

Burning Wheel – Sequence of Play

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Session

- **At the start:**
 - Recap last session
 - Check beliefs
 - Are they up to date and relevant to the current session?
 - Should some be swapped to the back burner?
 - GM frames the first scene, or invites a player to do so
- **Play the session**
 - (record tests as they happen – as routine, difficult or challenging – and advance exponents as they become eligible)
 - (record Artha spent on skills, stats, etc; shade shift anything that become eligible for an Epiphany)
- **At the end of the session:**
 - Award Steel tests for situations (p364-365) – remember that these only count if no Steel test was made for them
 - Advance any exponents that players didn't notice were eligible during play
 - Note passage of time (what date is it now?) and log any practice or training time accrued
 - Award per-session Artha:
 - GM assigns Fate points for (any of a raft of things – p63-64)
 - GM assigns any Persona points for personal goals met (p64)
 - GM/players vote for Persona points for mouldbreaker and embodiment (p64)
 - GM assigns any Deed points for achieving goals bigger than any one character (p65)

Scenario / Arc / Story

- **At the start:**
 - Agree starting situation
 - Create or update characters
- **For a number of sessions:**
 - (play until the situation is resolved in some sense)
- **At the end:**
 - Vote on whole-arc Artha
 - Vote for Workhorse (p65)
 - Vote for MVP (p. 65)
 - Vote for traits (p59-60)
 - Vote to add traits (all types, usually max one per character)
 - Vote to remove traits
 - Vote for reputations (p385-385)
 - Nominate and vote to add new reputations to characters (1D - 3D)
 - Nominate and vote to advance reputations (+1D)