

PROBLEM STATE

Tabletop RPGs take too long to do too little.

Game Masters tend to rule over the players, instead of the reverse or fostering a cooperative atmosphere.



MY ROLES

- Creative Director
- Lead Designer

GOALS

- Custom
- Large Scale
- Exotic
- Fast and Fun

CREDITS

Community Manager

John Ruder

Chronicle Author

Jason Lowrey

Web Developer

Joel Jeffrey

Creative Consultants

Gregory Kuhns

Dean Hayes

Cody Hayes

Chief QA

Ian Amburn

Natasha Amburn

Steven Compton

Jesse Caldwell

Convention Leads

Sean Hamilton

John Baird

Kevin Schoen

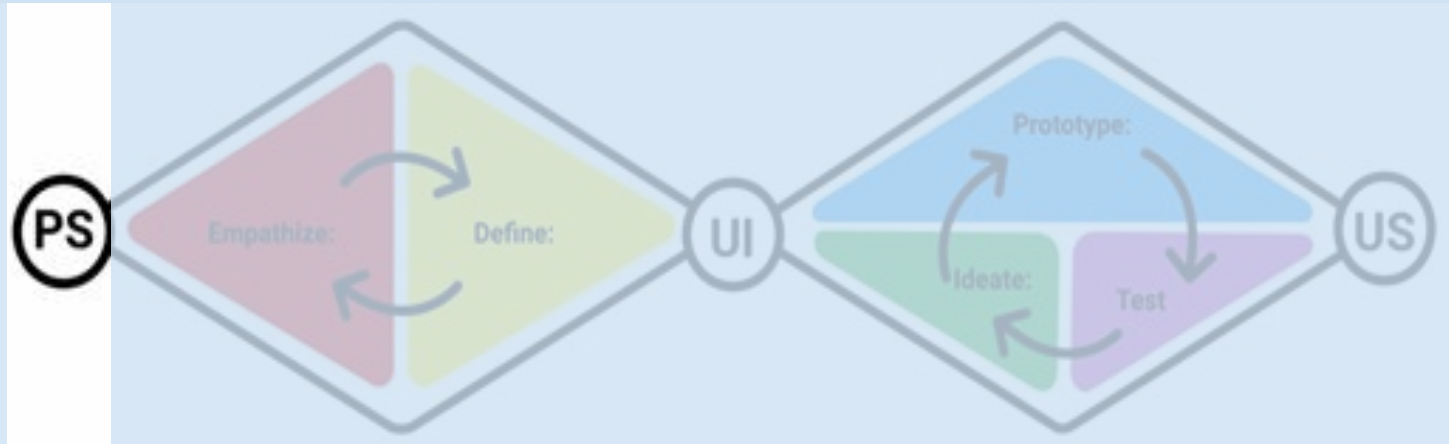
Artists

Jordyn Forsythe

Kendrick Mast

Carl Tomlin

Prologue



Motivated by an idea. Curated by player love.

TABLETOP RPG: Legacy

01. PROLOGUE

02. TOP TAKEAWAYS

03. EARLY HISTORY

04. THE AUSTIN JOURNEY

05. MAJOR VERSION CHANGES

06. POSTMORTEM

My lifelong passion project, *Legacy* provides players with an inordinate amount of **fun**, compared to dryer tabletop experiences. But how did it become a **convention success**?

Years of listening to **player feedback**!

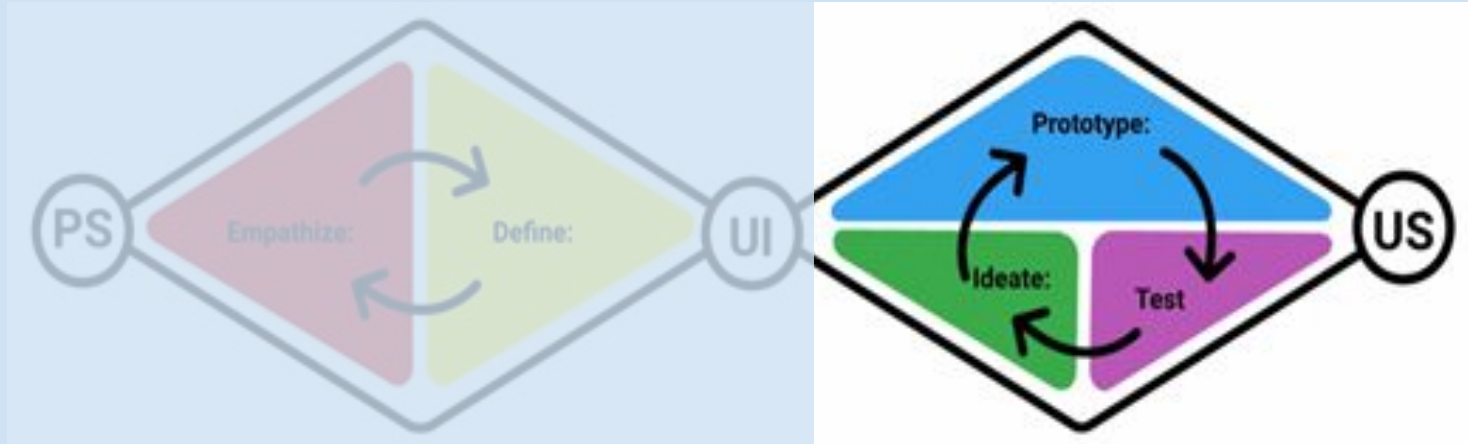
Though I started work on it long before I even heard the term UX, I have lived the **iterative method**.

This **retrospective** will more closely examine the pitfalls and opportunities of this sci-fantasy action game.

Where we will go:

- Top takeaways
- Early history
- The Austin journey
- Major version changes
- Postmortem

Top Takeaways



By and large, *Legacy* has been an exercise in iterate, iterate, iterate!

OUTLINE

Player Empowerment

“Power gaming done right,” one of my Players once said.
(You’ll notice I capitalize *Player* out of respect.)

Limitations

Without miniatures or well-rendered visuals, rich imagination is required. While the game helps evoke it from Players, the few people dissatisfied with the experience were those who had trouble expressing themselves creatively.

Top Case Examples

- Skills (Affinity) > Skill Trees > Arbiter Difficulty = Tier System
- Fun Factors
 - DM: worst result → best, most celebrated
 - Players describe their actions; unscripted
 - Feedback: if players wanted to do something, i coded it

TABLETOP RPG: Legacy

01. PROLOGUE

02. TOP TAKEAWAYS

03. EARLY HISTORY

04. THE AUSTIN JOURNEY

05. MAJOR VERSION CHANGES

06. POSTMORTEM

OUTLINE

- Guiding Simplicity (d6) → Managing Complexity
 - Many pieces, so each piece is " " "simple" " "
 - D6, Impulse (+2x), gear has y Range, abilities. . ., yeah
 - Advanced stuff isn't needed, but in the book
- Intervals of Ten → Hyper System
- Are we in the Matrix? Simulation vs. ...Not
- "Cinematic" Skill System
 - Rule of Cool
- Convention feedback
- Player difficulty? What about Arbiters!?
 - Player imbalance + Skill Trees > Tier System

Top Case Examples

- Skills (Affinity) > Skill Trees > Arbiter Difficulty = Tier System
- Fun Factors
 - DM: worst result → best, most celebrated
 - Players describe their actions; unscripted
 - Feedback: if players wanted to do something, i coded it