

The Encounters
 An encounter is generally, but not always, made of turns. Encounters are the meat on the skeleton of a Campaign.
 They can be combat, PvE, or even just some time talking to an innkeeper. Encounters are like episodes in a season. Try and keep them connected and give them intro, rise, conflict, resolution, and conclusions.

The Campaign
 The Campaign is made of Encounters & filler. Give enough filler to let the characters develop. Let them drive sometimes.
 ★ Tell the Story
 ★ Together
 Try making a scaffold instead of a flowchart.

The turn
 A turn is the smallest unit of game time. In a turn a character should only be able to do one primary thing and one secondary thing.

Primary	Secondary
Attack	Move
Cast	talk
Prepare	Coordinate
Hold	Ask for help
Heal	
Provide Help	

Never Let the Rules get in the way of fun or the Story. ★ ★ ★
 This framework is intentionally rules light. Don't view that as a hindrance, but an advantage.
 Use the Flexibility.

Agil	1d4	1db	Hard	2db
STR	1d6	1d8		1d10
SMA	1d4	1d6		1d8
CON	1d4	1d8		1d10
LUC	∅	1		2
CHA	1d6	2db		2db+2

ZINE
 A Role Playing Game

making monsters
 Monsters are the enemies you can make - easy ones by medium, and hard ones by using the stat table.
 Epic ones can be made by making a Player Character for them.

	easy	med	Hard
Agil	1d4	1db	2db
STR	1d6	1d8	1d10
SMA	1d4	1d6	1d8
CON	1d4	1d8	1d10
LUC	∅	1	2
CHA	1d6	2db	2db+2

ZINE Rate Playing Game
 This Expansion requires the Core Rules to use.

making Fear
 Fear should never give too high a modifier. Try using the following table as a guide

	Basic	Rare	Epic
Def	1d4	1d6	1d8-1
Atk	1d4	1d6	1d8

levelling up
 Every few encounters, characters should be given the chance to improve. When a character does well with a stat for an encounter, roll 1d20. If higher than the stat, let them increase the stat by 1.