# Version 0.1.7 Playtest Data

Playtest Ideas

* Test skimmability of rulebook: give to unfamiliar GM, quiz them, time how long it takes to find the answer (regardless of correctness).
* Start players at tier 2, then level up between combat rounds.
* Playtest Action Point system
* Ask players to track their Action Points however they want (tell them they currently have 8 that refill at the start of each Player Phase and that their max can be upgraded to 12, then 16), look for common trends to see what players naturally prefer.

Feedback Quotes

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Combat

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Rules

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# Version 0.1.7

## 6/21/2023

I’ve began working on formatting, since most rules seem pretty solid.

Speaking of solid rules, I decided to completely overhaul the action economy.   
Instead of having action categories, players can use actions by spending Action Points.

I made a starting point for AP values by giving the existing action categories AP values   
(Reactions were 1 AP, Movement was 1AP per move, Bonus Actions were 2 AP, and Actions were 3 AP).   
I initially thought that reactions should have a separate currency, or that abilities should have text saying they can be used during the Enemy Phase, but I decided to keep it simpler and allow more flexibility for player behavior by implementing a rule that any action can be used on the Enemy Phase for double the AP cost.   
I also increased the cost of previously-actions to 4 AP, so they don’t get overused.   
I wanted to give players enough AP to do 1 Movement, 1 Action, 1 Bonus Action during the player phase and 1 reaction during the enemy phase, so players start with 9 AP. This means that players can attack multiple times at level 1, but they can’t do much else, so it seems like a good starting point for balancing this economy.

I definitely want to involve a systems designer (or few) and get them to tear my numbers apart.

To improve UX, I added some abilities to the character sheet.  
I added **Hold** to the Strength action list as an example *Interaction*.  
I added **Movement** to the Skill action list so players can remember how movement works without having to reference the Player’s Guide.   
Players often forget that *damage rolls* count as a *roll* that can be reduced by React, so I simply added **Block** to reduce the damage a player takes. It’s functionally the same, but hopefully this helps players remember that they can reduce damage. This also allowed me to keep both React and Quick Help to Scharisma, to better represent how this skill can affect dice rolls.

## 6/22/2023

I conducted a “quiz” playtest with Michael Lesaca (NOT a First-Time User, he also looked over the book for a bit before the playtest).

I asked various questions and timed how long it took him to *find* the answers (even if he knew the answer immediately, I asked him to search for proof within the rules).   
On average, he found answers in 15-25 seconds.   
He took about 1 minute and a half to find out that he could increase his AP to a max of 16 (this longer time is okay, since I don’t specifically call this out in the rules; I asked this to see how one could figure out how to min-max their characters).

Michael also gave some general feedback, which resulted in some iterative changes.

I added Item categories with suggested AP cost, to replace the previous rule where GMs had to clarify AP cost in every Item’s description. This hopefully makes it much easier for GMs to prep.   
I also removed the rule of doubling AP cost during Enemy Phase in favor of adding “This can be done during the Enemy Phase” to specific Action descriptions.   
This was done to prevent confusing/overwhelming players.   
I reduced players’ starting AP to 8 as a result of this.

As a result of Michael’s feedback, I also reworded some phrases for clarity, like Movement’s description.

# 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.

# 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.