	Cost	Gain
PSP	12 SP	1d6
	4 SP	1d3
	1 SP	1 Combat Point

Xd6	Xd3	CP

All enemies share a pool of Health based on the Party's total Stat Points (PSP).

Easy: PSP/2   **Normal**: PSP   **Hard**: 2*PSP

Health

(Xd3) **Grapple**: Trigger a Competing Roll, rolling Xd3. If you succeed against a player, they cannot move away from you.

(Xd6) **Fireball**: Divide Xd6 damage amongst multiple players in one Zone (if you deal 10 damage amongst 2 players, you can deal 5 damage to both, 8 to one and 2 to the other, or some other combination).

(Xd3 + Yd3): **Drain**: Deal Xd3 damage, heal Yd3 Health.

Player Character Tracker

Story Tracker

Setup

Development

Climax / Resolution

Strength: Determines how powerful a character is, or how easily they surpass mental barriers to push through pain.

Skill: Determines how in touch a character is with their inner power.
This *could* come from years of training or from natural talent!

Support: Determines how in touch a character is with who, or what is *around* them, which *could* be through strong empathy or a connection with nature!

Scharisma: Determines how personable or persuasive a character is.
This *could* be through humor, entertaining qualities, or even mind control spells!

Rolls

-Clarify player intentions.
-Create a Goal.
-Ask for a Stat roll.
"Scharisma Roll!"
-Player rolls 1d6, adding the Stat's RP Bonus.
-Player succeeds on rolling the goal/more.

Roleplay the outcome!
*"You succeed!
How do you flirt?"*

Goal Suggestions

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