

GM Forum 1 Minutes

25/01/2014 at the Pultney Arms

Led By

James W.

Attending

Warren J., Dominic D., Marcus O. Peter W., Ruth S., Dave S., Emma M-S., Doug M-S., Andrew G., Judith O., Caroline E., Tim B.

What's the point of the GM Forum?

- Joining things up in the system - be it plot, setting or mechanics.
 - Doing this without losing the mystery; people don't want to know what's going to happen in games in advance.
- Providing deeper and more detailed feedback to the Character Refs.
 - Helpful both in general and for the playtest season
- Working out guidelines of GMing logic and best practice.
 - Not trying to write rules, only guidelines
 - GM responsibilities
 - Making sure things like Risk Assessments happen and are adhered to
- Trying to get the unwritten rules written down - traps, gaps in rules (falling etc.) - without being too onerous or excessive.

Rec Creature - How to improve it?

- Rec Creature is currently a bit useless.
 - A lot more people have it, including non-scouts.
 - Issues of meta - used in its standard form, everyone OOC knows that the skeleton is a Death Knight.
 - Very few monsters have defined base ranks, and those that do tend to be in the Rec 10 range anyway.
 - Arms race - Pathfinders getting ever higher Rec Creature to try and get something useful out of it.
 - Visibility issues - what should be seen in the dark, what should be 'visible' from a Rec? Classes, armour, skills etc?
 - Newbies don't actually know what monsters are, so saying it's a Foo means nothing to them.
 - Multiple calls. Players encouraged to do one call for everyone to listen to, if missed then it's missed?
 - Ambushes etc. Should Rec be a Time Stop call, or should it be Time In and people have to deal with it?
 - The ever present issue of 'Rec Creature 0' - technically most people can't tell the difference between a human and a cow.
- What can we do to fix this?
 - Define more standard monster types to give their base ranks.
 - Switch from a rank-based Rec Creature to a Prof/Spec etc system.
 - Getting information to people
 - Set up better IC libraries for Pathfinders etc to explain what standard monsters do
 - OOC talk-through of what monsters mean before game, especially if it's a special one to the game

- Player Refs become information repository responsible for doling out Rec knowledge as people buy skills
 - Some sort of standard Rec Creature sheet system?
 - Letter/number code systems seem to work, if clunky
 - To reduce meta and keep sheets short, have a set of laminated base sheets and tell people which one to use on a given game
 - Should sheets be self-print or provided by the club? If laminated, probably the club.
 - Keep the sheets as simple as possible
 - Designated Rec Creature caller in the patrol? Short and full versions for time purposes?
- Agreed to have Dave, Doug and Emma come up with a basic system for playtesting.

Playtesting

- Discussion of list on website
 - Brief discussion of Poison and Disease and why they aren't used
 - Request for additional spells on the Light List
 - Clarification of base skills for Unguilded and Outkingdom.
 - All armour has magic casting penalties? Wardens get a bonus to overcome this? Superior includes option to lower casting penalties?
- Need to organise actual playtesting games to try out changes properly - to be arranged at next meeting.

Sharing GM created Guilds etcetera between GMs

- Can go into the Almanack - there's room for Guilds, locations, peoples, other nobledoms...
 - NPCs would need either a 'this person' or 'this kit' notice
- Can include as much or little detail as the GM feels comfortable with
- Ideally some sort of template to give people an idea of what to include?
- How official would any of this be? Should information be purely IC, or should there be enough OOC information for GMs to be able to easily use other GMs' stuff with minimal effort?
- Do there need to be rules on how much geography a GM can claim? Similar rules for how much IC resource a character can claim?
- Is there a line between 'thing that is GM-owned/controlled' and 'thing that is club owned/controlled'? Can the former become the latter, for example if a thing becomes freely available or the GM leaves the club?

World Plot/Setting

- Worth splitting things that are purely setting based off from things that are purely rules based? Where is the line between them?
- Worth doing some sort of map reset/cataclysm every so often to deal with dead plotlines?
- Set of guidelines for what's needed to create a Guild etcetera for general play?
- Overarching world plot
 - Run out by the Character Refs
 - Two or three news bulletins per year (24/36hrs)
 - Limited number of macro plots - one has to finish before another can start to avoid orphaned lines
- Rules changes that actively change the setting (new casting list etc) need to make logical sense - so running a game or a short arc.

Linking plots/plot drops in other games

Generally agreed to be a good thing.

Monster Manual

- Joined up thinking between GMs and Character Refs
- Work out what the standard monsters and standard 'templates' (Dire, Giant, Fire etc.) are on top of that.
- Work out what the purpose of monsters are.

AOB

World politics (interactions between and inside nations) - needs more discussion