

### Adjusting Combat Difficulty

- Easy (1-2 rounds): Enemy Health = 10 per Player Level
  - -1 to all your rolls
- Normal (2-3 rounds): Enemy Health = 12 per Player Level
  - Don't change your rolls
- Hard (3-4 rounds): Enemy Health = 15 per Player Level
  - +1 to all your rolls

Dice (1d6 per Player Level)

Enemy Health

### Sample Roll Descriptions

-**Move**: Roll Xd6. All Enemies share that many Zones to move.

-**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 some of the total as damage to a Player and heal the rest.

-**Fireball**: Divide Xd6 as damage amongst targets in a Zone.

-**Ice Blast**: Divide Cover Xd6 Zones with Ice.

Icy Zones cost 2AP to Move through.

**Player Character Tracker**

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## **Story Tracker**

### **Setup**

(Teach Background, Intro Characters & Objective, Hook Players)

### **Development**

(Develop Characters, Raise Stakes, Objective Progress)

### **Climax / Resolution**

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

### **Session Quick Notes**

- 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 and ask for a Stat roll, if the player doesn't request a specific Stat.

*"Give me a Strength roll, you gotta get a 5!"*

-Player rolls 1d6 and adds the Stat's highest unlocked Roleplay Bonus

*"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

Normal Items: 2 AP

Slow Items: 3 AP

Special Items: 4+ AP

## **Zones**

You define Zone size and boundaries.

Soft boundaries ( - - - )  
separate accessible Zones.

Hard 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.