

Core Mechanics

The Roll

Pick Attribute → Roll D10s → Count 7+

Difficulty

Successes	Difficulty
1	Routine
2	Challenging
3	Hard
4+	Exceptional

Attributes

STRONG	climb, run, lift, brave
SMART	puzzle, notice, plan, know
KIND	help, calm, convince, lead

Bonus Dice: Help (+1), "Yes And" (+1), Group Pool (everyone)

Setbacks (0 Successes)

Type	Effect	Recovery
Hurt	-1 die physical	Friend helps
Stuck	Can't proceed	Friend frees
Spooked	-1 die next roll	Auto-clears

Recovery = No Roll. Friend describes how they help. That's it.

Failure Forward

- Never dead ends
- Situation changes with complication
- New problem or partial success

Action Mode

Always start with HUDDLE: Go around circle, one idea each, no interrupting, then decide together.

Turn Actions (Pick One)

Action	Effect
Do Something	Roll for attempt
Help	+1 die to friend
Protect	Take their setback
Ready	React to trigger

Turn Order

Go around the circle physically. No initiative rolls. Predictable = less chaos.

Age Scaling

Age	Starting Dice
6-8	1/1/1 + 1 point
9-10	1/1/1 + 2 points
11-12	1/1/1 + 2 (or one at 4)

Younger Scouts Good At:

- Small spaces, ground-level noticing
- Non-threatening to NPCs/animals
- Simple direct solutions

Older Scouts Good At:

- Planning, coordination
- Abstract puzzles
- Remembering earlier details

Encounter Types

Type	Examples
Physical	Climb, cross, chase
Puzzle	Decode, track, mechanism
Social	Calm, convince, comfort
Choice	Two paths, trade-offs
Group	Pool all dice together

Per Adventure: At least one of each type. Everyone gets spotlight.

Watch For & Adjust

Signal	Do This
Younger disengaged	Thing only they can do
Older taking over	Split focus needed
Frustrated by fail	Next one auto-succeeds
Older bored	Add complexity
Group fragmented	Group pool challenge

Lone Wolf: Solo = no help dice. Or: works but complication.

Embedding Scout Values (Don't Lecture — Design Situations)

Value	Design It So...	Value	Design It So...
Helpful	Helping unlocks progress/info	Thrifty	Limited resources, creative reuse
Kind	Gentle approach works, harsh fails	Brave	Scary thing must be faced
Trustworthy	NPC remembers promises made	Loyal	Friend in trouble, go back for them

Debrief names the values: "You were really brave there." But during play, let actions speak.

Managing Talk

Idea Banking

"Hold that thought—if Plan A fails, we'll need it."
Write it down. Let Plan A snag so their idea saves the day.

Talking Stick

Physical object. Only holder speaks. Pass around circle.

Question Framing

To Younger Scouts:

"What do you do?" (open, no wrong answer)

To Older Scouts:

"What's your plan?" (expects reasoning)

To Quiet Scouts:

"What do you notice?" or "What would you try?"

Session Structure

60 Minutes

- **Act 1 (10 min):** The Call — problem, stakes, plan
- **Act 2 (40 min):** Journey — 2-4 encounters
- **Act 3 (10 min):** Resolution — final challenge, thanks

Pacing: Pressure (timer element), then Breathing Room (calm moment). Alternate.