

GM DISTRIBUTION

- GMing tasks: backstory creation, staging/framing scenes, playing NPCs, identifying conflict, assigning or confirming mechanics, establishing/finalizing outcomes
- Distribution techniques: completely central; rotated as a whole; distributed in parts

PREPARATION / THE PITCH

- Establishing the setting and situations of play
- Techniques for extent: almost nothing ranging to entirely everything, and all points in between
- Participation techniques: completely centralized ranging to fully democratic group work, and all points in between; consensus vs. non-consensus standards

ACTIONABLE KNOWLEDGE

- Information which the character is empowered to act upon: how is it gained?
- Techniques: the player is freely provided with it; the player is provided with it in accord with what the character will know; the player must justify or otherwise describe the character seeking the knowledge; the player must acquire it by spending resources or character-based rolls

CEDED CHARACTER BEHAVIOR

- When the character acts in some mandated way: e.g., irrational, crazy, berserk, uncontrolled
- Techniques: as signaled by a trigger which may include a randomized method; ranging from specific behavior to a stated range to wide-open possibility; fast or slow recovery vs. one-way ticket; range of possible consequences for other player-characters

SCALE OF OUTCOMES

Ascending scale: e.g., whether "I hit the goblin," whether the group wins a fight, or whether we get out of the dungeon and level-up

Techniques: atomic (higher scales result from accumulated outcomes at lower ones) vs. differing methods at differing scales