

Player Commitment

The selection criteria for being a player in the game-

- Willing to participate in the player roles scheme.
- Willing to play at least once a month. Players able to play twice a month or more will be preferred.
- Contact details of landline, mobile if possible, and email address.
- Have the internet and be willing to check this website on a regular basis (at least once a week).
- Willing to play a crunchy system - this includes rolling many dice in a communal group (such that other players can easily see), doing simple maths and keeping records. I will be using ENDurance in this game, as well as STUN and BODY.
- A willingness to modify their character such that it fits the setting. Characters fitting with other PCs in the group is not necessary - I have no problems with an entire party of non-combatants, or an entire party of thieves.
- Within easy reach of my house as I'm planning on hosting the games.
- Mandatory - Wiki use. It is desirable that players maintain any character specific pages that are set up for them on this wiki.
- Desirable - World building. I like interactivity with campaign creation to make a setting that players actually want. So ideas, critiques and voting on things to have would be good. A clear idea of what type of game you want to be in is a good start.

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