

Game Master's Sheet

Sandbox



Planned Story

In Character
Roleplay



Out of Character
Descriptions

Story Driven
Consequences



Forgiven
Murder Hobos

Lighthearted



Political

Tactical Combat



Theater of
the Mind



Game Master's Sheet

I feel my strengths are definitely with a large epic story line. I give my players choices on how to deal with the story, but I normally have one large goal to be completed for the campaign. How the players accomplish that goal, or which angle they approach it is up to them.

I can ad lib if that is where the night takes us, but I am not as comfortable with that. I like to end my nights (or address this via messages off table), by asking the players what they would like to do in the next session.

I am rather new to in character roleplaying. Even though I have GMed for years, it was only recently that I stretched my legs and began to speak "in character" as NPCs and involve others at the table with the dialogue.

My years of experience have been with off table character development. So we play at the table, and describe what our characters says and do, and most character development is through messages and after game discussions.

I am pushing to be better at the table roleplaying, but I know it isn't my strongest suite.

I am strongly for consequences to a party or character's actions. Every action they commit I record and during time between session I think how it would effect the world the characters inhabit. If the characters kill a group of mercenaries, would the larger merc organization put out a hit on the group? In my game yes. If a guard is killed in a battle, the city will investigate.

I love shows like Justified or Hell on Wheels where the story builds based on decisions. These can often build up and can look overwhelming, but my main goal is to deliver an epic ending to a story that satisfies the players.

As I have gamed, I have found my games have gotten more and more complicated. Things happen off camera by the antagonists, and the players only find out what is happening through investigation. NPCs that the characters run into can offer knowledge, but it is only limited to their own knowledge. I look for my players to use the NPCs I have them encounter as parts of a puzzle. Players who keep notes, and groups who compare their notes to solve the over arching mystery is my goal.

I am a GIANT fan of tactical combat. I love making maps. I love complicated scenarios. I love intricate plans from the players to overcome an encounter.

I also love players describing what their characters do and using Heroic Actions to liven up the combat past hit/stab/kill.