What we’ve got:

Everything is determined by how a problem should be solved. (Not precisely.) He picks a category or description that fits that intention.

Model A – We create 3 defenses for a scene. Players pitch skills to target these terms.

Model B – Player states what they’re doing and the GM interprets it for them.

Model C – Model B but with some awareness of the defenses in such a way that they can justify creative applications.

Categories:

Confrontation – Direct Action to a Challenge -> Direct Damage

Exploratory – Creatively Learning and Understanding

Subvert – Finding a way to render the challenge irrelevant

## From the GM Side:

Model A – GM assigns a DL or number to one of the categories. The other categories are simply stronger or weaker based on a +/-2 suggestion.

Model B – GM just assigns different numbers to each of the three without much regard to each other.

Model C – GM budget system for Threshold. GM has X points to assign to each Goal/Obstacle. Difficulty for the party sets the size of the budget.

Model D\* – GM makes a huge list for each for various skills and Aspects to give Advantage or Disadvantage. GM can also assign Advantage or Disadvantage to certain Keywords.