"The List"

A Quick Checklist for Solid Encounter Design in the Edge of the Empire RPG

☐ **Keep it LONG**
Make sure your encounter area has room enough for 2 characters to be a Long Range Band from each other.

☐ **Versatile Success**
Devise a way to complete the encounter without resorting to combat.

☐ **Cover**
Crates, statues, machinery – *be creative!* Put cover all over, next to walls and in open areas.

☐ **Elevation**
Go for cinematic – but make sure it's accessible.

☐ **Creative Terrain**
Spilled supplies, oil slicks, standing water, toxic sludge, fire, distorted gravity – make it memorable!

☐ **Skillful Action**
Ensure combat skills aren't the only skills that can be used in combat. Leverage your encounter set pieces.

☐ **Triumphant Despair**
Plan out possible Triumph and Despair results ahead of time, using unique qualities of the encounter area.