

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.

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

Player Character Tracker

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)

- 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.