3. No extra work needs to be done! :d

That random generator = awesome

He's a benighted Republican paramedic on the hunt for the last specimen of a great and

near-mythical creature. She's a chain-smoking mute former first lady prone to fits of savage, blood-crazed rage. They fight crime!

e: Hey! Mine came out as though it's a husband and wife duo! =D

Subject: Re: Spirit Power Levels
Posted by [Diane Castle](#) on Fri, 03 Feb 2012 04:51:44 GMT
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GuesssWho wrote on Thu, 02 February 2012 17:21 Does that mean 'Fae' is its own type, or would it be Pseudo-Avatar or what?

Think of the 'Fae' aspect as being independent of the power set. Although faerie mutations usually go with powers that are more connected to classical faerie powers.

Diane

Subject: Re: Spirit Power Levels
Posted by [Diane Castle](#) on Fri, 03 Feb 2012 05:05:03 GMT
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czaanum wrote on Thu, 02 February 2012 18:53 As I understood it while most classification systems use 1-7 a couple don't, like esper and the old gadgeteering system (which was classified as a subtype of esper)
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e: Hey! Mine came out as though it's a husband and wife duo! =D

[1] That was the *old* esper system developed in the late 1800's.

[2] You can always make suggestions. Most of us canon authors will listen attentively. Then

make fun of you behind your back. Oh wait, I didn't say that out loud, did I? Oops. :d

[3] The number of Wunza plots actually out there already is pretty overwhelming. (Wunza = "one's a" as in "one's a grouchy by-the-book cop, one's a wacky robot, together They Fight Crime!" [note: see 'Holmes and Yo-yo']) Some of the output of that generator doesn't seem all that of a stretch. I mean, are any of those examples as weird as the Marvel Team-Up where Spider-man teamed up with...

wait for it...

John Belushi? As the Samurai Whatever?

And that wasn't the weirdest Marvel Team-Up of the 80's.

Diane

Subject: Re: Spirit Power Levels
Posted by [GuesssWho](#) on Fri, 03 Feb 2012 13:59:03 GMT
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Could a desperate spirit steal a normal person's body? Would it be easier to steal their corpse?

I have a story idea where a spirit of vengence takes over a corpse to kill a serial killer, becomes a vigilante etc etc.

Subject: Re: Spirit Power Levels
Posted by [Sir Lee](#) on Fri, 03 Feb 2012 14:09:25 GMT
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[GuesssWho](#) wrote on Fri, 03 February 2012 11:59: Could a desperate spirit steal a normal person's body? Would it be easier to steal their corpse?

I have a story idea where a spirit of vengence takes over a corpse to kill a serial killer, becomes a vigilante etc etc.

Well, there's the small matter of repairing the damage that caused the body to die in the first place. Otherwise, what you have is a zombie -- a dead body moving.

Subject: Re: Spirit Power Levels
Posted by [GuesssWho](#) on Fri, 03 Feb 2012 14:30:36 GMT
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Sir Lee wrote on Fri, 03 February 2012 04:09
GuesssWho wrote on Fri, 03 February 2012 11:59
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Well, there's the small matter of repairing the damage that caused the body to die in the first place. Otherwise, what you have is a zombie -- a dead body moving.

My thought was that the body would change to match the spirit, thus fixing those things.

Subject: Re: Spirit Power Levels
Posted by [chrisbuyer](#) on Wed, 22 Feb 2012 03:05:48 GMT
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greyman wrote on Wed, 01 February 2012 01:04
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And then there's AV6+ - Able to hold the spirit of Bugs Bunny. Boy would the rest of Whately be in trouble... :roll:

Subject: Re: Spirit Power Levels

Posted by [chrisbuyer](#) on Wed, 22 Feb 2012 03:33:19 GMT

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[quote title=mn There's a Lapp folk story about a Fae girl who fell in love with a mortal boy. It's slightly sad in that the boy could never quite comprehend where the girl was from and how to talk to his in-laws... or even find them if they didn't come to visit on their own.

(And more so in the end when he couldn't be expected to see his beloved wife of many decades in the afterlife, either, because theirs isn't shared with ours, and he never was able to know why.)

Information that is unknowable is sort of nasty like that.[/quote]

There was an interesting take on the idea of not sharing afterlives with loved ones in Robert Heinleins book, "Job: a Comedy of Justice." The protagonist's Girlfriend was of Norse decent and belief and he was most definitely Christian. They were both around when the rapture happened and he couldn't understand why she wasn't with him in Heaven. Got really fun after that.

Chris in CA

Subject: Re: Spirit Power Levels

Posted by [Diane Castle](#) on Wed, 22 Feb 2012 20:04:37 GMT

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chrisbuyer wrote on Tue, 21 February 2012 19:05greyman wrote on Wed, 01 February 2012 01:04The wikia has some information on Avatar ranking, though this may or may-not be out of date.

<http://crystalhall.wikia.com/wiki/Avatar>Rough rankings are as such:

AV 1 - an individual spirit... the spirit of the Oak Tree on the west hill of our farm, the spirit of your pet basset hound, etc.

AV 2 - the spirit of a 'class of creature or entity'... Bear, Fire Elementals, Wind

AV 3 - a greater class or an archetype/totem... Thunderbird, Coyote, Raven, Fallen deities, extra-planar entities, etc.

AV 4 - active deities, 'forces' (ie... Champion, Astarte, Fred, etc), higher totems/archetypes like Grandfather Sky, etc.

AV 5+ - Gaea, active and highly worshipped deities, multi-planar entities, stuff that is really powerful enough that it doesn't need a host... and probably shouldn't be trapped inside someone

for any reason anyway, even willingly. On this scale, I'd rank a kelpie as level-2.

And then there's AV6+ - Able to hold the spirit of Bugs Bunny. Boy would the rest of Whateley be in trouble... :roll:

:d :d :d

And everyone: remember that these AV levels are wrong. They're DC Comics level AV levels, not Whateley. I think I already posted on this, but I don't think my comments have been transferred to the wiki. Remember: Whateley Avatars can't be Superman or the Spectre or Thanos. At the top of the levels, they still won't be Spiderman. [NOTE: the last statement depends on which Spidey in which continuity, because the 'I can catch a thrown VW Beetle' spidey might be okay, but the 'I can lift 30 tons and throw it at you' Spidey will not.]

Diane

Subject: Re: Spirit Power Levels
Posted by [Fansibubbles](#) on Wed, 07 Mar 2012 21:40:00 GMT
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Rather than start a brand new topic on Avatars thought I'd just ask here.

What is actually valid as an Avatar spirit?

Is it purely old Mystical creatures or can there be other things? For example would people from Urban Legends count? Or strange modern created gods like the ones worshipped in Cargo Cults?

Subject: Re: Spirit Power Levels
Posted by [Diane Castle](#) on Wed, 07 Mar 2012 22:06:28 GMT
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Fansibubbles wrote on Wed, 07 March 2012 13:40 Rather than start a brand new topic on Avatars thought I'd just ask here.

What is actually valid as an Avatar spirit?

Is it purely old Mystical creatures or can there be other things? For example would people from Urban Legends count? Or strange modern created gods like the ones worshipped in Cargo Cults?

If you're writing fanfic, you can do whatever you want.

Now if you're adhering to canon guidelines, then you basically can pull anything up to the most powerful things Jamie (Heyoka) has pulled. Jamie has a spirit protector which gives him/her some extra ability.

A ghost is *possible*, but how likely is it? It would have to have enough Essence that it would basically be a Class I spirit all by itself. Spirits? Yes. A real god? Not a chance. Something small that has been brought into being by the worship of a cargo cult? That's feasible, and potentially interesting to write about. Class X beings? Forget about it, an Avatar would be just another Hostess Twinkie to something like that.

Diane

Subject: Re: Spirit Power Levels
Posted by [Fansibubbles](#) on Wed, 07 Mar 2012 22:11:04 GMT
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Thanks very much for the quick answer! Was about what I expected but it's nice to know for sure.

Subject: Re: Spirit Power Levels
Posted by [khade](#) on Thu, 08 Mar 2012 05:20:07 GMT
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Sted, in the fan fictions, is avatar or paladin of a young goddess of the pony fetish, which is basically a cargo cult sort of thing, for the purposes of this conversation.

Subject: Re: Spirit Power Levels
Posted by [polarone](#) on Thu, 08 Mar 2012 06:07:11 GMT
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Diane Castle wrote on Wed, 07 March 2012 17:06 A real god? Not a chance. Something small that has been brought into being by the worship of a cargo cult? That's feasible, and potentially interesting to write about.

Diane

The question being, what constitutes a real god? I don't know if it still exists, but there used to be a statement that beings like the Olympians were allowed because they are lower level divinities but were still at the top end for avatars. The Egyptian pantheon was outright ruled out as being of a much higher power level; but they can take paladins like Miyet.

An example that is in no way authoritative but which can possibly put things into perspective: The Nordic pantheon as gods would be disallowed, Marvel's Asgardians (if one were to take an incorporeal form) as powerful beings who happened to be worshipped would probably be allowed.

Subject: Re: Spirit Power Levels
Posted by [Diane Castle](#) on Thu, 08 Mar 2012 08:22:42 GMT
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polarone wrote on Wed, 07 March 2012 22:07Diane Castle wrote on Wed, 07 March 2012 17:06
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The question being, what constitutes a real god? I don't know if it still exists, but there used to be a statement that beings like the Olympians were allowed because they are lower level divinities but were still at the top end for avatars. The Egyptian pantheon was outright ruled out as being of a much higher power level; but they can take paladins like Miyet.

An example that is in no way authoritative but which can possibly put things into perspective: The Nordic pantheon as gods would be disallowed, Marvel's Asgardians (if one were to take an incorporeal form) as powerful beings who happened to be worshipped would probably be allowed.

And this also assumes that the New Olympians are Avatars that are now holding the spirits of the original Olympians. If so, how is it that Juno managed to end up in a girl named June? I think Ayla has griped about this point before.

Diane

Subject: Re: Spirit Power Levels
Posted by [dr. bibber](#) on Thu, 08 Mar 2012 19:50:23 GMT
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So Ayla could still be the avatar of the American Dream?

Subject: Re: Spirit Power Levels
Posted by [Laudator](#) on Thu, 08 Mar 2012 20:03:47 GMT
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dr. bibber wrote on Thu, 08 March 2012 19:50So Ayla could still be the avatar of the American Dream?Doesn't fit the facts. Manifesting didn't give Trevor American-Dream related abilities, he already had those.

Subject: Re: Spirit Power Levels
Posted by [Diane Castle](#) on Thu, 08 Mar 2012 20:09:14 GMT
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dr. bibber wrote on Thu, 08 March 2012 11:50So Ayla could still be the avatar of the American Dream?

<snrk>

Heh-heh. No, Ayla's not an Avatar. He's just really, really stubborn, and really driven because of his background.

Diane

Subject: Re: Spirit Power Levels
Posted by [Cockle](#) on Thu, 08 Mar 2012 20:30:24 GMT
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Laudator wrote on Thu, 08 March 2012 20:03dr. bibber wrote on Thu, 08 March 2012 19:50So Ayla could still be the avatar of the American Dream?Doesn't fit the facts. Manifesting didn't give Trevor American-Dream related abilities, he already had those.

But isn't part of the American Dream that you can start off with nothing? Manifesting certainly arranged that for him.

Subject: Re: Spirit Power Levels
Posted by [silento](#) on Thu, 08 Mar 2012 21:46:36 GMT
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I wouldn't call a few million dollars nothing...

Subject: Re: Spirit Power Levels
Posted by [Cockle](#) on Thu, 08 Mar 2012 21:59:44 GMT
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He did, briefly, go down to almost total penury. He scarcely even had any clothes to wear, thanks to his uncontrolled phasing, and was living in his (also poor) sister's unfurnished basement.

I'll grant you it didn't last long and I'm not sure that the American Dream is supposed to start off with threats of legal action, which is effectively how Ayla got his stake.

Or maybe it is.

Subject: Re: Spirit Power Levels
Posted by [Nocte](#) on Fri, 09 Mar 2012 00:32:12 GMT
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Ayla isn't the Avatar of American Dream, since that would require a different powerset and for Marvel characters to be spirit beings.

Subject: Re: Spirit Power Levels
Posted by [Sojiro](#) on Fri, 09 Mar 2012 20:13:54 GMT
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Cockle wrote on Thu, 08 March 2012 22:59 I'll grant you it didn't last long and I'm not sure that the American Dream is supposed to start off with threats of legal action, which is effectively how Ayla got his stake. legal action is a perfectly fine way to get your money in the American dream, that's how Ayla pretends to have gotten her money.

But he actually got it by threatening to become the very first Goodkind mutant supervillain. They gave him his inheritance (from his mother's side only) to make sure he wouldn't be driven to such desperate measures.

So the reason Ayla doesn't qualify, despite going from destitute to billionaire in just 5 months, is that he inherited his wealth. Add to that the fact that he mostly was able to make that wealth grow thanks to his unique advantage as the son of the richest man on Earth, and the deal is done.

Ayla is a golden kid, not a self-made man.

Subject: Re: Spirit Power Levels

Posted by [amratner](#) on Sat, 10 Mar 2012 00:42:40 GMT

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Sojiro wrote on Fri, 09 March 2012 15:13Cockle wrote on Thu, 08 March 2012 22:59I'll grant you it didn't last long and I'm not sure that the American Dream is supposed to start off with threats of legal action, which is effectively how Ayla got his stake.legal action is a perfectly fine way to get your money in the American dream, that's how Ayla pretends to have gotten her money.

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Ayla is a golden kid, not a self-made man.

Where do you get the "threatening to become the first Goodkind mutant super villain"?

His older sister's lawyers forced the settlement while Ayla was not directly involved. The threat was to sue, and provide bad publicity.

While it is true he got \$300 million as the settlement, but he increase that to over a billion on his own.

Subject: Re: Spirit Power Levels

Posted by [Nicky82](#) on Sat, 10 Mar 2012 02:33:43 GMT

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amratner wrote on Sat, 10 March 2012 01:42Sojiro wrote on Fri, 09 March 2012 15:13Cockle wrote on Thu, 08 March 2012 22:59I'll grant you it didn't last long and I'm not sure that the American Dream is supposed to start off with threats of legal action, which is effectively how Ayla got his stake.legal action is a perfectly fine way to get your money in the American dream, that's how Ayla pretends to have gotten her money.

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IIRC, it was Gracy that took care of the negotiation:

Ayla and the Late Trevor James Goodkind Janet and Uncle Theo helped me wobble out of the lab and into a large conference room, where Father and Gracie were arguing for real.

He was frantically telling her that I was a humiliation and a disgrace to the family, and no cross-dressing faggot mutant was going to be a Goodkind no matter what. Boy, you could feel the love from across the room.

She was telling him that was fine, but he had better settle enough money on me to keep me out of trouble, or he was going to have to live with REAL humiliation when I started robbing banks and stuff using my freaky mutant powers, and everyone found out about the Goodkinds and their mutant boypirl supervillain kid!

Subtle, Gracie, really subtle. Aggressive negotiation ploys like that were known in some circles as 'extortion'.

They argued like that for maybe another ten minutes, while I sat and regained my equilibrium. Father finally gave in and gave Gracie custody of me. Gracie had learned her lesson after what Dad did to her, so instead of my 12.5 billion that I was to get at the age of 21, she got me a 300 million dollar inheritance. 150 million from Mother's side, which I hadn't even realized would be coming my way at age 21, since it was such a pittance, plus a matching amount from the Goodkind side. That went with the understanding that I wouldn't show up at Mutterwald, and I wouldn't embarrass the family, and I would keep Gracie out of their hair too.

Subject: Re: Spirit Power Levels
Posted by [RedHat](#) on Sat, 10 Mar 2012 04:57:59 GMT
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Hm.

Been thinking on this. Avatars seem like they could really mess up the power scales depending on what manner of avatar they are (whether it offers magical powers which tend to be wonky to begin with, or simple exemplar and energizer powers which tend to be much easier to measure). Yet at the same time, there's a bit of a jump in terms of power when you start looking at the intense difference in power levels (such as between AV-3 and AV-4).

Not to mention there's also various levels of "Channeler" (a conduit for specific energies) or "Paladins" (minor pieces of power from a benefactor spirit). This tends to have further difficulty, especially if the Avatar in question came with additional powers. Then there's the matter with Tennyo who thanks to her OmniChanneler status as a mutant, completely bonded with her spirit to the point where they're one now (though the Scourge, considering its background, could be a spirit only in name).

After some manner of consideration(not to mention clear help from Aranis, Ditto and Drunkfu), I devised an Avatar system:

Disclaimer: Many people see Avatars as a sort of "hollow", like a shell that a spirit can jump in as a manner of symbiotic or parasitical relationship. The best way to describe an Avatar mutant is to look at them like an engine with a tolerance up to a certain amount of horsepower. You can mix all manners of "grades" of spirits for varying efficiency, but if you go too high, the engine starts to break down and things go bad really quick. It's a really base concept to tie to something so abstract, but right now it's an apt comparison.

Disclaimer2:The concept of this scale is very, very, VERY base. Like the Wizard Trait, this system is for the sake of merely getting a base idea of what's even going on, and even then it doesn't do a good job. For instance, Aquerna is the Avatar of the Squirrel. However, it's a big difference for if she's the Avatar of a SINGLE, lone squirrel... or an Avatar of an Aspect of the Squirrel, in which she may not even be the sole owner of the Spirit. Again, this scaling system only covers the barest fraction of how an Avatar works.

Scaling System:

AV-1: An individual spirit; the spirit of the Oak Tree on the west hill of our farm, the spirit of your pet basset hound, etc.

AV-2: The spirit of a celebrity(or how they are perceived), a famous landscape, the ideal of a popular fairy tale, etc. Not a large bump, but the extra faith in these choices gives it a boost.

AV-3: Minor demons, fresh elementals, faerie, that kind of thing. By now we're starting to get into the standard one thinks of when "spirit" is mentioned. However, it's still in the minor stages and most Class-2 entities are completely barred off.

AV-4: Older Class-2 entities are possible by now, but the major power players are still out of the question. At this grade, Avatars may be able to start binding multiple spirits together, but this carries a tremendous risk.

AV-5: Totems and Archetype-class spirits are possible by now. Fallen deities or minor aspects of Active Deities(better known as Paladins) are possible, but only with the permission of the deity in question. Astral Avatars have a minimum requirement of AV-5 or above.

AV-6: All Class-2 entities are available at this point, including named Demon Lords and famous beings of old. It should be noted, however, that a majority of these higher beings would rather share part of themselves than risk fully living within the Avatar.

AV-7: Active Deities, Strong 'Forces' (Examples include the Champion Force and Astarte Force, among others), higher Totems/Archetype-class Spirits like Grandfather Sky, etc. OmniChannelers are possible only at this stage of an Avatar, and burns out very quickly upon manifestation as a result of bonding with a spirit.

It should be noted that AV-6 and AV-7 are the only Avatars capable of handling a very small selection of Class-3 Entities, and even then it is strictly with the permission of the spirit. Attempting to force said entities to be hosted within them will often end with lethal results.

Even among these Avatar classes, however, there's interesting effects should we start to play around with differing Grades of spirits. Should we try to use a Grade 4 Spirit (a spirit meant for an AV-4) on an AV-3, the spirit can make more decisions and is much more active in the Avatar's mind. Should it go into an AV-2 though, they can start to take active control for long periods of time and potentially start to mutate the avatar to their design. Should we go on the reverse track though, an AV-5 might be able to start taking multiple Grade 1 spirits and bind them together in the manner of a "Force", slowly creating a smaller version which could help them empower themselves. Doing this act is a very risky business however, as most spirits may not like that sort of thing and could very well fight back. Tansy (an AV-1 as far as we know) when absorbing Jinn (which we're treating as a Grade 2 Spirit in regards to power) is a prime example of if the Avatar has forcefully bound a spirit beyond what they could normally do.

NOTE: Mental issues such as possible schizophrenia, or spiritual issues such as a weakening soul is not the only risk one faces when an Avatar has a Spirit too high of a grade, or is trying to draw too much energy from their spirit. The energy strain one faces is very real, and deadly, which can take a massive toll on the physical body. Spontaneous tumors, organ failure and brain

chemical imbalances are all but a fraction of the potential physical risks one faces. Avatars are, once again, STRICTLY WARNED not to take more than they can handle!

Should we start to say, place a spirit four Grades higher than the avatar... we run into a potentially interesting predicament, such as what could have happened with the Olympians. Avatars of sufficient power may be encountered by higher beings, and essentially be "forced" out of their body for the Avatar to permanently assume as a body of their own. It's a process that becomes more risky as the soul is more used to the physical body, and so the spirit in question must often perform this act when the child is very, very young; often in the infant stages. By the time the body manifests, the spirit can often force the body to change to better fit their powers, and the spirit is so deeply entrenched into the body that it's the true owner of said body now.

Subject: Re: Spirit Power Levels
Posted by [awjs](#) on Sat, 10 Mar 2012 05:06:09 GMT
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Interesting scale you have come up with there. Sort of sounds like it might be within the power levels of other powers like Exemplar.

I wonder what any Canon Authors have to say. They did say they needed to adjust the scale that is on the wiki.

Subject: Re: Spirit Power Levels
Posted by [Irenic](#) on Sat, 10 Mar 2012 07:30:28 GMT
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Your scale is well put together, the only thing I would change is remove Coyote and Thunderbird. They're gods when you get down to it, actively revered today, so it makes sense that they have a strong degree of power. But if you really must have them in there they should be 7+, people are out there even now weaving tales about them.

Maybe have something replace those two on the scale, like a strong being that's more powerful than all its peers instead? "The King of Eagles", or some kind of immortal, one of the Gorgons from Greek myth might be a decent example. Maybe even Scott's spirit would be a good representation, since it's actually not *The Thunderbird* merely a Thunderbird.

All this thinking about Coyote has made me remember one of his modern tales.

A man walks up to Coyote and asks "Coyote, do you understand the theory of relativity?"

Coyote replies "Of course I do, I'm so very smart. All people are related, it's made it much easier to find a place to stay."

Subject: Re: Spirit Power Levels

Posted by [RedHat](#) on Sat, 10 Mar 2012 07:37:52 GMT

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Mmm, you have a point. Removed the two from the examples.

Subject: Re: Spirit Power Levels

Posted by [Nocte](#) on Sat, 10 Mar 2012 08:31:59 GMT

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There is no AVA-6 or AVA-7. Not all the scales go up to 7. Esper only goes up to 3 simply because the only thing that can be measured with all the myriad powersets is how much control the Esper has on their power.

AVA-5's are the ones who can host a Force and not fatally burn out. It would be somewhat interesting to see what happens when a not-strong-enough Avatar hosts a force that is just that little bit too powerful for it, but not too powerful as to burn out the Avatar. Would the avatar be taken over and end up being a time-share for the various spirits that make up the Force, kind of like Altogether Andrews from the Discworld.

Subject: Re: Spirit Power Levels
Posted by [RedHat](#) on Sat, 10 Mar 2012 08:35:52 GMT
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You bring up a good point, but the wiki had stated that it was a system in very much need of revising, and I figured try to make one out of boredom and a desire to take a shot at it.

Also, in response to your question, a quote from the system I made: "Should we try to use a Grade 4 Spirit (a spirit meant for an AV-4) on an AV-3, the spirit can make more decisions and is much more active in the Avatar's mind"

Thank you for your feedback, though!

Subject: Re: Spirit Power Levels
Posted by [Irenic](#) on Sat, 10 Mar 2012 08:45:20 GMT
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Nocte wrote on Sat, 10 March 2012 01:31 There is no AVA-6 or AVA-7. Not all the scales go up to 7. Esper only goes up to 3 simply because the only thing that can be measured with all the myriad powersets is how much control the Esper has on their power.

Yeah but the point is that we're looking at what a redefined scale might look like, and 1-7 is the standard, so why not have that degree of accuracy?

Maybe accuracy isn't the best word for it but I could only think of catagoriness as my other choice of word.

Subject: Re: Spirit Power Levels
Posted by [Nocte](#) on Sat, 10 Mar 2012 09:04:41 GMT
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RedHat wrote on Sat, 10 March 2012 19:35Nocte wrote on Sat, 10 March 2012 03:31There is no AVA-6 or AVA-7. Not all the scales go up to 7. Esper only goes up to 3 simply because the only thing that can be measured with all the myriad powersets is how much control the Esper has on their power.

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Thank you for your feedback, though!

I think what they were talking about was the fact that no-one in the WU is going to be able to lift 100 tons or make flame as hot as the sun. Basically, the CC (TINCC) based the power rankings on what Marvel characters can do, then realized that this was a bit too powerful for the world they had envisioned.

I personally think that the scale is alright the way it is, but if there are going to be characters that can call down the sunflames or move through time and remain sane, they will be background characters. Notice how all the PCs with level 7 powers have major problems. Fey has to convince an ancient queen to impart knowledge. Billie is a walking antimatter annihilation biohazard. Sara is pretty much a larval GOO who is benign (for now).

I think the CC (again, TINCC) have pretty much said that they are sick of all the fan characters with level 7 powers. This could have been one of the reasons why the Fan Characters forum

wasn't restored (that and most of the characters were made for the hell of it and would probably never be seen in a fanfic). I maintain that level 7 powered characters are no fun to write, since they are so frelling powerful they can pretty much alter the plot by existing. Compare a level 7 mage to a level 1 mage. The WIZ-7 can pretty much snap their fingers and the spell is cast. No preperation, no material components, no vocal components, no hand-movements beyond the finger-snap. The WIZ-1, OTOH, has to gather essence, work out how to mitigate backlash, source the materials, learn how to make the right gestures at the right time at the right speed and intone the vocal component correctly. A whole story can be milked from a WIZ-1 working towards casting a major spell.

Now I'm rambling about something only tangentially related.

Subject: Re: Spirit Power Levels
Posted by [Diane Castle](#) on Sat, 10 Mar 2012 10:05:29 GMT
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Nocte wrote on Sat, 10 March 2012 00:31 There is no AVA-6 or AVA-7. Not all the scales go up to 7. Esper only goes up to 3 simply because the only thing that can be measured with all the myriad powersets is how much control the Esper has on their power.

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Let me point out that the 'Esper only goes up to 3' myth is common around here, but wrong.

The very *first* Esper level scale went from 1 to 3 and was okay for a first crack at it, but has been out of favor for decades. The modern scale is more complex, has more complex Esper talents to use for scaling, and DOES go up to 7.

Diane

Subject: Re: Spirit Power Levels
Posted by [Diane Castle](#) on Sat, 10 Mar 2012 10:17:28 GMT
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Nocte wrote on Sat, 10 March 2012 01:04| think what they were talking about was the fact that no-one in the WU is going to be able to lift 100 tons or make flame as hot as the sun. Basically, the CC (TINCC) based the power rankings on what Marvel characters can do, then realized that this was a bit too powerful for the world they had envisioned.

I personally think that the scale is alright the way it is, but if there are going to be characters that can call down the sunflames or move through time and remain sane, they will be background characters. Notice how all the PCs with level 7 powers have major problems. Fey has to convince an ancient queen to impart knowledge. Billie is a walking antimatter annihilation biohazard. Sara is pretty much a larval GOO who is benign (for now).

I think the CC (again, TINCC) have pretty much said that they are sick of all the fan characters with level 7 powers. This could have been one of the reasons why the Fan Characters forum wasn't restored (that and most of the characters were made for the hell of it and would probably never be seen in a fanfic). I maintain that level 7 powered characters are no fun to write, since they are so frelling powerful they can pretty much alter the plot by existing. Compare a level 7 mage to a level 1 mage. The WIZ-7 can pretty much snap their fingers and the spell is cast. No preperation, no material components, no vocal components, no hand-movements beyond the finger-snap. The WIZ-1, OTOH, has to gather essence, work out how to mitigate backlash, source the materials, learn how to make the right gestures at the right time at the right speed and intone the vocal component correctly. A whole story can be milked from a WIZ-1 working towards casting a major spell.

Now I'm rambling about something only tangentially related.

[1] As I understand it, the original scales under PK were some attempts to formalize stuff before everything in the Official Whateley Bible was really set, and never got updated. But that was all long before I came along and started kvetching about power levels and all that jazz.

[2] I personally think those PK scales should be expunged from the wiki or at least marked as 'highly suspicious'. And I find it a lot harder to write stories for characters who are 7+'s and can crush the reality of Whateley. Ayla is enough of a gamebreaker, and he's only at the 3-4 power level.

[3] I don't mind fanfic characters who are ridiculously overpowered, I just don't see them as fitting into Whateley (try putting Kal-El in as a character and try to write an exciting story).

[4] Tangential, but interesting. It's something I care about, anyway.

Diane

Subject: Re: Spirit Power Levels
Posted by [ETSMITH](#) on Sat, 10 Mar 2012 12:50:33 GMT
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[quote title=Nocte wrote on Sat, 10 March 2012 04:04I think what they were talking about was the fact that no-one in the WU is going to be able to lift 100 tons or make flame as hot as the sun. Basically, the CC (TINCC) based the power rankings on what Marvel characters can do, then realized that this was a bit too powerful for the world they had envisioned.

[/quote]

Now why in the world would the characters in the WU not be able to make "flames" as hot as the sun?

We have a number of mentions of electric arcs being tossed.

In OUR universe I was involved (1960) in making electric arcs that were at 20,000 K (the sun is only around 5,000 K). This was a research in the thermodynamics of making NO from atmospheric gases by passing through a high current electric arc (much like you find in any lightning bolt).

So 50 years ago we we making plasmas in our lab that involved 256 times the energy density of the Sun's surface. And that project was dangerous! Just walk by the unshielded portions of the rig while it was running could give you an instant sunburn - most of the radiation given off was in the UV.

Surely a bolt lobber in the WU could equal what our baselines could create. (even nature could do better than we achieved in a lightning bolt)

Subject: Re: Spirit Power Levels
Posted by [Sojiro](#) on Sat, 10 Mar 2012 12:57:09 GMT
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Diane Castle wrote on Sat, 10 March 2012 11:17Ayla is enough of a gamebreaker, and he's only at the 3-4 power level.I always* felt a disconnect between how powerful Ayla looked and how powerful he considered himself, and since Ayla is the narrator it can be jarring. Since the narrator who knows so much about so many things and whose observations are so precise and accurate, him having an assumption so different from what I observed from the facts permeating the story often lead me to question myself or the story.

It's nice to see that the author did indeed intend for the main character's power to be "game breaking".

*that started after the Sparkler's fight, to be precise

Subject: Re: Spirit Power Levels
Posted by [RedHat](#) on Sat, 10 Mar 2012 14:15:23 GMT
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Diane Castle wrote on Sat, 10 March 2012 05:05Nocte wrote on Sat, 10 March 2012 00:31There is no AVA-6 or AVA-7. Not all the scales go up to 7. Esper only goes up to 3 simply because the only thing that can be measured with all the myriad powersets is how much control the Esper has on their power.

AVA-5's are the ones who can host a Force and not fatally burn out. It would be somewhat interesting to see what happens when a not-strong-enough Avatar hosts a force that is just that little bit too powerful for it, but not too powerful as to burn out the Avatar. Would the avatar be taken over and end up being a time-share for the various spirits that make up the Force, kind of like Altogether Andrews from the Discworld.

Let me point out that the 'Esper only goes up to 3' myth is common around here, but wrong.

The very *first* Esper level scale went from 1 to 3 and was okay for a first crack at it, but has been out of favor for decades. The modern scale is more complex, has more complex Esper talents to use for scaling, and DOES go up to 7.

Diane

This right here.

This was my entire reasoning for trying to make up a revised system aside from sheer boredom; it was an outdated system (from what it sounds, among other outdated systems as well) that needed replacing to begin with, and I figured it wouldn't hurt to try.

Subject: Re: Spirit Power Levels
Posted by [Cockle](#) on Sat, 10 Mar 2012 15:11:57 GMT
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Sojiro wrote on Sat, 10 March 2012 12:57 I always* felt a disconnect between how powerful Ayla looked and how powerful he considered himself, and since Ayla is the narrator it can be jarring. Since the narrator who knows so much about so many things and whose observations are so precise and accurate, him having an assumption so different from what I observed from the facts permeating the story often lead me to question myself or the story.

I think it's understandable - if still wrong - from Ayla's perspective. For a start, in Team Kimba he's hanging around with some really powerful people. Tennyo and Fey are world-shaking Powers. Chou channeled a Universal force of seemingly limitless capability.

And look at where it all began. Ayla's first experience of his mutant abilities was of being totally powerless in the hands of Dr Hammond. Then of being stripped of all the conventional power he had grown up with.

Consider the enemies he's faced outside Whateley. The Necromancer, and the unpronounceable demon. Horribly powerful.

Look, too, at his big successes. They've all been due to his natural intellectual abilities and education rather than his mutant powers. Chiefly his many business dealings and his intelligence activities.

About the only things he's gained from having powers are his new friendships - not to be underestimated, but he had friends before - and a new perspective on how the world works.

He may be wrong, but it's easy to see how Ayla could think himself outmatched in the power stakes.

Subject: Re: Spirit Power Levels
Posted by [Diane Castle](#) on Sat, 10 Mar 2012 20:16:31 GMT
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Sojiro wrote on Sat, 10 March 2012 04:57 Diane Castle wrote on Sat, 10 March 2012 11:17 Ayla is enough of a gamebreaker, and he's only at the 3-4 power level. I always* felt a disconnect between how powerful Ayla looked and how powerful he considered himself, and since Ayla is the narrator it can be jarring. Since the narrator who knows so much about so many things and whose observations are so precise and accurate, him having an assumption so different from what I observed from the facts permeating the story often lead me to question myself or the story. It's nice to see that the author did indeed intend for the main character's power to be "game breaking".

Well, *I* didn't intend Ayla's power set to be game breaking, he/she just came packaged that way.

In fact, I have already nerfed his power set, and I'm not going to give him all the powers ScramblerJ intended for Ayla to eventually acquire. But it was obvious to me when I started as a canon author that Ayla was one of the Kimbas who could be very hard to write fights for. (What if Ayla could go through forcefields and magic, and didn't care if his powers might trash your BIT? Every fight would be over in half a second.)

Also, you're right. There is a disconnect between Ayla's abilities and Ayla's perception of his abilities. This is because Ayla is (in a few ways) normal teenager who believes strongly in some of his abilities and doesn't believe in other of his abilities. (How many of us just didn't believe we could learn math in high school? How many of us didn't think we could surf until we tried and tried a bit?)

Or maybe Ayla's just being pessimistic about his powers and the threats he already faces.

Diane

Subject: Re: Spirit Power Levels
Posted by [Sojiro](#) on Sat, 10 Mar 2012 20:36:45 GMT
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CockleAnd look at where it all began. Ayla's first experience of his mutant abilities was of being totally powerless in the hands of Dr Hammond. Then of being stripped of all the conventional power he had grown up with. Yes, that's actually something Ayla points out, during the aftermath of the Halloween disaster. When many kids are traumatized because they used to think their superpowers made them invulnerable (that and being teens), Ayla doesn't have that sort of problem at all ; as he points out, his powers are what put him in danger in the first place. Actually if you look back on the past years, almost everything wrong with his life can be traced back to his powers.

Diane Castle wrote on Sat, 10 March 2012 21:16 Well, *I* didn't intend Ayla's power set to be game breaking, he/she just came packaged that way. In fact, I have already nerfed his power set, and I'm not going to give him all the powers ScramblerJ intended for Ayla to eventually acquire. But it was obvious to me when I started as a canon author that Ayla was one of the Kimbas who could be very hard to write fights for. Now that's interesting!

Since it no longer impacts the story at all, could you tell us what powers you removed, and what powers were originally intended for Ayla? I'm very curious.

Diane Castle wrote on Sat, 10 March 2012 21:16 (What if Ayla could go through forcefields and magic, and didn't care if his powers might trash your BIT? Every fight would be over in half a second.) That's pretty close to the line I give when I talk about this. If Ayla didn't mind tearing BITs apart, he would pretty much instantly win any fight against opponents without force fields.

Subject: Re: Spirit Power Levels
Posted by [Zimrilim](#) on Sat, 10 Mar 2012 20:55:41 GMT
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Actually thinking about it having a taser on you for just the right moment might just be what you need there. But I do agree that Ayla would still be very dangerous if you weren't prepared.

In terms of the revised system while I like the ranking system and the way it divides spirits on different levels, I do think that for practical purposes the clarification and the scale itself are still too entwined.

So all examples should be removed from the ranking and if necessary put in a relevant clarification text. Mainly to keep the split between OOC and IC knowledge. Right now the ranking contains references to things that might not be universally known such as names of spirits or the ability they have.

As well as unnecessary clarifications like how Omnichannelers work. It would be a lot better to put those in separately as to keep the clutter down and make it more readable.

In much the same way I would just leave out the minor aspects of deities and just put in Paladin. Then for those who want an explanation add in the definition of paladin for these purposes.

Also it might just give it a more sciency/paper like feel which is ultimately what it is pretending to be. A scientific classification for a set of abilities.

Subject: Re: Spirit Power Levels
Posted by [pedestrian](#) on Sat, 10 Mar 2012 22:25:30 GMT
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Ayla is a gamebreaker because he has a 3-4 power level....and a 7+ financial level.
Also, he's not a "bigger hammer" advocate. That alone makes even minimal powersets, like Aquerna's, very potent.

Diane Castle wrote on Sat, 10 March 2012 04:17

[2] I personally think those PK scales should be expunged from the wiki or at least marked as 'highly suspicious'. And I find it a lot harder to write stories for characters who are 7+'s and can crush the reality of Whateley. Ayla is enough of a gamebreaker, and he's only at the 3-4 power level.

Subject: Re: Spirit Power Levels
Posted by [Palomon05](#) on Sat, 10 Mar 2012 22:58:16 GMT
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[quote title=Sojiro wrote on Fri, 09 March 2012 15:13]Cockle wrote on Thu, 08 March 2012 22:59 , despite going from destitute to billionaire in just 5 months, is that he inherited his wealth. Add to that the fact that he mostly was able to make that wealth grow thanks to his unique advantage as the son of the richest man on Earth, and the deal is done. Ayla is a golden kid, not a self-made man.

I was aware Ayla made some money on the Marvel deal and he was told by a Precog about being a future billionaire again; but where was it specifically listed he reached that milestone? I missed that detail. Thanks

Subject: Re: Spirit Power Levels
Posted by [amratner](#) on Sun, 11 Mar 2012 00:21:31 GMT
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[quote title=Palomon05 wrote on Sat, 10 March 2012 17:58]Sojiro wrote on Fri, 09 March 2012 15:13Cockle wrote on Thu, 08 March 2012 22:59 , despite going from destitute to billionaire in just 5 months, is that he inherited his wealth. Add to that the fact that he mostly was able to make that wealth grow thanks to his unique advantage as the son of the richest man on Earth, and the deal is done. Ayla is a golden kid, not a self-made man.

I was aware Ayla made some money on the Marvel deal and he was told by a Precog about being a future billionaire again; but where was it specifically listed he reached that milestone? I missed that detail. Thanks

Ayla and the Birthday Brawl 5:

"I snorted, "Look. When the NYSE closed today, Marvel was at 93 3/16. It opened this morning at 20. Do you know how much profit I made today?"

Nikki thought for a second and said, "This may sound stupid, but I come up with four hundred million dollars."

"No way that's right, Nik," chipped in Toni.

I nodded, "Actually, I made a bit more than twice that."

Hank choked, "Eight hundred MILLION dollars? In one day?"

Since Ayla started with \$300 million, that means his net worth was \$1.1 billion that evening.

Subject: Re: Spirit Power Levels
Posted by [Diane Castle](#) on Sun, 11 Mar 2012 07:59:11 GMT
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Sojiro wrote on Sat, 10 March 2012 12:36 Yes, that's actually something Ayla points out, during the aftermath of the Halloween disaster. When many kids are traumatized because they used to think their superpowers made them invulnerable (that and being teens), Ayla doesn't have that sort of problem at all ; as he points out, his powers are what put him in danger in the first place. Actually if you look back on the past years, almost everything wrong with his life can be traced back to his powers.

Now that's interesting!

Since it no longer impacts the story at all, could you tell us what powers you removed, and what powers were originally intended for Ayla? I'm very curious.

That's pretty close to the line I give when I talk about this. If Ayla didn't mind tearing BITs apart, he would pretty much instantly win any fight against opponents without force fields.

[1] It's pretty hard to convince someone that becoming a mutant is a good thing if everything about it makes your life suck more.

[2] I think the original powers template is in the wiki. Ayla didn't have any weakness to forcefields. He gained invisibility and the ability to take others with him. He gained the ability to see lines of 'ki' and reach out and wreck them in opponents.

[3] Yup. On the other hand, having ethics and morals makes using a dangerous power a lot harder to justify. He has used it in real superbattles. But he keeps running into foes where he can't phase through them, as in Ayla 6.

Diane

Subject: Re: Spirit Power Levels
Posted by [Sojiro](#) on Sun, 11 Mar 2012 09:53:56 GMT
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amratner wrote on Sun, 11 March 2012 01:21 Since Ayla started with \$300 million, that means his net worth was \$1.1 billion that evening.

While that was the first clue, this rely on a few assumptions about not losing money elsewhere and such, there is a much clearer line :Ayla and the Birthday Brawl 7 Maybe I needed to do some research on prejudice in America. After all, I was probably one of the biggest potential targets in the whole country. I was a mutant, and intersexed, and a billionaire.

Subject: Re: Spirit Power Levels
Posted by [wyrms](#) on Sun, 11 Mar 2012 11:57:18 GMT
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amratner wrote on Sun, 11 March 2012 00:21 Since Ayla started with \$300 million, that means his net worth was \$1.1 billion that evening.
As Marvel shares have doubled in price since the first evening, Ayla's now worth 2 billion.
