
Comments on Issue #397

Myles Corcoran

The Eastwarders could be played for creepy or comedic effect. I wonder what they say when they are tied down and questioned about their motive and drive. The town of Hyderax would be a good edition to Uresia.

I would think that at some point, cyberwarfare comes down to an arms race between EMP generators and EMP shielding. Jamming wireless radio signals could also be effective, assuming that security and encryption are sufficient to prevent hacking into a wireless network of devices.

As I noted to Jim Vassilakos, I don't read all of A&E (a practice that predates many current contributors). For issue #397, I skipped approximately 18 pages. For the past year, I've been wondering how much value I get out of A&E and whether or not I wanted to continue. My dissatisfaction and ennui is due in large part to the trolls, but I can't lay the entire blame on them. This is why I have been counting down to zine #150. I gave myself a year to decide and figured that the milestones of zine #150 and A&E #400 were a good place to stop, should I decide to.

Michael Cule

Creating stories is nothing more than making a series of decisions answering the question "and then what happens?" Everything is a consequence of what happened previously.

In traditional RPGs, the players decide what their characters say and what they *attempt* to do while the dice determine if the attempt was successful and to what degree.

Player: "I swing at my father" (rolls dice) "I got a 17."

GM: "You hit, roll for damage."

Player: (rolls dice). "12"

GM: "You hit with enough force to knock him back." (rolls dice) "He fails his agility check and falls over."

In this context, you are right, that the decision to swing was the player's, and the consequence of that decision was determined by the dice. But who decided the swing hit? Who decided that the father would fall over? In diceless games, it is decided by the players and/or GM. For various reasons, most games choose to hand those decisions over to the dice. That is what I mean when I

say that the dice are there to make decisions.

Robert A. Dushay

I find it odd that you feel you too often fail with Champions and Fudge dice rolls, given that they are generally credited with being more predictable than other games (namely, d20). In Fudge, rolling 4dF, you have at >61% chance of rolling equal to or greater than your rank. If you are a Good athlete, you'll succeed at Fair tasks >81% of the time. What dice-based game allows you to succeed at important tasks when you feel you should? Do you need something like Hero Points to make it happen?

You made an interesting comment about not wanting to play DitV. How do you feel about playing evil characters? How about clerics in other games? Criminals? Marauding genocidal grave robbers?

Lee Gold

I never had to "unlearn" what I learned from cramming. All I had to do was have a good night's sleep to forget it all. Besides, a simplified version of a skill is often used as the first foundations for learning the full and complete version.

Spike Y Jones

RAE Words of Wisdom

Brian Misisaszek

Of your plot ideas for Ad Astra, the only one that resonated with me was #5.

LOL at "This isn't a BIBLE GAME, is it?"

Lisa Padol

Thanks for the well-thought and thorough response. I have nothing else to add.

Pum

Why does the USA persist with a \$1 bill? Because Americans as a whole are a conservative lot who fear change. Anything that seems to be inspired by Europe (multicolored and multisized bills, safe and effective nuclear power, etc.) is usually rejected outright for that very reason.

Brian Rogers

Have you tried to encourage Tom to contribute the sandbox, adding his own elements, rather than relying upon you to come up with the details as he explores?