

RPGaDAY 2024

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Every year, #RPGaDAY hopes to get people talking in a positive way about tabletop roleplaying games. For each day in August, use the prompt to inspire a blog, vlog, or social media post to celebrate everything great about our hobby with the tag #RPGaDAY2024

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www.autocratik.com
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#RPGaDay 2024 Day 1

First RPG product bought this year. Orc Borg a fun expansion for Mörk Borg. I love the esthetics of Mörk Borg despite the bleakness. The art and the game just mesh together so well. [Orc Borg](#) applies the same esthetics to a bunch of orcs leaving on a big rock hurtling through space. Sound vaguely familiar?

#RPGaDay 2024 Day 2

Most recently played. That would be [Our Better Angels Coal and Iron](#) a game my friend Craig Russell created. This is based on the concept of what if the characters worked together and used their best instincts/inclinations in day-to-day life. Characters are described by Mental and Physical words like "spirited" or "buffed" which they can use to do tasks. The first word spent on a task gets you three D6 to roll, the second word used adds 2D6 and a third word, the maximum allowed, adds another D6. Others can contribute words to help and all these die are rolled to beat a target number. Once used the words cannot be used again until you get a chance to rest.

The characters are all related to each other and live in two small communities along a mighty river. We are humans descended from the slaves of an Elder race. Some of us live in a community called Coal which has a coal mine beneath it. The others live in a community called Iron which has an iron mine under it. We've explored a bit of the world and encountered other inhabitants some of whom wish to destroy us. We're playing the big finale this evening.

#RPGaDay 2024 Day 3

Most often played RPG.

Hmm, played as opposed to run? I've done way more running of games than playing games. It could be any of the following which I've played a lot of:

- Champions (years and years ago)
- GURPS
- Call of Cthulhu
- AD&D (ditto)
- RuneQuest 2 (double ditto).

I've also played in extended campaigns for Shadowrun and Our Better Angels. These days I'm playing Pathfinder and Call of Cthulhu and we just finished an Our Better Angels campaign.

#RPGaDay 2024 Day 4

RPG with great art.

I'm not much of a one for art. Honestly I rarely even glance at the art in a gaming book. I much prefer writing. If a book has crappy writing/editing art is not going to save it. Given that the modern gaming books with their decent to great art are definitely an improvement over the old stuff from the 70s to 90s with their mediocre to terrible art. Art is good when it fills in the white spaces and breaks up the text.

Some modern RPGs with great art:

Mörk Borg – very evocative and perfect for the tone.

TORG Eternity – there's lots of it, reprinted classic pieces from the old games to just enough new stuff to set the tone.

The 2D20 games from Modiphius. Haven't seen them all but the ones I have seen have good art especially Star Trek Adventures.

#RPGaDay 2024 Day 5

RPG with great writing. In what sense? Informative or entertaining? Clarity of rules or evocative setting? I guess I'll nominate [Mörk Borg](#) again (it did win an Ennie for writing after all). When the writing needs to be clear it's clear when the background info needs to be evocative it's evocative. All-in-all some great writing.

#RPGaDay 2024 Day 6

RPG that is easy to use.

I'm going to mention my friend Craig's game Our Better Angels aka The Words again. The [mechanics](#) couldn't be simpler yet they work really well. Defining characters as collection of words works really well and players can have different focuses.

As a secondary nominee I'll again mention [Mörk Borg](#) yet again. The rules couldn't be simpler yet there's so much evocative details. Shame some of my players dislike the tone so much.

#RPGaDay 2024 Day 7

RPG with "good form".

Okay searching for a definition of "good form" I found the following "...behavior that conforms to social conventions of the time." I will take that to mean the game contains diversity built into the game and avoids a lot of the isms that have plagued humankind. I can't think of a game that I backed in their Kickstarter, not that they needed my money, that deserves this sort of accolade better than the [Avatar RPG](#). I love the source material. I've seen all the animation, watched the movie (ugh) and the Netflix series (meh) and read some of the books and graphic novels. Great stuff and respect for diversity is baked into the game. It's not an afterthought like in a lot of games. Having said that I still don't understand how the system works. Powered by the Apocalypse just seems unnecessarily complicated. Oh well. It still has great art and accessories and looks good. Good form.

#RPGaDay 2024 Day 8

An accessory you appreciate.

Um, hmm, err. I got nothing.

Take Two

A Facebook friend suggested dice. That is true I am quite fond of my large green dice with numbers instead of pips. I don't like rolling virtual dice (I'm in the hobby for the dice rolling so they offend me) so I always use real dice and my old eyes appreciate the size.

#RPGaDay 2024 Day 9

An accessory you'd like to see.

Hmm, nope can't think of anything. A better VTT experience maybe? It'd be nice to use a VTT and have a more enjoyable, companionable experience instead of a bad Teams meeting.

#RPGaDay 2024 Day 10

An RPG you'd like to see on TV.

Not something I'm keen on. The Fallout show on Prime was pretty good but was it based on the computer games or the RPG or does it totally not matter. None of the games I'm familiar with scream TV to me. Whatever.

#RPGaDay 2024 Day 11

RPG with well supported one-shots.

Back to [Mörk Borg](#) again. The game lends itself very well to one shots. In fact you can generate characters, monsters and dungeons on the fly using the handy free generators on their website.

<https://morkborg.com/content/>. The character generator is appropriately named Scumbirther.

#RPGaDay 2024 Day 12

RPGs with well supported campaigns.

I'm running Torg Eternity right now. I've always loved Torg and I have a ridiculous number of the first edition books. I'm a sucker for multi-genre games what can I say? I never managed much of a first edition game but I'm a little more successful with the 2nd edition, Torg Eternity. The original Torg tried to crowdsource a campaign called the Infiniverse that kind of fizzled out or so I'm told by Wikipedia.

The second edition has some nice campaigns books for the various cosms. I'm running the Living Land one right now. It's okay supported by a soundtrack I would never use. Is it well supported? I guess. I prefer to do my own stuff usually so this is not something I'm terribly interested in.

#RPGaDay 2024 Day 13

Evocative environments.

Ugh, another annoying question. I like Mork Borg and Torg Eternity for their settings. Very evocative of very different things.

#RPGaDay 2024 Day 14

Compelling characters.

To a certain extent that's up to the players I suppose. If the system doesn't support good character generation no amount of effort will result in a compelling character. The systems nowadays certainly provide nicer and more evocative options for character generation. Torg Eternity has a seemingly endless amount of options for character generation, perhaps a trifle over-whelming. Back in the old days I well remember my seemingly endless succession of identical DragonQuest characters with a STR of 20 armed with bastard swords and wearing half-plate (good squeeze points). They all died in the first or second scenario they were in and none were what I would call compelling. Except that last guy with the APP of 3 who ended up gifted with hideous demon armour and the ability to gain hits and characteristic points from killing enemies, innocents or even friends. Mwa ha ha. He was fun and compelling but he was in no way something the system let you create.

#RPGaDay 2024 Day 15

Great character gear.

Torg Eternity has some cool stuff for the characters. The gear all reflects the nature of the varying cosms. Though it is hard to beat Mork Borg with its corpse plundering table where you can get such useful items like a note listing all the PCs with one name crossed out or a death mask of one of the PCs. Fun stuff.

#RPGaDay 2024 Day 16

Quick to learn.

That'd be Mork Borg. The rules are only 101 pages long and the system is easy to learn. (And hate apparently.) The actual rules in the free bare bones edition are only 15 pages long but then you miss out on all the great art. I found the book a joy to read, it's got such great black humour to it.

#RPGaDay 2024 Day 17

An engaging RPG community.

It's not you, it's me. I really used to enjoy the old email listservs for RuneQuest. I enjoyed reading the emails and contributing to the lists. When they switched to a pull model I started backing away mostly because I was too lazy to pursue threads. I belong to two of the Facebook groups but contribute very little. Hard to find the energy I guess. I've never participated in any other RPG community despite the numerous games I've run or played in. Just not my kind of thing.

#RPGaDay 2024 Day 18

Memorable moment of play.

I was playing in a game run by my friend Craig. It was GURPS 3rd edition and the premise was that three players were modern day scientists who had been approached by some future entity to travel back in time to Ur to try and kick start human development to avert some future tragedy. The human race needed to develop faster scientifically and socially. I was playing Wilhemina Haber a relative of Fritz Haber, [look him up](#), who had a full eidetic memory. She had doctorates in agronomy and genetics and was also a medical doctor and a veterinarian. We arrived in Ur and took over the bodies of three locals. Despite being in the body of lowly scribe I and my partners managed to start a revolt against the priest class and basically take over the city. MY crowning moment was conceiving and writing a musical to promote our agenda with the locals. Since we had already introduced gunpowder and fireworks by that point we held the musical on the steps of the great ziggurat with a grand explosive spectacle of a finale. The locals loved it. They had literally never seen such a thing. After more trials and tribulations (and some very unfortunate experiments with trebuchets) we managed to jumpstart humanity for the better. We died content that we had saved the future!

#RPGaDay 2024 Day 19

Sensational session.

See yesterday's entry. We breathlessly awaited the reviews, it takes a little longer for the clay tablets to dry, they were all glowing and we knew we had a hit on our hands!

GURPS[®] CHARACTER SHEET

Name: Wilhelmina Haber Player: Oliver
Appearance: Tall red head w. hair slick

Date Created	Sequence
Unspent Points	Point Total

Pt. Cost	ST 9	FATIGUE
-10	DX 10	DAMAGE
	IQ 16	Thrust: _____ Swing: _____ Kick: _____
80	HT 10	HITS TAKEN
	Mvmt	BASIC SPEED 5 (HT+DX)/4 Round off
	SWIM	MOVE

ENCUMBRANCE	MOVE
None (0) = 2×ST _____	
Light (1) = 4×ST _____	
Med (2) = 6×ST _____	
Heavy (3) = 12×ST _____	
X-heavy (4) = 20×ST _____	

BODY PROTECTION						
Head Body Arms Legs Hands Feet ALL						
PD						
DR						

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
= Move	Weapon/2	Shield/2

OTHER PD	OTHER DR
Shield:	

SKILLS	Pt. Cost	Level
Agronomy	1	17
Genetics	2	16
Research	1	17
Cooking	1	18
Violas	1	16
Veterinarian	1	16
Physician	1	17
English	1	17
Art	1	17
German	1	17
French	1	17
Jewelry	1	16
Computer Use	1	18
Russian	1	17
Spanish	1	17

Pt. Cost	ADVANTAGES, DISADVANTAGES AND QUIRKS	
60	Eidetic memory	1 Always wears green
5	Lightning calculator	
-15	Combat Paralysis	
-10	Honesty	
-5	Mild Shyness	
-15	Pacifist	
-5	Truthfulness	

SUMMARY		Point Total
Attributes		80
Advantages		65
Disadvantages		-50
Quirks		0
Skills		16
TOTAL		

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#RPGaDay 2024 Day 20

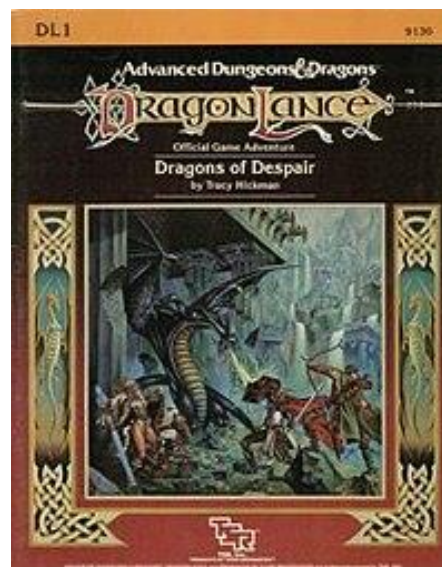
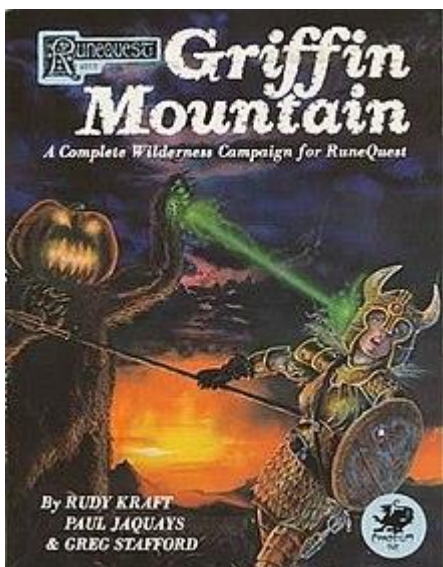
Amazing adventure.

I'm going to nominate the Scientists of Ur game. It was tons of fun.

#RPGaDay 2024 Day 21

Classic campaign.

I'm going to give a few options here. Griffin Mountain for RuneQuest is very cool and lots of fun. Another one that I've played over and over using a number of systems is the first scenario for Dragonlance, Dragons of Despair. I run it using Powers and Perils and RuneQuest. Just love that ruined city.



#RPGaDay 2024 Day 22

Notable NPC.

Of course that would be Tamerlan from my longish running RuneQuest campaign. Here's his write-up from my list of characters from that campaign:

Tamerlan (Stephanie G. Later slightly schizoid NPC)

Tamerlan was originally supposed to be my wife's character but she decided that life was too short for roleplaying so I've kept Tamerlan (or Tam as his friends call him) around as an NPC. I've played him mostly but two guests to my campaign have played him hence the description of being slightly schizoid). Tamerlan is a member of the Alticamelus tribe of Prax who is of noble blood. He's blowing this advantage by hanging around with foreigners and Bison (spit) Riders. He's probably spent as much time butchering as Greystone and has the same reputation as a partier around Badside. Rumoured to be the Grandpa of the Tales of Grandpa "fame". A poor excuse for a Praxian he has never killed a horse and he has spent quite a bit of time slogging round on foot. He's one of the original party members and has been in virtually every scenario since the start. He first died when he was possessed by a spirit that forced him to run off of a cliff. He next died when he fell into a pool of water with Gerhardt Frei. Unfortunately the pool also contained a monstrous priest of Pocharngo. His most recent death occurred when he was run through by a broo. He has spent a fair bit of time during the campaign being unconscious. He has had a fair bit of success as a scout and tracker and has special advantages

versus spirits due to his spirit reinforcing crystal. His luck is fairly bad but occasionally he proves useful in a fight. During his sojourn inside the giant eel he seems to have gained natural armour. He's also with the party in Balazar and seems to have no real ambitions or goals.

Tamerlan was knocked down and as good as dead when Starnia Stormrender saved him while d.i.ing for Sylvanthe Brighteyes. Later in that same fight he accidentally killed Burning Willow with a fumbled sword thrust. Fortunately, he managed to d.i. for her.

Tamerlan had to d.i. again recently and has sunk even lower than Durnfal in the POW department! Good thing he did or the party would have been wiped out!

He absolutely is the Grandpa from Tales from Grandpa. You can read them [here](#).

#RPGaDay 2024 Day 23

Peerless player.

I game with a great group some of whom I've been playing with for over forty years and others, my son who I've been playing with for a much shorter time. They're all good in their own ways but my son Owen usually puts in that extra bit of effort to bring his characters alive.

#RPGaDay 2024 Day 24

Acclaimed advice.

It's only a game.

#RPGaDay 2024 Day 25

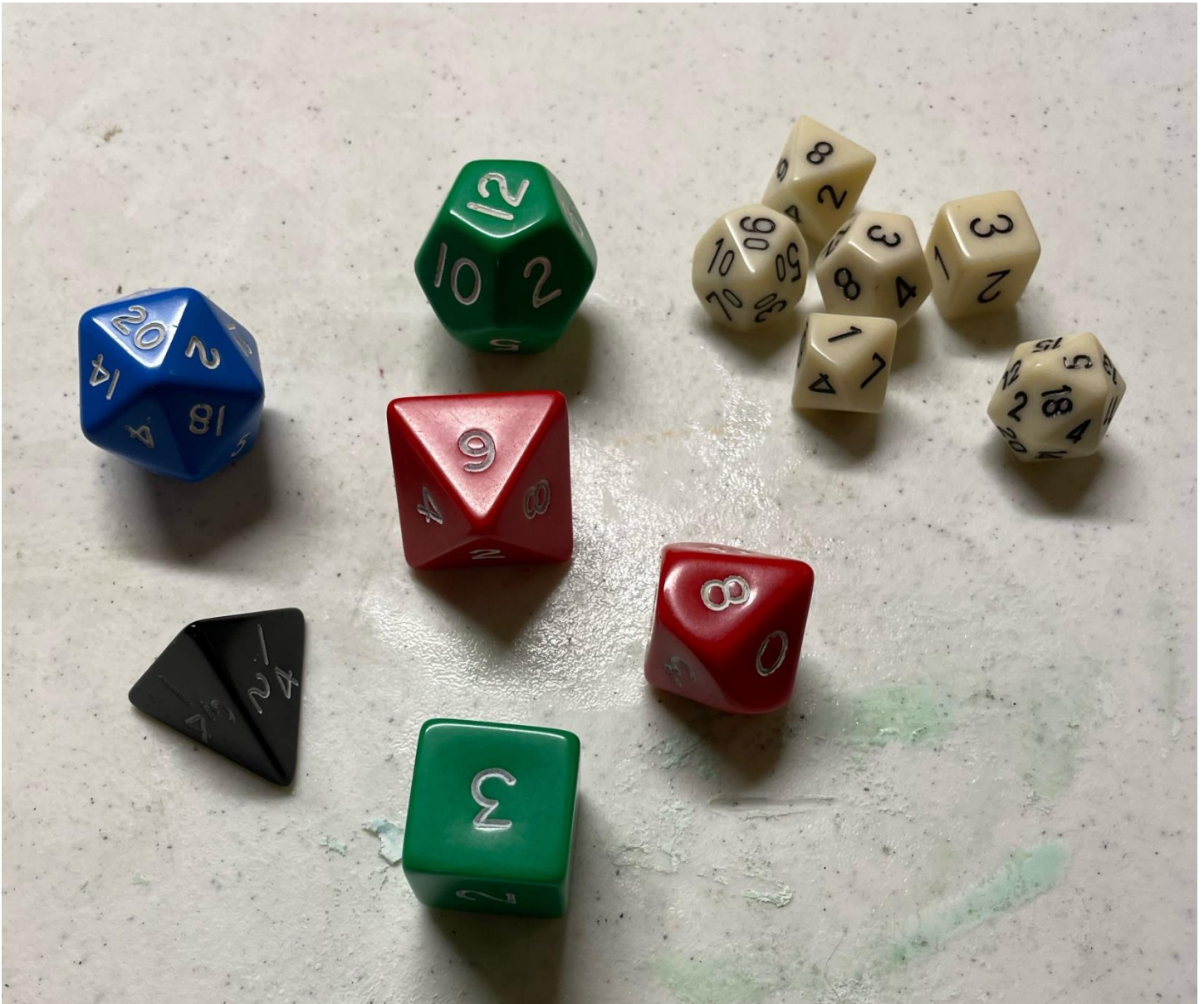
Desirable dice.

Look at these babies! (See next page). They're big and easy to read. Just what my old eyes ordered. Got them in a teachers supply store. You can keep your fancy, overly busy and hard to read dice made of weird materials. These are desirable dice. (And the D4 is marked properly with the results on the bottom, not on the point. That's heresy!)

#RPGaDay 2024 Day 25

Superb screen.

Another thing I don't really care about. Don't really use them anymore. Normally only my son is present for games and he's sheltered by his laptop. I still have my old homemade RQ and Call of Cthulhu screens. They're pretty nostalgic. I used to use a Top Secret screen a lot too but only because the size was good, I've never played it.



#RPGaDay 2024 Day 27

Marvellous miniature.

So many, many years ago, I shudder to recollect exactly how long ago but probably 42 or even 43 years ago, I took my hard earned lucre, earned working for my dad during the summer, to a long gone hobby shop on Pembina Highway (even the mall it was in is now gone) but I think it was called Leisure Games and bought a box of 25 mm Grenadiers Miniatures for Gamma World. I have the original boxed set of the rules as well. (Or at least the contents of the box. Never played it mind you). I thought I still had the miniatures box but I can't find it.

One of the figures in the box was wielding a two-handed axe. I painted this figure, my first, very badly and used it for years and years as my character. He was my seemingly never ending sequence of STR 20, half plate

wearing, hand and a half sword wielding DragonQuest characters and many more. I used to carry it around wrapped in a small piece of foam in an old spice or tea tin. A few years ago I decided I needed to repaint this figure and all my metal RuneQuest figures. Stripped them and primed them but the process stopped there. Lots of memories there. A marvellous miniature indeed. Might still get around to repainting it someday.



#RPGaDay 2024 Day 28

Great gamer gadget.

A nice pad of paper and a good mechanical pencil. Or even a regular pencil. Has to be HB mind you. Now's that's a good gadget!

#RPGaDay 2024 Day 29

Awesome app.

Where's that wooden shoe? I tend to not use apps and the like. I get very cranky when some service wants me to install an app on my phone. I do use Roll20 but mostly for displaying maps and the like to my players. Apps schmaps.

#RPGaDay 2024 Day 30

Person you'd like to game with.

I'm pretty introverted and feel much more comfortable gaming with my group most of whom I've been gaming on and off with for over 40 years. So I'm pretty content with the people I'm currently gaming with. Not interested in playing with any famous people.

#RPGaDay 2024 Day 31

Game or gamer you miss.

A roll call for those who have gone on ahead:

- Ron Gregory
- Doug Shewfelt
- Henry Soulatzkoff

Until we meet again.