Karbon Play Test Notes for Solaris

These are all Play Test notes for the Solaris game.

- All mechanics of significance need narration, Fallout for example. (Chris)
- The winner earns narration rights should be optional. (Chris)
- Advancements should not be random. (Lx)
- Possibly two many steps from Training d8 rule. (Jason)
- Paychecks should not be random. (Lx) Maybe tied to Agency rank? (Jason)
- Fortune drafts should not need a roll. (Jason)
- Contests too tough? (Chris)

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