

THE CRITICAL CORE ADVENTURE MODULE FORMAT

ENCOUNTER TYPES EXPLAINED

- In Role-Play encounters** (the least-structured in Critical Core!), the PCs use social tactics to overcome the obstacle between them and their goal. Players—and the game master—are encouraged to speak as their characters rather than about them.
- Exploration encounters** provide an opportunity for open-ended and creative thinking; players can test and explore the boundaries of the world, find creative uses for their inventory items and Abilities, and work collaboratively to solve problems.
- While confrontation** can sometimes be avoided through Role-Play or Exploration, **Combat encounters** have enemies to defeat, and the most obvious tactic is to fight them.

ENCOUNTER TYPE

Though the Elements of Critical Core are often blended together, each encounter has a primary Element that best describes the encounter. Critical Core modules are designed to provide a variety of encounters so that the different Elements are spread throughout the story. However, you will know your players best, and if one Element is more interesting to them than another, you may adjust an encounter to their needs, such as adding Role-Play elements into a Combat encounter.

EMOTIONAL TONE

Great stories are roller coasters of hope and frustration, fun and danger. The tone marker suggests the emotional tone and suggested presentational style for the encounter. The 😊 marker means the encounter may be happy, hopeful, or exciting, while the 😬 marker means the encounter may be serious, scary, or even sad. For more on how to use tone and affect effectively, see the Facilitator's Guide.

CORE CAPACITIES

Each encounter is marked with a Core Capacity: the encounter's clearest opportunity for player growth. If you are not using Critical Core as a tool for growth, you can ignore this whole section. If you are, consider Core Capacities a starting point to the potential for player growth in Critical Core, and make sure to read the entire Facilitator's Guide!

GAME MASTER SUMMARY

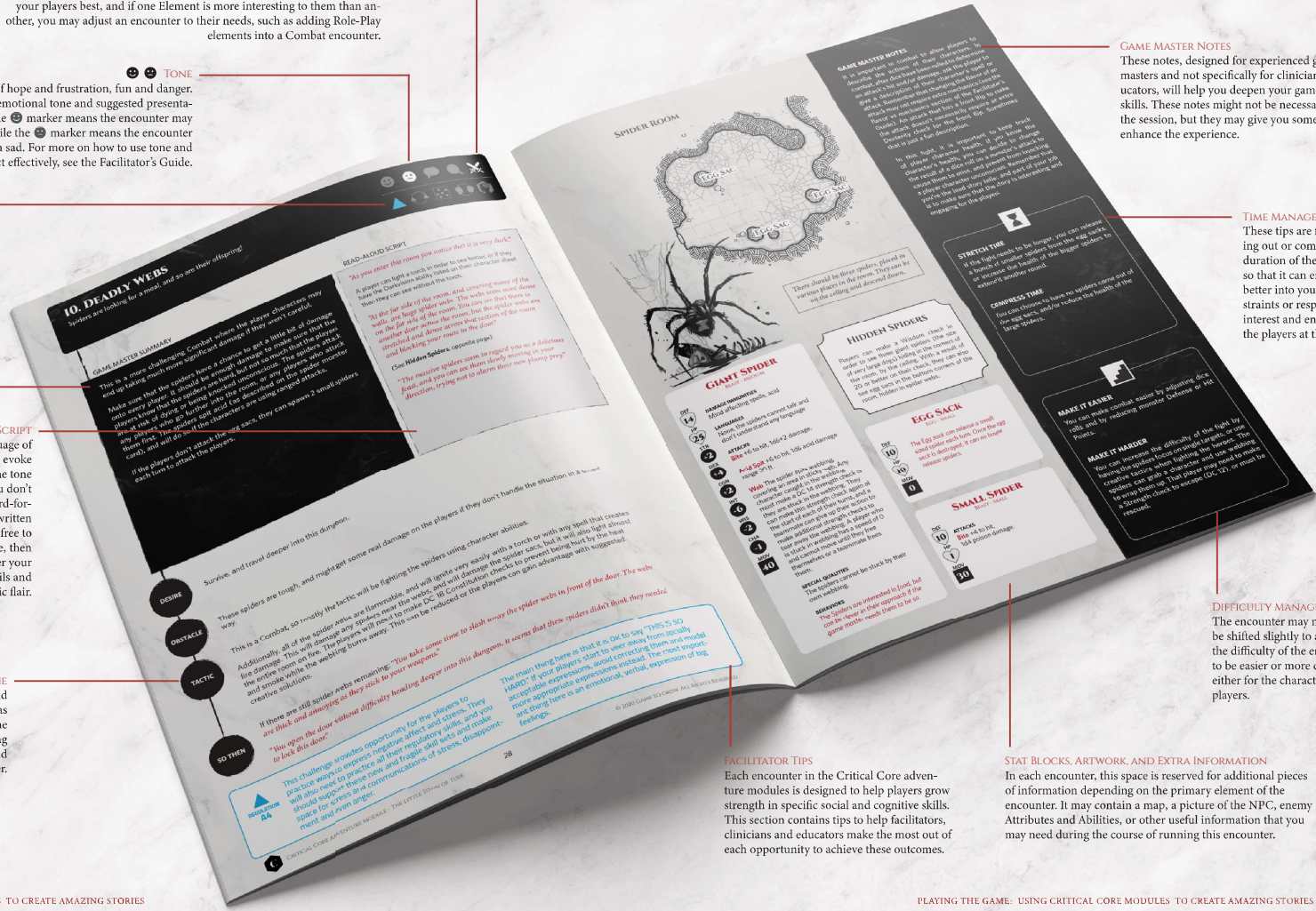
The details of this plot point are explained specifically for the game master's quick reference, including any additional information that the game master should know to run the encounter effectively. This is often where you can find NPC knowledge, or specific tactics being used by the enemies in the battle. The game master should read and understand this section before the encounter begins.

READ-ALoud SCRIPT

The descriptive language of this text is crafted to evoke the feelings and set the tone of the encounter. You don't need to use it word-for-word, though it is written so that you can. Feel free to read it ahead of time, then make the encounter your own by adding details and your own poetic flair.

DOTS OUTLINE

This section contains the specific Desires and Obstacles that prompt the encounter, as well as potential tactics the players may use to overcome the challenge. After the PCs are successful in reaching their desire, the So Then text should be read aloud or paraphrased to lead into the next encounter.



GAME MASTER NOTES

These notes, designed for experienced game masters and not specifically for clinicians or educators, will help you deepen your game master skills. These notes might not be necessary to run the session, but they may give you some tools to enhance the experience.

TIME MANAGEMENT

These tips are for stretching out or compressing the duration of the encounter so that it can either fit better into your time constraints or respond to the interest and engagement of the players at the table.

DIFFICULTY MANAGEMENT

The encounter may need to be shifted slightly to adjust the difficulty of the encounter to be easier or more difficult, either for the characters or the players.

FACILITATOR TIPS

Each encounter in the Critical Core adventure modules is designed to help players grow strength in specific social and cognitive skills. This section contains tips to help facilitators, clinicians and educators make the most out of each opportunity to achieve these outcomes.

STAT BLOCKS, ARTWORK, AND EXTRA INFORMATION

In each encounter, this space is reserved for additional pieces of information depending on the primary element of the encounter. It may contain a map, a picture of the NPC, enemy Attributes and Abilities, or other useful information that you may need during the course of running this encounter.