Adjusting Combat Difficulty

- Easy: Enemy Health = 3 per Player Level Don't change your rolls
- Normal: Enemy Health = 6 per Player Level
 +1 to all your rolls
- Hard: Enemy Health = 10 per Player Level
 +2 to all your rolls

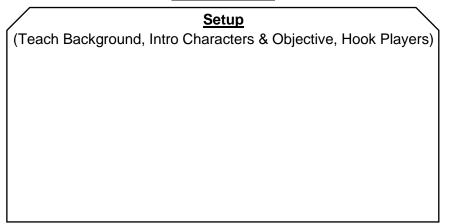
Dice (1d6 * Player Level) Enemy Health

Sample Roll Descriptions

- -Grapple: Trigger a Competing Roll.
- If you win, the target can't Move during the next Phase.
- -Acid Arrow: Deal Xd6 to a Player.
- -**Drain**: Roll Xd6. Deal half the total as damage to a Player and heal the rest of the total.
- **-<u>Fireball</u>**: Divide Xd6 as damage amongst multiple targets in a Zone.

Player Character Tracker	

Story Tracker



Development

(Develop Characters, Raise Stakes, Objective Progress)

Climax / Resolution

(Development > Moment, Display Player Skills, Results of Story)

- Strength represents power and will.
- Skill represents proficiency and introspection
- Support represents extrospection and medicinal prowess
- Scharisma represents social aptitude and conspicuousness
- Mental or magical prowess could be represented by any Stat

Roleplay Rolls

- -Not everything needs a roll
- -Clarify player intentions "So, you're breaking the door?"
- -Create a Goal "Roll at least a 5 to break it."
- -Ask for a Stat roll "Scharisma Roll!"
- -Player rolls 1d6 and adds their highest unlocked Roleplay Bonus from the Stat you ask for "I rolled a 3 and I get +2, so 5!"
- -Player succeeds by rolling the goal or more.

"You succeed!"

-Roleplay the outcome! "How do you break the door?"

Suggested Goals

Very Easy: 3

Easy: 4

Kind of Hard: 5

Hard: 7

Extremely Hard: 9

Heroic: 10

Almost Impossible: 12

Items

Fast Items: 1 AP Medial Items: 2 AP Slow Items: 3 AP Special Items: 4+ AP

Zones

- -You define Zone size and boundaries.
- -Zones don't need to be equal size.
- -Inaccessible boundaries block Movement & Actions.

Session Prep

- -Fun stories revolve around Player decisions.
- -Keep notes on key moments in the story.
- -Keep notes on Characters' motivations and objectives.