

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**