Greatest Advice for Players
Posted by monkplayer - 2012/02/29 20:08

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I'm thinking of starting next week a workshop teaching gamers how to be a great roleplayer. Our association already has a workshop going on how to teach gamers how to be a great DM. What are your favorite three websites that teach someone how to be a great player? Do you know of any books on the subject?

I'm thinking one or two tips per one hour training session should be enough for one meeting?

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Re:Greatest Advice for Players
Posted by Arcarius2001 - 2012/03/01 20:30

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www.happyjacks.org is the home of Happy Jacks RPG podcast. They are irreverant and use profanity liberally but the advice for players and GMs is excellent. You can get the back catalog, or backlog as they say, on itunes as well.
The format that eventually comes after a few episodes is answering listener email about player and gm problems and discussion of playing in various systems. I have always found something worthwhile even when a system I do not play is discussed.
There is an early episode, number four or five I think, when they interview an expert in improv acting that is invaluable player and gm advice.
Plus they discuss beer so that's a plus for me as well.

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Re:Greatest Advice for Players
Posted by Tavis - 2012/03/02 00:20

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Play Unsafe is a book about improv acting for roleplayers and is the best advice I know. I wrote parts of the Player's Strategy Guide for 4E D&D, and mostly just reframed things I learned from Play Unsafe.

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Re:Greatest Advice for Players
Posted by Arcarius2001 - 2012/03/02 09:52

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http://www.escapistmagazine.com/articles/view/issues/issue_271/8108-Imagine-Your-Perfect-Arcade-Game

I think Tavis nails it down in this article regarding the old Red Box. I think Monkplayer runs Pathfinder but it still applies. Go get the basic game and let them cut their teeth on that. As the gm, adjudicate with

rulings, not rules, during the game. Keep the flow and fun going, go check the rules after the game. Once the players are comfortable with a basic rules set, bring them into the full rules. Or not. I am acyually going more basic next campaign.

Tavis, thanks for the link to Play Unsafe. I hadn't heard of it but am definitely buying it.

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Re:Greatest Advice for Players
Posted by Arcarius2001 - 2012/03/02 09:58

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Here's a couple more good resources:

http://www.highprogrammer.com/alan/gaming/pctips.html

http://angrydm.com/category/features/for-players/

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Re:Greatest Advice for Players
Posted by monkplayer - 2012/03/02 19:12

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Tavis wrote:
Play Unsafe is a book about improv acting for roleplayers and is the best advice I know. I wrote parts of the Player's Strategy Guide for 4E D&D, and mostly just reframed things I learned from Play Unsafe.

I'm going to get this book. You're the second person to recommended it.

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Re:Greatest Advice for Players
Posted by monkplayer - 2012/03/02 19:16

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Arcarius2001 wrote:
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There is an early episode, number four or five I think, when they interview an expert in improv acting that is invaluable player and gm advice.
Plus they discuss beer so that's a plus for me as well.

I'll check out the podcast. Hopefully, I can stand the profanity (a "ticklish" point for me). I will look up that 4-5 podcast first though. I'm not good at all with improv and that's definitely a mark of a great DM.

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Re:Greatest Advice for Players

Posted by monkplayer - 2012/03/02 19:18

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Arcarius2001 wrote:
http://www.escapistmagazine.com/articles/view/issues/issue_271/8108-Imagine-Your-Perfect-Arcade-Game

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You know this was what I was thinking about. Keeping it simple for "newb" players and concentrate on them hving without getting complicated.

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