Total TimeLog

Total (updated 6/18): 61:00

Playtest Sessions(updated 6/18): 3 (9 hours)

Version 0.1.6 Timelog

* 6/XX/23
  + asdf

Version 0.1.7 Timelog

* asdf

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.

Feedback Quotes

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Combat

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Rules

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