

An Enemy:

Description

Experience

Category:

Attacks, Defenses & Advantages:

Vulnerability:

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What category of problem?

Depending on their levels, the players might ask you if the problem fits into a certain category. Tell them if it does:

- **Deprivation:** hunger, cold, exposure, drowning, sleep deprivation, etc.
- **Diplomatic challenges:** both sides have grievances, but neither wants violence.
- **Enemy tacticians:** organized, intentional enemies.
- **Enemy warriors:** violent, competent enemies.
- **Environmental dangers:** falling rocks, quicksand, flash floods, shifting ground, volcanism, etc.
- **Magical threats:** dangers from the unseen world.
- **Monsters:** unnatural enemy creatures or kertwk.
- **Mysteries:** Dangerous situations with intentionally concealed factors.
- **Threats from the dead.**
- **Threats to your community.**
- **Wild animals:** natural dangerous creatures.

3. How much experience?

- If they've encountered this exact same problem before, they get 1 experience.
Examples: They encounter again the same outrider guard they had to get past before.
- If they've encountered, not this exact same problem, but a different one of the exact same kind, they get 2 experience.
Examples: They encounter another outrider guard, not the same one again.
- If they haven't encountered this problem before, they get 2–6 experience. Count up the following factors:
 - *Is it an intelligent living (or unliving) thing?*
 - *Is it their enemy, personally?*
 - *Is it potentially deadly?*
 - *Is it actively, intentionally violent?*
 - *Does it have a substantial or overwhelming advantage over them in size, number, capabilities, or secure position?*
 - *Is it from the World of Death or the Unseen World, or is it a kertwk?*
 - *Is it invulnerable to any common modes of attack?*

Your Count:	0–2	3–4	5	6	7+
Experience:	2	3	4	5	6

Attack outcomes:

See Attack Someone, MC-2, to determine the outcome.

On a miss:

- The PC misjudges or missteps. Say what goes wrong.
- ThePC's interrupted. Say what goes wrong.

On a weak hit:

- The enemy blocks the attack. Say how.
- The enemy dodges the attack. Say how.
- The enemy shrugs off the attack. Say how.

On a strong hit:

- The attack lands and the enemy succumbs. Say what happens.
- The attack lands, but the enemy survives. Say how.

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