

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

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 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

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.