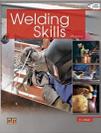
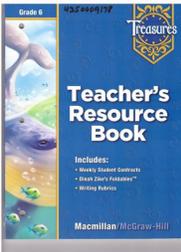


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SECOND EDITION

Marjorie Fuchs
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For the most part, just note cards, and then those get trashed if I don't need them, or they just sit in the stack, and then I can reference them really quickly at the table. If that's on one end of the spectrum, and on the other end of the spectrum is a "there is no story but... here's a region full of NPCs with plot hooks and you make your own story." Where do you fall when you come to a game session? So if I'm running D&D, I want a map of the dungeon in front of me, not in a folder or something that I have to flip pages to get back to the map on. Andy: Yeah, and at the beginning of this conversation, I think, "How cool I possibly talk about this for more than about a minute and a half?" and yet here we are. And he was like, "well, that's not..." when he came across upon that distraction, where the heart of the adventure was supposed to lie, he was like, "well, that's not what I'm being paid to do. All the die rolls were in their hands, all of the decisions about what level they were going to engage with the gothic horror tropes was in *their* hands, not mine. Matt: Gotcha. I loved that! I guess you could accomplish the same thing by giving players a cheat sheet or something in advance, but it was just nice having a reminder of the off-referenced rules on the outside of the screen for the players to see. That train heist was really good, and the thing that I learned from it was that I just needed to start on the train. Matt: I did make myself a dice-rolling box. Andy: Oh we haven't even talked about the possibility of fudging the role here, you guys. Chris: I use them because, at least in the D&D games that I'm running, they're often going through a dungeon, so it's helpful for me to have my notes on one side and then the visible map for them on the other. Chris: Oh, all right. I'll roll a couple of sets of dice, they'll be broken up narratively, "the fighter's taking on six of them, a cleric out there in the front lines is taking on more..." I'll group and average rolls based on what I think the dice have told me about the general direction of that. I was running a one shot one time in which the one shot was literally a train heist and a couple of the players did not want to get on the train. Matt: Perfect. I like talking about tabletop games. Should we keep it narrowed to two hours? It was a really neat dramatic effect thing. Chris: I mean, that's probably for your own health, it's good that you haven't done that. So we ended there with the description of the room, and there's this green floating thing that gurgles in your head, "Hello!" or whatever. This is a podcast where we have GMS discussing various topics related to running games. Chris: We had one session where we were in this very creepy dungeon. So I'm just going to stay on the road to Minas Tirith, or wherever he was headed and I didn't know what to do. It often gives me ideas and how to run the encounter. But then it ends up just being not very usable for everybody, I think, unless it's the first time you're reading the information. Episode 9 appendix (aka show notes): Episode 8 — How to Handle Consequences for Player Characters (with John Corey) What do you do when the PCs take actions that have severe consequences? Because then you can still have some of that ability to sit down and talk, but then there's also some "you gotta keep moving." Andy: Absolutely. [opening music] Chris: Hello and welcome to Roll for Topic an RPG podcast. It's produced by Kenzer and Company, or I think that's the name of the company. Well, let's wrap up there. Andy: I think most groups probably have at least someone who's more inclined to be joking around a lot. Chris: Yeah, well, because he tried it that one time and it wasn't very fun. Andy: ...it you are coming up on two hours and the players have not made as much progress as you want. So, not for me. Because the default mode — and you can edit this question to something much more reasonable, I'm about to get discursive — the default mode at a table is adventurous comedy, right? [sound of dice rolling] Chris: Yes, all right. But it did make me wonder, if your players like the dungeon exploration part of it, by all means keep going with that. Andy: That's a good idea. Skip to content Episode 9 — How to Manage the Power Level of an RPG (with David Frees) How to you set the power level (and handle the power curve) in a tabletop RPG? I guess I'm interested right... So that's very fresh in my mind, that sort of session derail, I guess. Andy: And what I found when I am playing in longer games, like at a convention where it's typical for a game to occupy a four-hour time slot or occasionally even more, is that you do start, somewhere around hour four or hour four-and-a-half, you do start to realize how much of your typical game is this filler that's not really that fun. I ended up GMing for like, two three- or four-hour sessions in one day. Matt: Very, very detailed. So I'd lift up my screen and show them. I've always done this, even though my players for a very long time were convinced I was trying to kill them at every turn, frankly, because they died. Chris: We wanted to bring a question on just to get some other opinions and also just be able to talk to some of our friends about some things that they're thinking about at the table as well. Andy: So part of the motivation for getting the game time down is to identify that stuff where nobody's really having fun doing this. Occasionally I'll read about people, adult gamers saying like, "Oh, yeah, my friends that I rented a cabin and we went up and we played for 12 or 16 hours a day." And that sounds really cool, but I also just don't see how I could possibly back that at this point. Chris: All right, so we should wrap up. I think we all have many opinions about this. A couple weeks ago, I was running the first part of that. Waterdeep: Dragon Heist, and I went out and I bought... there's a GM screen for just that adventure. So that's definitely an 80/20 thing. And if it's any mystery game, then there definitely needs to be some hidden information, some concealed area for me to shuffle through the props or the story outline, even in a system where all the rolls are player facing. Chris: Sometimes what I'll do is if I *can*, try to split the party and then you can bounce back and forth between people and give people some time to think and then also have a more interesting interaction for other people. Matt: I'm actually going to use the GUMSHOE Quick Shock system. I think there are talking where... so some people just want to watch the world burn, but other people, they want to explore something that you haven't really thought of, or bring something to the game that you haven't thought of. They sort of assume that you have some vision in your head. What am I going to do? "as it just got a little crazier and crazier. When you're dealing about a derail? Always trust your GM, they have your best interests in mind. Chris: Yeah, it's almost like, if you have the written module, you can introduce that next big event that moves things forward. I do all my note taking just on note cards and sometimes then I'll go write those up on a laptop later. And here's the cackling boss at the end of it." Chris: It seems like the conclusion to "how do you fit a game into two hours" is just to strip away anything that isn't fun for your party. Chris: Okay, cool. Andy: But, usually, honestly at this point in my life I'm more inclined to just say, "Hey guys, let's wrap this up. Andy: It wasn't a ton of information, and it's been a while since I've looked at it, but it's like a medium-size font. If you have a... if you just had a dud of a session, everyone just... it's an unsatisfying experience. I view my role as I'm facilitating a story that will become better if the people telling the story don't know where it's going and what they're up against at the outset. Or I just make sure that whichever corridor they take just goes to the place they need to get to. Or, when my players have traveled to a particular realm, I want to have names of people who might be there and reminders for what sort of things are going on there in that realm. Chris: It's funny that you're running 7th Sea, a game in which your players have to roll more dice than I've ever seen. Once you get to that point where everybody's surrounding the last enemy like that, just go ahead and have them all roll at the same time and see what happens, rather than roll, wait... next person goes. So it did make me start considering, "do I actually need this thing at my table?" Andy: How about you, Matt? All right. Andy: I guess that's it? So you mentioned when you were younger you'd do six, seven-hour sessions. If what's fun for them and what they're looking forward to doing in the game is different from what's fun for you and maybe the rest of the group, you're going to be fighting those derails basically every time they are talking. I find that sometimes, if you aren't putting a little bit of pressure on people to keep the pace going, keep the momentum up, people's brains are... they're just naturally going to start drifting around to you can find yourself getting off track. This was actually a really interesting conversation, as always went in different directions than I thought it was going to. Chris: Well my players always stick to exactly what I was planning for. If they do die, it will be because they told me ahead of time they want their characters to die. Chris: I do. Andy: Oh, no, I think that's a great idea. Andy: Yeah, definitely. Some people are really good at that, but it's hard enough for me to juggle three NPCs let alone everybody that they might... What about you? Andy: And so if I need to start having the NPCs get a little heavy handed with... then so be it. Matt: Yes, Special guest game master Kyle Latino joins Chris and Andy to discuss the pros and cons of using handouts in your game. When we took a break in the 7th Sea game that I'm running right now — for October, to play spooky gothic horror games — I went without a GM screen for those, because again, the system that we were playing didn't require me to hide any information from the players, all of the chancy things were in their hands. I have a chart in front of me numbered one through 10 and you're going to roll a D10 and that's the going to determine what we talk about. I tend to just rule at the table without a GM screen because otherwise, you come back to the session and it's like, "Well, okay, what's my character's name first of all?" And then "What were we doing?" If you have a module you can kind of jump back into and say, "okay, well, we're roughly here and... if you've forgotten stuff I can just look it up." It sort of puts more burden, I think, on the GM for holding the state of the world in their head if you're doing pure homebrew, hundred percent homebrew. Yeah, once you reach that point you can stop this artificial turn by turn structure and just let everybody roll. Maybe they do like the foot-by-foot tactical maneuvering through the dungeon, round by round. On more than one occasion players have tried to map out a dungeon, so I just kind of freehand sketch dungeons usually on a whiteboard or a battle map as they're exploring. So on one hand, it was \$15 that I can only use for this one adventure, but it was kind of neat. Matt: You need to get the woodcarving and the little scroll saw out, so you, too, can have a dragon head rearing up from either end. Matt: Sure, but it's got to be stuff that you might be, two hours into a game... not necessarily remember everything you've written down. Yep. Chris: Andy, you had actually indicated before that you were hoping that this was a flavorful background. On the PDF front, it's weird because I've played in a game also where the GM was blind. Matt: Yeah, exactly. I think that almost every player, at some point in the career of their player characters, they're just going to want to do something that's a little different. I find if I have the option to stop the game and search for the grappling rules and waste a lot of time, I will. So it would be players going off-plot or players doing something that the GM was not expecting. I will roll in the open if it's something that they... Or should we just be like, "How do you fit a game in one hour, two hours, four hours, et cetera?" Andy: Yeah, let's give ourselves a little leeway and say, "How do you run a really short tight game?" Chris: Yeah. But in a one shot or convention one shot or something like that... I try to make sure that the key stuff is available for them pretty early in the adventure, or it's stuff that I can easily move up if I can see that time is running short. Chris: Right. Let's go ahead and wrap it up. I find things start to derail when players are given a little bit too much time to figure out what they're going to do next, a little too much time to plan what their next move is or how they're going to tackle the next challenge, or, to debate how they're going to respond to a job offer. For instance, I have a lot of old White Wolf GM screens, and I don't really run a lot of White Wolf games, I never have. Once they're out in a dungeon or, once they're in an environment like a dungeon there's a lot of constraints that you as a GM can use to put pressure on them to keep moving or to keep on course. So what's nine on our table? So they just... again, they're doing the starter set, which I think is designed a little bit better than some other adventures for doing this style of play. I'm not completely losey-goosey "only the story matters," but I do tend to that direction. I mean, there's no way I could do this now, but I'm pretty sure we played D&D for like 12 hours a day for three days. If it is something, great! I would just add, I would rarely give some sort of big thing behind that curiosity. I'm a huge Ravenloft fan. Andy: Of course, yeah. It's super fun and it usually... and it's also really beneficial as a GM to hear what they're thinking of and planning. How much information density was on the players' side? Matt: From my perspective, and we talked about a little bit about this before, but I've been looking to streamline the mechanical engine of the system. Chris: Oh, yeah, I can imagine. Transcript below provided by Barbara Tozier/Episode 2: How to stop derails from happening? Which is fine, but I've kind of always been there and I've always done the rolls in secret. It's altogether too much for me. Andy: So the base of my games, the thing that frustrates me... I've been in groups where shopping ends up being this huge time consuming thing and this is not something I've ever really been interested in spending a lot of time in game doing. Jessica Snyder joins Chris and Andy to discuss the challenges (and fun!) of running games for groups of varying sizes. So even if you don't necessarily have it ahead of time, and you're just inventing it on the fly, it tends to work out okay. Andy: I think it's important to take a minute and assure everyone who might be listening that "you" are not a bad GM. Matt: Sure. That might not be the right way to think about it, but that's certainly how I feel. Matt: Yeah, that's tremendous, that's a good point. Okay. So you have this very serious plot going on, but then you also have "the dwarf fell over and dropped the mace." Or they just want to make jokes all the time, or make fun of the evil guy. "Let's see where your character motivations and interests take the story." I'm very attracted to that idea, but in practice I don't really run games like that very much for many of the same reasons you do... Most of my games these days are with busy adults, or with my kids and their friends. I have selected my favorite crystalline purple and blue one here. And as a GM, I feel a little more pressure in sessions like that to make their time be worth it. He was probably thinking pretty logically, "Why on earth if I'm headed to city B, would I allow myself to be distracted by a bunch of goblins?" or whatever it was. So I pulled it up on the iPad, and then sent it to someone so they could have on their iPhone and stuff. But for the most part I just roll behind and tell them. So I try to keep in an eye on character hit points and things like that. Matt: I'm just done with the whole thing of rolling dice, as a GM. Chris: It's "very" tight. But people who are here to play a two hour game also understand that we all need to respect each other's time. Chris: Do you end up actually writing out what appears on each of those screens? Does anyone spring to mind when we talk about player derails, as someone that you've played with who's really constantly throwing this sort of thing at you? That's not where my gifts lie. Chris: Or something's happening like the town guards, or the king's guard is coming down south so you have one day to prepare what you're going to do in that one day. I don't really remember reading in the Dungeon Master's Guide and stuff is this element of pacing. But what is really actually fun for my group? Andy: This has been one of my big goals as a GM over the last couple of years, and that is getting the game experience down to just a couple hours and it's entirely because of my life circumstances. [sound of dice rolling] Chris: It's... Oh, I got a 10! Andy: A 10. There's usually a point in any combat where it's really obvious that the PCs are going to win. And then, so if you're playing a four-hour session, it can be very easy for the GM to just sit back like, "well, hour three they'll pick it up." But if you only have one or two hours it's really got to keep moving. Matt: All right, well as a 7th Sea GM, I have a profound amount of D10. Matt: And I am prepping as we speak for the next game I'm going to run, which is going to be a remixed version of Pelgrane Press's "Eternal Lies" for "Trail of Cthulhu". It's those times like that, where there's just less inherent structure in the scene, that I think you're more likely to have people starting getting in their minds to do something that you weren't planning on them doing. Matt: Yeah, I tried the laptop thing for a while. This is a podcast where GMS discuss various elements of running the game. I was just wiped out, I was a little bit sick, anyway. But if a player breaks me out of that, then it can be a good extra thing, extra flavor to add to the game. Andy: I'm kind of in the same boat. It wouldn't have been all that great had we wandered through a maze slowly. Matt: I have rolled a six. [closing music] Thank you. Or even just within town, giving some harder limits about what's ahead of them rather than just being totally open. But yeah, it ended up being a really, really fun session. I mean, as a GM, one of the things you have to be constantly doing is reading the table. So I bought one of those plastic doodads, and I wish I remembered the name of the company... Andy: Like a customizable GM screen? It tends to be on damage-related rolls. Talk about seven. Chris: Seems straightforward. Andy: Yep. When I'm looking at a dungeon that's already drawn out and then also trying to move, to have this end satisfactorily, I might have to move the final stuff up rapidly. "So is that going to work geographically?" Matt: Isn't that cover some parody of the classic D&D image of thieves going up a statue or something? Are there other filler things that you've noticed that when you cut them out the game doesn't really lose anything? For instance, when you have busy adults who are committing to get together once a month for a game session, that time is precious, that time is not being spent with their family or their work or whatever it is. At some point in the '80s or whenever that paper got thicker enough that it could stand up, I've been doing this for about a year. I don't think most D&D, generally speaking, I don't think people talk about D&D games in terms of pacing out the time you're playing. Or do you feel pressure to try and fake it until you make it? That's not what I planned, but it's not what I planned, or "Could you ever say that? Matt: ...or the neurosthetic person I've been doing this for behind the scenes. So, I have GM screens for Call of Cthulhu, Trail of Cthulhu, old 7th Sea, other stuff... but I found myself constantly frustrated with them. It's obviously a similar problem here. It's filler content, it's not really adding anything. Marriage and having kids has somewhat dampened down this problem. Matt: Intriguing. And I have just found that if I'm going over two



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