

Time delays an NPCs

NPC taking too long, or a player not responding quickly enough?

The thing is, Munchausen Wiki isn't a roleplaying game with a GM. It's collaborative storytelling. No one really owns an NPC, so anyone can write for them.. However you shouldn't write what other Players are doing - that's just bad form.

If proceedings are going slowly, conversations or other interim preludes and diversions can happen with players that have a faster internet response rate.

Go back to the [start](#) page
Read the [Current Rules](#)

From:

<https://curufea.dreamhosters.com/> - **Curufea's Homepage**

Permanent link:

https://curufea.dreamhosters.com/doku.php?id=roleplaying:munchausen:goin_ta_be_all_day_here

Last update: **2005/11/22 17:47**

