Adjusting Combat Difficulty

- Easy: Enemy Health = 5 per Player Level
  - Don't change your rolls
- Normal: Enemy Health = 7 per Player Level
  - +1 to all your rolls
- Hard: Enemy Health = 10 per Player Level
  - +2 to all your rolls

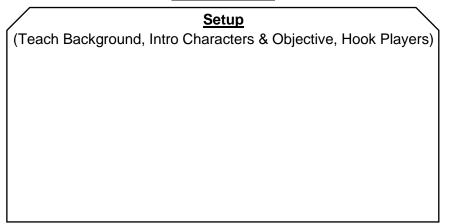| Dice (1d6 per Player Level)	Enemy Health

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.
-**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.