

10/10/15

1. What systems do you play?
 - a. D&D5, 3.5, savage worlds, shadowrun.
 - b. 5th 3.5, starwras saga
 - c. Pathfinder, starwars saga, shadowrun, call of cthulhu
 - d. D&D 4, 5
 - e. only D&D 5th
 - f. d&d 3.5, 5th
 - g. homebrew zombies d&d 5th
 - h. Savage worlds, GM'ed for D&D
2. How long have you played?
 - a. 2 Years
 - b. 7 8 years
 - c. 5 years
 - d. 6 years
 - e. 2nd year
 - f. 3 years
 - g. ½ year
 - h. 3 years
 - i. 7 years
3. Have you ever GM'ed? How long?
 - a. Once.
 - b. A few sessions
 - c. 1 campaign
 - d. two years,
 - e. two years
4. Have you ever used a character builder before?
 - a. No.
 - b. Once, to generate NPC
 - c. Yes, assistance in building a personal character
 - d. Yes for 4th edition?
 - e. Yes for 4th edition?
 - f. no
 - g. no
 - h. Yes for NPC's
 - i. Yes for the Hero's system
5. What did/would you find most useful about it?
 - a. Gives attributes, steps new people through it. If possible have the sheet be filled out on the app. Suggested equipment builds. Recommended spells.
 - b. helped do it quickly
 - c. Shadowrun, new to it, good for learning
 - d. Having all the resources all there for you. Limits info to what you need.

- e. A lot easier to see what you need to do to make a character
 - f. Seemed like the right thing for the system (HERO system) would have been a pain in the ass otherwise.
 - g. Save time
6. Would you/have you used a digital character sheet before?
- a. I wouldn't personally do it, I would rather print it out.
 - b. No.
 - c. No. Always too much trouble
 - d. Yes, the tablet was a pain.
 - e. Yes, it was a pain on the phone, zooming out and in, prefer paper
 - f. a bit easier nice auto fill for stats
 - g. No.
 - h. No.
 - i. Yes, easier to edit harder to find stats.
7. GM- As a gm what is your character creation process?
- a. First think of general idea, attributes, species min max stats between the two. give equipment and skills.
 - b. Idea first then find what fits closest
 - c. Generally uses character creation tools (in book) to generate numbers. Make it fit in the game.
 - d. Generally think of characters personality first, then stats after
8. Player- As a player what is your character creation process?
- a. Same as above, general idea, then class, then attributes, then race.
 - b. Long drawn out, because of indecision
 - c. Long drawn out, because of indecision. get stats not just to min max but to be able.
 - d. Idea first then
 - e. Class then race then stats then backstory
 - f. Race class forget backstory
 - g. nice roll on a stat, picked class based on that.
 - h. Think of backstory, personality, name, then game stats.
 - i. Sometimes personality, then archetype then backstory, complementary to the party.
9. How do you choose/roll core stats.
- a. Point buy, i'm more experienced so i prefer so i can min max the characters.
 - b. Depends on how i feel
 - c. Depends on who i'm playing with, point by if new. with friends roll randomly.
 - d. Standard array, 5th edition roll stats.
 - e. Just roll stats.
 - f. Main stat for the class is the highest, worst is the lowest, rest will fit the character's personality.
10. GM- Do you allow your players to use electronic devices at the table?

- a. Normally I would get upset, but i understand that there are people to prefer to use computers to help players enjoy themselves. **As long as they are able to participate.**
 - b. Yes. mostly so they can get to the rules easily.
 - c. Yes. Sometimes the player will be out of the action so it helps them pass the time, also lets them look up information.
 - d. If it helps it out, if theres is a distraction then not so much.
 - e. Yes as long as its relevant
 - f. Haven't GM'ed enough to have an opinion.
11. What extra digital tools would be nice to have along with a character builder?
- a. If for a GM, encounter/room generation. As a player I would a reference rule sheet (like a GM screen for players).
 - b. Built in counter system. Level up helper
 - c. Built in counter system. Auto Calculating on the fly.
 - d. digital monster manual
 - e. player's handbook (book integrations, basic rules)
 - f. randomizers for names and stats
 - g. Tutorial for new player
 - h. simple drawing thing for character pic
 - i. list of most common skills for classes and such
12. Do you use any digital tabletop rpg aids? Dice rollers? Character generators?
- a. Considered using Roll20, found rule 4d6 take 3. City generator.
 - b. I will use a dice roller for d100's or tons of d6's, initiative tracker
 - c. use digital counter, initiative tracker.
 - d. i do everything by hand in 5th, 4th is online character builder
 - e. Roll20 online with friends
 - f. Dice rolling app
 - g. Not consistently
13. Open Question?
- a. Suggest attributes, character sheet builder, short option for equipment. Hopefully not too complex.
 - b. Dice roller, Auto roll checks and skills by tapping on the ability.
 - c.