

Notes for 0.09

Some Design Philosophy You Should Read Nick

What are we trying to let the player explore in this game?

The experience of being a total awful bastard for your own gain. Playing with narrative causality to affect outcomes in your favor. Finding ways to even out “impossible” odds. Overcoming adversity through guile, deceit, and quick wits.

The atmosphere should be almost comic book-like. Pulp-y enough to excuse some of the more rampant silliness that is sure to result, but flexible depending on player content. The players determine the genre, tone, and atmosphere by their actions and descriptions of events. Comic book theme reinforces the need for scenes to be action-oriented. Every player should always be doing something – whether it's playing their character taking actions in a scene, drawing and playing cards for NPC groups of extras or Followers, or intricately designing and spending XP on their latest doom ray. Because the players run the game, extra care must be taken to ensure the game stays at a steady pace – the Savage Worlds “Fast, Furious, Fun!” motto comes to mind. In testing and criticism, keep in mind this need and note how many steps the performance of an action takes, how cumbersome any math that results is, and how much about your character you can spontaneously recall without the need to look at your sheet. We must design a game that does not fall into the pacing pitfalls that so many older games do – player input can do that, I think, but we also must keep the system easy to use and learn to accomplish it.

Later Project Stuff

Assuming things work out here, I'm definitely interested in developing (and therefore funding) a Mobile App related to this project. Ideally something simple, a smartphone-friendly way of keeping track of your character sheet is the basic goal here, and it'd be great if we could incorporate rule referencing since the book(s) are going to be open source. This is a long ways off, but I'd love your opinion on it.

Testing Notes

I've been testing and rewriting the monster rules pretty much since I wrote them, and they're almost where I want them. The difficulty requires more testing still, but the results have been interesting – 1 character has no real shot against a monster of the appropriate power level, which was the goal. 2 characters thus far is risky but doable, but ideally you are going to want 3 to seriously handle one of the critters. Fighting the damn things requires actual strategy, so another little victory there. I need to get spells completed so I can test fighting a caster-type monster, as they are quite different. More testing is required, naturally, but results thus far are encouraging.

I've been testing characters built at increments of 10 XP – something to keep in mind if you end up doing some yourself. I've most extensively tested the monster rules at 20 XP thus far – results of other power levels will be included next version.