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.

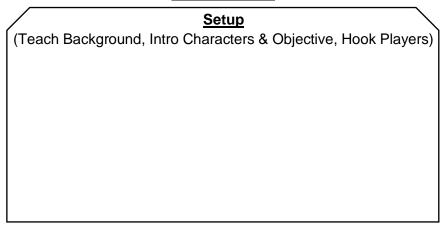
If you win, the target can't Move during the next Phase.

- -Acid Arrow: Deal Xd6 to a Player.
- -<u>Drain</u>: 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



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 suggested!"
- "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.