

Prep & play mechanics

	Fixed: fully	Fixed: chosen	Customized verbally	Customized: points	Customized: randomly	Whole cloth
AD&D '77-79	Party	Class Race Alignment Spells	Name	Equipment	Characteristics Money	Appearance, demeanor, land of origin, goals
Dogs in the Vineyard	Characters' social role, religion, age	Background = profile of dice	Name Ethnicity and gender Trait names Pre-play conflict	Attribute dice Trait dice	Outcomes of conflicts	Coat design
A game you know well						
Your game idea						

Fixed – simply given, no ifs and or buts.

- Fully
- Chosen from a list.

Customized – optional in the first place, and then tuned with various mechanisms.

- Specified verbally
- Points to allocate
- Randomized

Whole cloth – made up without lists

Part one: "why this game?"

Part two

Chart above

Part three

Character anatomy

- Effectiveness
- Resources
- Positioning

Consequences from play

- Characters
- Situations
- Setting