

Story of Adventure: Advanced Rules

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A TTRPG Engine for Creativity
Alpha 1.0

Different types of Challenges

Although the system is designed around degrees of success, the finesse of the Game Master rests in controlling tension. There are a couple different ways to perform a simple skill check:

- Threshold: Count [+] needed to pass. Ignore other results.
- Empowered: [-] count towards threshold. Ignore [-] results.

Reverse this zine for character creation
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