The E-RPG Sagas

Game Master Lodestar

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This product provides rules for playing a fiction game in a fictional setting. Rules provided are not a simulation. Rules for magic, monsters, mythology, psychic powers, or any similarity of these rules with the occult do not imply an association with the occult or support of these practices or beliefs. It is a game, pure and simple.

Lode · star *n.* A guiding principle

The beginning of the tale is told before an eager collection of assorted friends. It is a more personal tale then most told. A line has been blurred, the line between the teller, and the audience. Each of the eager listeners awaited their part, where their part of the tale comes into play. At this point the tale begins to truly take shape, as a listener, who becomes a teller, begins to shape the tale as well, revealing each character.

The teller watches now, as the story grows. Each character takes hold of their identity, changing, reforming, and building within the story of the world. No longer characters of a single tale, now each character has become its own story, within the story. All now become the tellers, as the Game Master reveals the unfolding world, the listeners, and now tellers, begin to reform it. For each one it is a new legend, for you it is the epic of all.

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Preface

There was, for me, a conflicted feeling to Game Mastering a new system for my players. I was torn between the excitement of delving into the possibilities, a host of new ideas and a superfluity of creativity waiting to be explored. Then came the crestfallen realization of the complexity usually involved with these ideas as I delved into the rules and began to create my stories. It is the double edged sword of any game. It is the unnecessary complexity of being a Game Master.

The creation of any role-playing system should never be done without a certain level of care and concern for the Game Master. The Game Master plans the game sessions, interprets the rules, and has an entire host of responsibilities that require his or her attention. The goal of a developer should maintain clarity and consistency for the Game Master. If they have such a wide range of responsibilities the game developer should consider making the job of the being the Game Master as easy and fun as possible. The first test to this end, and ultimately the most important concept for rules to consider is freedom. The Game Master should not be restrained by the rules. There should be a significant room for quick and easy assumptions the Game Master to make within the running or creation of a game session to give them opportunity to create the stories they want.

This Game Master guide is a relatively small book. We wanted to give Game Masters only what they would want that is not necessarily explained in the Player's Guidebooks. One of the first steps to making the Game Master's life easier is not nailing them for the cost of a large book full of erroneous or duplicate information that ultimately does nothing to helping them create their stories. Secondly, the information must be quickly and easily found, and harboring this information in a glut of fluff is hardly productive or conducive to the Game Master's needs.

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The most important need we wanted to fulfill however was the need for a Game Master to ignore the books during play. A Game Master guide should guide a Game Master to creating the mechanical aspects of their game before play. A Game Master should not need to thumb through books to find answers to questions. We wanted to create a simple answer to as many questions as possible. Once the Game Master gets to the table the game should be about playing and enjoying your creations, not rule-checking and cross-referencing a host of material.

This book gives a Game Master the secrets behind what makes E-RPG work. There is a simple underlying concept to E-RPG that is explored and expanded on in the Player Guidebooks. The Game Master is given the resources needed to create their adventures with one of the most dynamic systems in role-playing, with the tools necessary to run the game with little or no in-game referencing. It is entirely about making the Game Master experience enjoyable by focusing on what makes being a Game Master so much fun, while removing the obstacles that can sometimes make it a burden.

We are selected from among our players, or have chosen ourselves to bear the responsibility of creating the best experience possible for our players. We, the developers, have a greater responsibility to our Game Masters to help them in this worthy endeavor by giving you the tools to do it your way. This is a Game Master guidebook for Game Masters, written by Game Masters, and giving you the inside track to how E-RPG works. With this book you can do anything with E-RPG, the game that can do everything.

Ruel Knudson
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