

# Master's Talk 13.07.2023



## RPG Systems with Daniele

For more information, please see Daniele's extensive notes on the topic.

- History of DnD
  - Started probably in wargames «can I bring my character from one war to another»
  - Original DnD was a mess of different books, systems and house rules. Most PDFs are available on DriveThruRPG
    - Very different from the 5e we know today. For example, you got different XP for different races
  - Advanced DnD was the first official, complete version. There was no OGL yet so people were sued for writing and selling their own stuff
  - In 1987 the second edition was completed where they included a whole of the most common homebrew stuff. Also, the first version Gary Gygax was not involved.
  - The third edition was way closer to the modern system as we know it. For example, the ability modifiers were introduced and there were a lot of books and expansions. The OGL was created at this time.
  - DnD was bought from TSR to WotC – OSR was born and would be developed alongside DnD
  - 2008 marks the beginning of the fourth edition and the “Game System License” which sparked the system Pathfinder to preserve the “way to play”
  - In 2022 the OGL shitstorm brought us creative commons
  - While very different, DnD is still the same D20 game at its heart
- OSR and different Role-Playing Systems
  - OSR is a way to rewrite old systems and bring them to a new age
  - Interested people should look into “Principia Apocrypha: Principles of Old School RPGs, or, A new OSR Primer”. Cairn is a good example of an OSR
  - DnD is an easy system to learn and play - it was also probably the first. There are many other systems that followed like “Traveller” (GURPS)
  - For an extensive overview of systems please see notes
  - Tip: DM (DungeonMaster) is actually a trademarked term for DnD. For other systems best use GM (GameMaster)
- Categories of systems
  - Simple categories of how to reach a resolution in these systems. Only games with dice and a GM are listed (in the notes)
  - Games like DnD or Call of Cthulhu that role a dice like a D20 to either reach a target with modifiers or change the target to reach
  - There are roll over (like DnD) or roll under (like DSA) systems
  - Systems where you use more and more dice to reach a goal like Shadowrun
  - Systems with positive and negative dice results like Fate

## Music an ambience sound

For Mario music was always a big part of setting the mood in sessions but that is not the case for everybody. While music (or ambience) can help to set a mood, it is often hard to use correctly, find the right soundtracks and so on. A few tips:

- Michael Ghelfi has a lot of great ambient music/sound on his YouTube, Patreon and bandcamp
- Dscryb.com is a great library for playing and searching these sounds (also Michael Ghelfi)
- Syrinscape is a very useful tool for mixing background sounds and setting up scenes. There are also many preassembled sets for existing adventures. It is a bit complicated to set up though
- While there are ideas for recurring character music, sound ambience soundbites and so on – not that much was used by GMs that were attending