

Now featuring capital letters. I apologize for the small font size—I wanted to fit it all on one page because I did not have enough filler for two pages. DunDraCon is approaching and I wanted to get this in before the deadline, so just comments this time.

COMMENTS

Issue #330

Robert Dushay, PhD: If OD&D “characteristics had little effect on play,” why were so many players obsessed with getting high ability scores?

Lee Gold: The SRD is the System Resource Document for a particular d20 game, such as D&D. It contains all the open-content rules and is available for free on the web.¹ ■ Classic comic book super villains who are out to rule the world (or steal enough money to pay for an experimental procedure on a comatose loved one or...) does not necessarily “care more about defeating someone else” than their own success.

Viktor Haag: When introducing newbies, I think it is very helpful to use a game that the newbie is actively interested in playing. Often, you can make the choice by using the newbie’s favorite genre or source, such as Star Wars, James Bond, etc.

Richard Iorio II: If *The Great World Plan* says the young races will come and bring destruction, are there any Slann who are fatalistic about the human encroachment, essentially saying, “Yes, it is as foretold.” They can use the events as proof that *The Plan* is right and unfolding properly.

Spike Y Jones: While some types of skills could account for novices to know things veterans do not, I feel uncomfortable applying this rationale across all skills you typically find in an rpg. I think it works for characters that could be categorized as apprentices, trainees, or students, but I have problems using this for experienced professionals.

Joshua Kronengold: For stressed versus non-stressed skill use, I prefer the d20 rules for “take 10” and “take 20” than UA’s rules. I think the UA system works best if you interpret “stressed” as “this roll matters to the game.” ■ I have seen “a campaign” called “a season” or “a series” when trying to relate to television- or radio-inspired sources.

Paul Mason: I agree with you that the reader is not passive. The audience of art brings as much, if not more, to the meaning of art as the artist. The question is not, “what does this mean?” but rather, “what does this mean *to you?*” The answers given by the artist and each individual viewer can (and should) be different. ■ Character advancement is very important to many gamers. D&D would not be D&D without gaining levels. On the other hand, Classic Traveller did not have characters improve their abilities, but they advanced monetarily and politically.

Mark Nemeth: Even when social interactions, such as interrogations, are relegated to dice rolls, I still prefer if the player say at least a few words in character to set the tone. “Talk to me, scum!” <pantomimed slap> <roll dice>

Doctor Lisa Padol: As John Constantine says, “Names are Important.” I try to go by what people call themselves, such as in the header of their zines. I use “Doc” when referring to Mr. Cross because that is what he prefers and not because he has a PhD. My original comment² to “Doc Stevens” was if these pages needed another “Doc” not another PhD, Dr., or Doctor. I assumed that since you did not use “Dr. Lisa Padol” that you preferred your name without the prefix, but I will add it from now on if you prefer.

John Redden: All D20 rules noted, though normalizing to “THACs” makes no sense to me. The point of THAC0s was to tell the GM what AC you hit, which is what the d20 + <some numbers> does directly without a “THAC” value.

Robert Rees: You can avoid gridlock by structuring the system such that two equally skilled fighters have a 50-50 chance to harm each other. In RQ, you can say that the defense not only has to be under the defender’s skill, but also must be under the attacker’s attack roll.

Eugene Reynolds: I like “roleplaying is essentially mortal.” Like other forms of non-permanent art, roleplaying is meant to be enjoyed and appreciated *in the moment* (and remembered fondly, of course). This may be why campaign write-ups do not always appeal to me. Contrast the mortality of rpgs with the relatively immortality (or at least reproducibility) of films, novels, etc.

Patrick Riley	101 Redding Road, #C4
www.xenongames.com	Campbell, CA 95008
patrick@xenongames.com	408-559-9014

¹ <http://www.opengamingfoundation.org/srd.html>

² And clearly a poor attempt at humor.