

Raids by Nino

See presentation. Additional notes:

Difference of raids vs Dungeon Crawl:

- Only one organized faction
- Area is usually known
- The objective is not to clear out the location but to get in and out before overwhelming force organizes

Difference vs Heist:

- In a heist you try to be as stealthy as possible, in a raid as fast as possible

Use Adversary Rosters: Use the complete opposition force and let the enemies move strategically through the location instead of letting the players clear the enemies room by room.

- If the players are smart enough, you can just hand out your roster to them, so they can plan around it.

Basics:

Main objective: There can be multiple. Extra fun, if they're competing (Save the prisoners vs blowing up the prison).

Use Bigbads but also Lieutenants. Why are they Lieutenants, what are their characteristics? What are the typical goons like?

Question: How long do you players leave in decision/analysis-paralysis? Look for the second lull: The second time the players get to a point, they don't know what else to do, move it forward. Maybe even tell them "let's go, if something comes up, you would have wanted to plan beforehand, we get back to the planning phase" or "What information do you need?"

Character introduction by Jojo

Show don't tell. Use scenes for players to act in and let the other players get an impression on what the character is like.

Possible introductory questions to ask player:

- "What is your character thinking right now?"
- "How is your character acting now?"
- Tell me your most important scene, your character experienced in the past
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Maybe use leading questions to spark inspiration:

- "Were your parents actually guilty?"

You can also let players describe one to three everyday scenes about their character, like an introduction to a TV-series.

Use initial NPC-description to nudge players into a habit of describing their character.