

The Same Page Tool for Immergleich

Same Page Tool originally by Chris Chinn ('Bankuei') - <http://bankuei.wordpress.com/2010/03/27/the-same-page-tool/>; this adaptation by Rob Alexander, partly based on that of the Milton Keynes RPG Club. Version 3.

Who prepares the story?

- The GM prepares the overall shape of the story, linear or branching; players run their characters through these events. The GM gives hints to provide direction.
- **The GM preps a map with NPCs and/or monsters. The players have their characters travel anywhere they can reach on the map, according to their own goals.**
- The players prepare long-term goals for their characters, which can change over time. The GM shapes everything else around the pursuit of those goals.
- No-one plans anything. PCs and NPCs just do what seems right at that moment.
- There's no GM. Everyone works together to make the story through freeform.
- There's no GM. The rules and the system coordinate it all.

The players' roles are...

- ...to follow the GM's lead to fit the story
- **...to set goals for their characters, and pursue them proactively (but these need only be session-sized - you don't need a grand plan)**
- ...to fling their characters into tough situations and make hard, sometimes unwise, choices

Player characters are expected to...

- **...work together; conflicts between them are mostly for show (I'm open to some exploration here, but for now let's keep it this way)**
- ...work together; major conflicts might erupt but you'll patch them up given some time
- ...work together; major conflicts might erupt and never see reconciliation
- ...pursue their own agendas; they might work together, they might work against each other
- ...work against each other; alliances are temporary at best

Doing the smartest thing for your character's survival...

- **...is what a good player does (but don't forget the other PCs - this is a team game, mostly)**
- ...sometimes isn't as important as other choices
- ...isn't even a concern or focus for this game

The GM's role regarding the rules is...

- **...follow them, come what may (including following house rules) (I won't fudge to save you or to and I won't fudge to save my NPCs or "plot". I will at times skip over some things (particularly travel and encounters) to speed up play, particularly when we're running out of time at the end of a session. However, I'm not very happy with the LotFP rules that we're nominally using, so I'm also making up many of the rules as I go along, and experimenting with changes from week to week. This may stabilise over time.)**
- ...ignore them when they conflict with what would be good for the story
- ...ignore them when they conflict with what "should" happen, based either on realism, the setting, or the genre

After many sessions of play, during one session, a player decides to have her character side switch sides and join with an established enemy of the PCs. This is...

- ...something that shouldn't even happen. This is someone being a jerk.
- **...where the character becomes an NPC, right away or fairly soon** (we *might* be able to work something out here, but basically all PCs should be rivals at worst)
- ...something the player and the GM should have set up ahead of time
- ...only going to last until the other player characters find out and do something about it
- ...potentially a powerful, meaningful moment, and an example of excellent play

A fistfight breaks out in a bar! The details of where everything is – tables, chairs, where everyone is standing is something that...

- ...is important and will be displayed on a map or grid, perhaps using miniature figures
- **...is something the GM will describe and you should ask questions to get more information** (sometimes I will sketch a map, but I try to avoid that because it's fiddly and oversimplifies terrain)
- ...you can decide on the spot using specific game rules (rolling dice, spending points, whatever)
- ...isn't really that important other than it makes for an interesting scene- pretty much anyone can come up with details

In order to really have fun with this game everyone should know...

- ...the entire rulebook and all the key setting materials
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- **...at least the basics of the rules** (in particular, try to learn the special rules for your class abilities)
- ...some books and films of the genre that the game pulls from
- ...their name

This game runs best when the players take time to create characters that are...

(Special - instead of "choose one", think of this as a checklist – pick which options apply, leave the ones that don't.)

- **...open to a variety of adventurous activities and opportunistic alliances with other PCs**
- ...built to face challenges using the mechanics and stats
- ...written with extensive backstories or histories
- ...given strong motivations and an immediate problem or crisis
- ...tied into the other characters as (allies) (enemies) (as either)
- ...written with some knowledge, research or reading up on the game setting, real history or an actual culture

The game will last...

- ...one session
- ..._____ sessions/weeks/months
- ...until [end condition: _____] happens
- **...indefinitely (until we grow tired of it)**