# Version 0.1.5

# 6/3/23

I created version 0.1.5.

I reorganized the player pages to more easily find information.

I renamed Speed to Skill, and renamed Shelter to Support (I thought of Skill being used for RP, like lockpicking), and Shelter didn’t seem to have any RP use, but Support could with teamwork checks.

I added colored-in checkboxes Tier 1 in each Stat, so players don’t get confused at the starting stats.

## 6/11/23

I moved the character sheet onto Figma so I could more easily work on formatting.

Progression checkboxes are now vertical and sectioned off to show a better sense of progression.

I’ve also moved some tier 4 abilities into tier 3 to provide a more even levelling experience.

## 6/11/23

I adjusted the formatting of the player section of the book, and I refined the information to represent the most recent ruleset. I changed some wording for clarity, and I utilized bolding to point out the TL;DR information in sections.

I adjusted the ***Help for the GM*** section to remove out of date content and teach the most recent ruleset.

## Playtest Data

No playtesting sessions have been held with sufficient data.

# Version 0.1.6

## 6/12/23

I worked on formatting throughout the entire document. I started using more consistent visual language; game terms are now all Capitalized and *italicized*. I also used **bold** to highlight important phrases in each section of the rulebook in an attempt to make it skimmable; playtest this by quizzing someone unfamiliar with the game and timing them.

I also updated the Enemies in the Sample Content section to more accurately reflect the current rules.

## 6/18/23

I worked on adding visual guides throughout the rulebook to aid in readability and help create a consistent visual language.   
Callout boxes that are part of another section use thin borders, while callout boxes that are self-contained use thick borders.   
All boxes use shades of gray to avoid needing colored ink for printing (for accessibility).   
I added some icons to the stats from game-icons.net, and provided attribution.

I also changed Bonus Action to Auxiliary Action, to try and clear up confusion about having multiple types of Actions.   
I also asked players about Actions and Quick Actions when doing vague actions, and players assumed Quick Actions would be used for quick tasks; mechanically, I want players to be able to interact with the environment using either their main action or bonus action, with the bonus action simply halving the roll.   
This renaming will hopefully prevent association between the types of actions and time an action would take.   
I also refer to vague actions as “Interactions,” to hopefully provide a name players can ask about, instead of a vague idea.

I halved the amount of Health enemies have to help make combat shorter, but I also made it easier to buy higher damage rolls, to increase the stakes of combat.   
Instead of adding a cost to “combine” half rolls, I simply made a higher cost for a full roll to make it easier for the GM to create combat encounters.

I removed the healing effect from Quick Help because players still forget it exists, and even after being reminded, they rarely *want* to use it.

## Playtest Data

### 6/17/23

* Players *never* used Quick Help to heal anyone
* Players tried to use ranged attacks, but did not inherently understand that range doesn’t matter for attacks (this may need to be called out specifically)
* 5/6 Players filled out character details in the empty space to the right of the Who, What, Where, When, Why text. The 1 player that didn’t instead wrote a blurb explaining that their character is “as depicted in [movie]
* 4/6 players drew their character on the bottom-left of the character sheet, 1/6 player did not draw a character portrait, and 1/6 player drew their character portrait directly underneath their character details.