TALKING FitD

I. *Concept*
   A. *Mission-based*
      1. *Establishing the basics*
   B. *The challenge of action names*

II. *Resolution*
   A. *Basics*
   B. *Position*
      1. *Removing*
      2. *Default*
   C. *Devil's Bargains*
   D. *Gear*

III. *Stress*
   A. *The most important tuning in the game*
   B. *Consequences*
   C. *Resistance*
   D. *Conditions*

IV. *Approach Roll*
   A. *Assessing the approach*
   B. *Implementing results*
   C. *Feel and challenge over time*

V. *Downtime*
   A. *Recovering stress*
      1. *Vices*
      2. *Back to timing*
   B. *Everything else*
   C. *Advancement and Tier*

VI. Open Talk The Challenge of Roleplay
   A. Where's the place for play?
   B. Detaching vs integrating with mechanics

VII. Open Talk: Playing Forged in the Dark
   A. Questions
   B. Input on best practices

VIII. Open Talk: Running Forged in the Dark
   A. Questions
   B. Input on best practices
   C. Running online

IX. Other FitD games
   A. Input on cool games
   B. Girl by Moonlight
   C. Vergence
   D. Mountain Home
   E. Band of Blades

X. Hacking FitD: reskins vs hacks