

## PATREON COMMENTS FOR Q&A #7

SEAN

I found the comments on Shadowrun thought provoking from a couple of points. First, I remember thinking at the time that the FASA Mechwarrior system was entirely serviceable and could have been tweaked for Shadowrun. Second, a later impression was that throwing handfuls of D6 at one another was reminiscent of wargames in general, and Warhammer/WH40k in particular and that there "had" to have been some influence there. Whether this is true or not I have no idea, but that was my impression back in the 90s.

- Me: There were a lot of big handfuls of dice RPGs in the 70s and 80s. Tunnels & Trolls obviously, certainly Champions which influenced everything one way or another. It's always seemed strange to me that the term "dice pool" was regarded so narrowly in many gamer conversations, as if they'd only encountered one game with lots of dice in it, and thought that game's details were associated with the fact.

ERIK

I really liked the discussion of the pleasures of Tunnels and Trolls 5th ed. It is only now that I realize the fun potential of all the different races. In Toronto, circa 1980, every GM had told me THIS is the character that YOU will play. I would see the D&D rules for followers and retainers -- the one's related to Charisma stats and your level -- and was intrigued, but since I never saw them, I figured they just didn't work in play, or that they were just frills. But the game makes so much more sense when you figure that the fairy is going to fill one role, the minotaur the other, and so on. If I were asking a bunch of people to play T&T with me now, what comics (or comix) could I show them. Elfquest is too community oriented. I need images of a band of exuberant, colorful eccentrics making a daredevil passage through a maze or a castle.

- Me: That's a good question. T&T arguably invented that image. I'd just go with the game's art.
- Erik: Ok. Yes. I'll say "We're doing this" and point to the cover.