Total TimeLog

Total (updated 6/18): 61:00

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

Version 0.1.6 Timelog

* 6/21/23
  + TIME: Researched “Currency” for Action Economy

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.
* Experiment with RP abilities? (“DLC”?)
  + Speak with Animals, Mage Hand, etc
  + Add this as a “you might gain other abilities in your adventure that affect roleplaying.”

Feedback Quotes

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Combat

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Rules

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