

TABLE OF CONTENTS

INTRODUCTION	3	Conditions.....	40	MASTERING FOCUSES	86
CHAPTER 1: PLAYING WELL	5	<i>Injuries.....</i>	<i>44</i>	<i>Mix and Match</i>	<i>86</i>
<i>What Does Good Play Mean?.....</i>	<i>5</i>	<i>Massive Damage.....</i>	<i>46</i>	<i>Broad Focuses</i>	<i>86</i>
<i>Creating a Character Backstory.....</i>	<i>6</i>	<i>Encounter Intensity.....</i>	<i>46</i>	MASTERING TARGETS.....	87
<i>Creating a Character Role & Niche</i>	<i>8</i>	<i>Fortune.....</i>	<i>47</i>	<i>Dramatic Target Numbers.....</i>	<i>87</i>
<i>Drive & Character Motivation</i>	<i>9</i>	<i>Simple Encounters.....</i>	<i>47</i>	<i>Setting TNs.....</i>	<i>88</i>
<i>Character & Player Collaboration</i>	<i>10</i>				
ROLEPLAYING: GOALS AND METHODS	12	CHAPTER 4: WELCOME TO THE PARTY	51	MASTERING MODES	88
<i>Character and Player Conflict</i>	<i>12</i>	PLAYER ROLES & PARTY HARMONY.....	51	<i>Modes and Genres.....</i>	<i>88</i>
<i>Character vs Player Knowledge.....</i>	<i>15</i>	<i>Lessons Learned</i>	<i>52</i>	<i>Custom Modes</i>	<i>89</i>
<i>Creating a Story with the Game Master</i>	<i>15</i>	THE GAME MASTER & THE PARTY.....	53	MODERN AGE DICELESS	91
<i>Play Techniques</i>	<i>16</i>	<i>A Storytelling Toolbox.....</i>	<i>53</i>	<i>New Traits</i>	<i>91</i>
CHAPTER 2: VARIANT CHARACTER CREATION	18	<i>The Triangle of Trouble</i>	<i>53</i>	<i>Diceless Task Resolution</i>	<i>92</i>
ZEROS	18	<i>Spotlighting</i>	<i>54</i>	<i>Damage & the Rule of 4.....</i>	<i>93</i>
<i>No Ability, No Sweat.....</i>	<i>18</i>	<i>That Bastard.....</i>	<i>55</i>	<i>Spending Procedures</i>	<i>93</i>
<i>Just One Focus.....</i>	<i>19</i>	THE CYCLE OF GROWTH.....	55	<i>Special Circumstances</i>	<i>93</i>
<i>Mixing Zeros & Heroes.....</i>	<i>19</i>	<i>Conflict.....</i>	<i>55</i>	<i>Refreshing Pools.....</i>	<i>94</i>
<i>Zero to Hero.....</i>	<i>19</i>	<i>Motivation</i>	<i>55</i>	<i>Running Modern AGE Diceless.....</i>	<i>95</i>
SIMPLIFIED CHARACTERS	20	<i>Growth</i>	<i>56</i>		
<i>Condensing Abilities.....</i>	<i>20</i>	ROLES OF THE CHARACTERS	56	CHAPTER 7: MODERN ADVENTURES	96
<i>Determining Derived Characteristics..</i>	<i>20</i>	<i>Sample Roles</i>	<i>56</i>	CHAPTER-BASED STORIES.....	96
<i>Ability Modifiers.....</i>	<i>20</i>	<i>Making Your Own Roles.....</i>	<i>60</i>	<i>The Scene's Agenda</i>	<i>96</i>
<i>Overarching Focuses</i>	<i>20</i>	PARTY DYNAMICS.....	61	<i>Twisting and Tweaking Scenes</i>	<i>98</i>
<i>Other Character Creation Options</i>	<i>21</i>	<i>Growth through Integration</i>	<i>61</i>	SITE-BASED STORIES	98
<i>Talent Points.....</i>	<i>22</i>	<i>In the Spotlight</i>	<i>61</i>	<i>Building Your Adventure Site.....</i>	<i>98</i>
CHARACTER CLASSES.....	22	<i>Relationship Bonds</i>	<i>62</i>	<i>Events in an Adventure Site.....</i>	<i>99</i>
<i>Creating a Class-Based Character</i>	<i>23</i>	INTRA-PARTY CONFLICT	62	CHARACTER-DRIVEN STORIES	104
<i>Advancing a Class-Based Character....</i>	<i>23</i>	<i>A Broken Party</i>	<i>63</i>	<i>Breadcrumbs and Tiny Clues</i>	<i>104</i>
<i>Class Characteristics.....</i>	<i>23</i>	CHAPTER 8: A PLAYER'S MISCELLANY	64	THE DYNAMIC WORLD	106
<i>Combatant.....</i>	<i>24</i>	REVISITING EQUIPMENT.....	64	<i>Metaplot versus Plot.....</i>	<i>106</i>
<i>Expert.....</i>	<i>26</i>	<i>Equipment Qualities.....</i>	<i>64</i>	MIXED STYLES	108
<i>Operative.....</i>	<i>28</i>	<i>Dramatic Explosives</i>	<i>67</i>	<i>Scenes from a Breakdown</i>	<i>108</i>
QUIRKS	30	NEW EQUIPMENT	69	<i>Locations as World.....</i>	<i>109</i>
<i>The Nature of Quirks.....</i>	<i>30</i>	<i>New Adventuring Gear</i>	<i>69</i>	<i>People and Places</i>	<i>109</i>
PERSONALITY TRAITS.....	32	<i>New Weapons</i>	<i>70</i>	CHAPTER 9: THE ART OF GAME MASTERING	110
<i>Defining Personality Traits</i>	<i>32</i>	EXTRAORDINARY POWERS.....	71	GAME MASTER STYLES	110
<i>Using Personality Traits in play</i>	<i>33</i>	<i>Powers in the Campaign</i>	<i>71</i>	<i>The Story Collaborator</i>	<i>111</i>
CHAPTER 3: PLAYING WITH THE RULES	34	<i>Power Sources.....</i>	<i>77</i>	<i>The World Crafter</i>	<i>112</i>
RECOMMENDED RULES REVISIONS	34	<i>Power Styles.....</i>	<i>80</i>	<i>The Challenge Giver</i>	<i>113</i>
<i>Character Options.....</i>	<i>34</i>	<i>Power Focuses.....</i>	<i>81</i>	PREPARATION	114
<i>New Action Rules.....</i>	<i>35</i>			<i>Preparation Tools</i>	<i>114</i>
<i>Grenades Redux.....</i>	<i>36</i>			<i>Handouts</i>	<i>115</i>
<i>Using Two Weapons.....</i>	<i>38</i>			<i>Improvising</i>	<i>115</i>
<i>New Stunt Rules.....</i>	<i>38</i>				
RULES OPTIONS	39				
<i>High Level Damage and Defense.....</i>	<i>39</i>				
<i>Attack Maneuvers.....</i>	<i>40</i>				
<i>Bleeding.....</i>	<i>40</i>				
				ON RESPONSIBILITY, COMMUNICATION & KINDNESS	117
				REFERENCE TABLES	119
				RECOMMENDED RULES REFERENCE	121
				INDEX	124