Total TimeLog

Total (updated 6/12): 55:30

Playtest Sessions(updated 6/3): 2 (6 hours)

Version 0.1.6 Timelog

* 6/12/23
  + 1 hour: Formatting
  + 30 minutes: Sample Enemies

Version 0.1.6 Playtest Data

Playtest Ideas

* Test making combat on the fly, test time that takes.
* Test combat and ensure numbers *feel* balanced and rolls are easy to track.
* Test skimmability of rulebook: give to unfamiliar GM, quiz them, time how long it takes to find the answer (regardless of correctness).

Feedback Quotes

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Combat

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Rules

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