**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

Enemy Health

Dice (1d6 per Player Level)

**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)

**Climax / Resolution**(Development > Moment, Display Player Skills, Results of Story)

**Development**   
(Develop Characters, Raise Stakes, Objective Progress)

* 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

## Items

Fast Items: 1 AP

Medial Items: 2 AP

Slow Items: 3 AP

Special Items: 4+ AP

**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

## 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.