

Introduction:

- Liked: Q&A Format
- Disliked: Lack of basic explanation of dice mechanics/what dice are needed
- Needs Change: See above

Rules and Mechanics:

- Liked: Exploding dice/dice pool mechanic and different types of rolls (test/challenge/marathon/readied/gamble)
- Disliked: Placement, in my opinion it should be after the character creation, or at least the combat rules. It describes HP/other attributes which you do not learn to calculate until later and lack of a set "death point", i.e. death is 100% up to GM fiat
- Needs Change: See Above

Character Creation:

- Liked: Ease of creation, rather fluid transitions, mechanic functions are cool, Archetypes are fairly easy to use, special weapons are cool
- Disliked: Why is the tools symbol the hammer and sickle and not something with less negative connotations?
- Needs Change: Step X: xxxxx xxxx is not capitalized as a title is, how often does Special renew? Never? Every day? After a combat? The section as a whole seems somewhat long? Maybe split it up into two or three sub-sections.

Example Characters:

- Liked: Tactics are given, the 'de facto' archetypes, weapons, mechanics.
- Disliked: I would have maybe ranked skills as well as attributes
- Needs Change: maybe see above

Game Master Guide:

- Liked: The four hats aspect of the GMs, what is needed
- Disliked: May seem rather short for newbie GMs
- Needs Change: Double check capitalization for The four hats

Settings:

- Liked: Current setting blurb
- Disliked: Brevity: where is this geographically? What technology level
- Needs Change: Are these supposed to be short blurbs about a setting or is it an actual unfinished setting?