

# GMing

These posts contain information on how to run a *Phoenix* game. First, it explains the unique levelling system that we use, and it explains the alternating reward system, both of which are vital to running the game. The next five short sections contain advice and general guidelines for GMs with regard to running a superhero-themed game, including notes on levels of violence, strategies for making PCs feel suitably threatened, and various narrative styles that are available to you. The final section of the chapter contains an array of optional rules that you should read through and consider.

Before we get to all of that, though, we want to explicitly point out something that goes without saying, and therefore it often isn't said at all. **There is absolutely nothing stopping you from selectively using some parts of *Phoenix* and not others.** The most obvious candidate is the Powers chapter, which you could pretty easily import into any d20 game. All you'd need is a Power Die for your classes. Some powers bring with them whole sets of rules, *Supertech Invention* for example, but you can opt to not include that particular power if you don't want to bring in that whole system. Although we primarily designed *Phoenix* as an integrated game, you are not bound by that design philosophy. You could borrow some of the feats, or the Generic Firearms, or our Knockback rules. This game, like any RPG, is just a set of rules that have been designed to work together, but you are always within your rights to separate them, to mix and match the rules so that they enhance *your* game-play. If you're having fun, then you're doing it right.

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