



TITLE HERE

Written By: Your Name Here



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#: Master Lists & Budget

| |
|--|
| <p>*Required* Game Flyer : (Game Name Here)</p> |
|--|

Sanctioned Game Hours: # Hours

Style/ Type of Game :

(Short blurb here about game and style;
example - Heroic- silly, mini-line course style game.)

-Ratings-

Mental - # Physical - # Fighting - # Failure - #

Expected Run Date: 00//00/0000

PC Cost: \$

PC Check-In Time: AM/PM

Loremaster(s) & Contact Info:

NPC Cost: \$

NPC Start Time: AM/PM

NPC Coordinator Name & Contact Info:

Location: Address Here!

Sanctioned Game Hours: # Hours

Producer Name & Contact Info :

(All info here)

Game Writer's Name & Contact Info:

(All info here)

Sanctioning Team Names:

(All info here)

Special / Optional Rules In Effect:

Knockback Rule is in effect.

Soliloquy Rule is in effect.

Zen Archery Rule is in effect.

Snapshot Rule is in effect.

PC Fairness is in effect

Dallas Optional Rules in Effect

Character Specializations in Effect

Bard Class Playable

Pre-Game Lore / Game Summary

| |
|----------------------------------|
| Example Encounter Layout: |
|----------------------------------|

| |
|--------------------------|
| Encounter #, Name |
|--------------------------|

Purpose:

Number of NPC's:

Magic:

Traps:

Good/Evil:

Supernatural / Cursed:

GM Notes:

NPC Notes:

NPC Stats:

| Description | Cls/Lvl | Armor | Dge | LP | SP | Abilities |
|-------------|---------|-------|-----|----|----|-----------|
| | | | | | | |

WATHIT:

Greatest Weakness:

Greatest Strength:

Holy Water Effect(s):

Gold Pieces Recoverable: # GP

Magic Items: (*All savvies go here*)

Props

| Description: | Cost: | Provider: |
|--------------|-------|-----------|
| | | |
| | | |

Encounter Set Up Instructions :

| |
|--------------------------|
| Encounter #, Name |
|--------------------------|

Purpose:

Number of NPC's:

Magic:

Traps:

Good/Evil:

Supernatural / Cursed:

GM Notes:

NPC Notes:

NPC Stats:

| Description | Cls/Lvl | Armor | Dge | LP | SP | Abilities |
|-------------|---------|-------|-----|----|----|-----------|
| | | | | | | |

WATHIT:

Greatest Weakness:

Greatest Strength:

Holy Water Effect(s):

Gold Pieces Recoverable: # GP

Magic Items: (*All savvies go here*)

Props

| Description: | Cost: | Provider: |
|--------------|-------|-----------|
| | | |
| | | |

Encounter Set Up Instructions :

Master Treasure List

How to Calculate Treasure: (250 EP) x (Lowest level PC) = Experience Points per Game Hour (Minimum 500 per hour)

Experience Points per Game Hour x (number of game Hours) = total experience per PC

Treasure Share of 1x PC is = % of Experience based on Risk

To Determine Risk: Risk 1-5 = 40% / Risk 6-8 = 60% / Risk 9-10 = 80%.

Master Savvy List

Master Lore List

Master Production List

| Name | Qty | Boxed |
|---------------------------|-----|-------|
| Encounter # / NAME | | |
| sample item | # | |
| sample item | # | |

Master Game Staff List -

(This must be completely and accurately filled out!)

Game Writer:

Game Producer:

Assistant Game Producer: (optional)

Safety:

Watchdog:

Bank Rep.:

Sanctioning Team:

Key NPCs & Encounter Coordinators:

!!! Budget !!!

(NOTE!!! Any Line game over 6+ hours it is required to make a 100\$ profit **MINIMUM**.
Tournaments and Mini-games should make a 50\$ profit **MINIMUM!**)

| |
|--|
| <h2>Helpful Hints! (Sanctioning Wisdom Nuggets)</h2> |
|--|

NOTES ON SANCTIONING A GAME

Anyone who has a game on the schedule should pay extra close attention to this.

The Sanctioning Committee is responsible for ensuring that all of the events sponsored by the Dallas Chapter are playable, survivable by the PCs, fair within the context of their ratings, and conform to the rules of IFGS gaming.

These brave souls are the ones that help each Game Writer polish their script into the finely-tuned plotline that each gamer experiences when they hit the course and the GM calls "Game in"!

The Sanctioning Committee consists of the Sanctioning Chair, members of the Sanctioning Committee, and Sanctioning Representatives.

Each game is assigned a Sanctioning Team by the Sanctioning Chair to help ensure that it meets the criteria specified above.

-A major game (6 hours or more) requires three people ; Minimum of two Experienced sanctioners and one apprentice on its Sanctioning Team.

-A non-major game (Less than 6 hours/Bar games/Weapon Tournaments) requires only two people on its Sanctioning Team (this includes mini-games and micro-games as well)! *Each Sanctioning Team must include at least one Sanctioning Committee Member (not just Sanctioning Reps).*

An Experienced Dallas Sanctioning Committee Member has sanctioned multiple games, at least 3, under other SC members and has been approved by the SC Chair.

An apprentice sanctioning member is someone who has participated in the sanctioning of less than 3 major games.

To Find WHO is on the Sanctioning Committee, both; Members and Sanctioning Reps, can be found on the Dallas IFGS Website -- Under Contacts and Committees -- Sanctioning.

<http://www.dallasifgs.org/cmte/sanctioning.html>

To have a game sanctioned, you first must contact the SC Chair.

The Chair will work with you to assign a team of Sanctioning Members and Reps that you are comfortable with.

Once the team is finalized the rest of the sanctioning process can be broken down into two phases, initial sanctioning and final sanctioning.

During the initial sanctioning process... which can take weeks or even months the game writer will meet, either in person or via email or Skype or other messaging service, with his team many times.

It is the SC team's job to make sure that the game meets all the requirements of the current Blue Book, fits within the rules, is clear enough that all NPCs/GMs will understand the game, is producible, and most importantly is fair for all the players.

There are certain minimums that each game must meet before it can move to Final Sanctioning.

At a minimum, each encounter must include:

- 1) A description of and purpose of the encounter
- 2) NPC statistics - *SUGGESTED : Only MAJOR NPCs given Specific Classes (others should be written as monsters, critters, etc.) & Given 1-3 abilities to use in each encounter.*
- 3) GM and NPC notes that are clear and understandable
- 4) Any recoverable gold or treasure , every magic item must include its complete set of savvys
- 5) A props list
- 6) Any lore , boon &/or banes , good , evil , Wathit(s)

In addition to these items the final game script must also include:

- 1) Table of Contents
- 2) Master Game Staff List
- 3) Master Props List
- 4) Master Treasure & Experience Points / Savvy List
- 5) Budget, approved by the SC Team.

The SC team will be looking to make sure all of these items are present in the game. Additionally they will be looking for encounters that could prove troublesome to PCs, choke points in the flow of the game and the overall flow of the game.

The SC team will have valuable experience from their own games and will be assisting the game writer with that experience.

The game belongs to the game writer; the SC team will work with you to make your vision come true, not take over your game OR re-write it for you.

Once the SC team approves of the game and it includes all of the above requirements, it can move to *Final Sanctioning*.

At this point the game writer can request a date for their game to be run and contact the loremasters.

At this point the game writer will be responsible for:

1) A flyer; approved by the SC team.

This flyer will include the

- game ratings that the SC team and GW agreed on,
- The date,
- NPC and PC start time,
- Location,
- Cost of the game,
- Style of game,
- Sanctioned Game Hours,
- Producers name and contact info,
- NPC coordinator's name and contact info,
- LM's names and contact info,
- Game Writer Name & SC Team Member Names.
- Any Special Rules in place ; such as those used for play-testing or writer-specified rules.

2) A staff list.

This will include:

- Watchdog (usually a member of the game's sanctioning committee)
- Safety Officer - approved by chapter Safety Officer
- People playing major NPC roles
- Bank rep - approved by chapter Registry
- GMs

I know this sounds like a lot of work, and it can be.

That is why the SC team is there, to help you over those hurdles and provide a fair, balanced, and fun game for all participants!

(Not to mention the SC team makes a great pool of ready made Game Staff!)

...Now, Go write a GAME!

(Edited: 2017) Adapted and Edited by Sarah Gibson from a Letter by David Spence (2009)

Setting PC Equipment & Expectations for Game Designers Introduction, **A Quick Guide by Pat McGehearty 6/10/2017**

Following Charts are based on assumption each class is using the common E-spells of a same level Cleric and/or their own class abilities to maximize defense and attack.

The following charts are assuming the player is prepared for one of the tougher fights of the day. If the game has many fights, several classes will not be able to reach these power levels for every fight unless they have extensive recharges or reserves.

Equipment levels are based on what has been reasonably observed on many characters who chose to play in higher risk games. Roleplay oriented characters will tend to be on the low end of the charts or a point or so lower. Power oriented characters will be near the top end of the charts or rarely a point or so higher. The highest level characters may be higher than the listings given due to having a significant number cross-character class items.

Armor:

1st: leather

2nd: leather or chain if allowed by class limitations

3rd: at least leather, at most plate if allowed by class limitations

Special category equipment:

| | earliest | latest |
|----|------------------|------------------|
| +0 | 1 st | 3 rd |
| +1 | 2 nd | 4 th |
| +2 | 4 th | 7 th |
| +3 | 6 th | 8 th |
| +4 | 8 th | 10 th |
| +5 | 10 th | 10 th |

Estimates based on 7.0 rules, without considering the increases possible with the optional and new rules. Power optimized characters from the new rules may be one or two points higher than listed on the charts, increasing the spread from the average PC to the more powerful PC.

PCs that are playing up to higher levels will tend to be on the low end of the chart ranges.

Setting PC Equipment Expectations for Game Designers

The Charts

Explanation of entries:

Consider Ftr, level 5. The entry for armor 7-8. That means a typical 5th level fighter will have effective armor between 7 and 8. Those figures were obtained as followed:

Almost all 5th level fighters will have Plate. Base armor = 4.

Assume +2 from Cleric E-spell (4th level Exhuberate).

Assume at least a +1 ring and at most a +2 ring.

Total: 7 to 8.

Typical Armor Range for Different Levels and Classes

| Class Lvl: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|------------|-----|-----|-----|-----|-----|-----|------|------|-------|-------|
| Ftr | 2-2 | 2-3 | 3-4 | 4-7 | 7-8 | 7-9 | 8-10 | 9-11 | 10-12 | 10-13 |
| Knt | 2-2 | 3-3 | 3-4 | 4-7 | 5-7 | 6-8 | 7- 9 | 8-10 | 9-11 | 9-12 |
| Rgr | 2-2 | 2-3 | 3-4 | 4-6 | 5-6 | 5-7 | 6- 8 | 7-10 | 8-10 | 8-11 |
| Mnk | 1-1 | 2-2 | 3-4 | 4-6 | 6-8 | 7-9 | 8-10 | 8-11 | 9-12 | 9-13 |
| Thf | 2-2 | 2-2 | 2-3 | 3-5 | 4-5 | 4-6 | 6- 7 | 6- 8 | 7- 9 | 7-10 |
| Cl | 2-2 | 2-3 | 3-4 | 4-6 | 4-6 | 4-7 | 6- 8 | 7- 9 | 8-10 | 8-11 |
| Dr | 2-2 | 3-3 | 3-4 | 3-5 | 4-6 | 5-7 | 6- 7 | 7- 9 | 8- 9 | 8-10 |
| Mu | 1-1 | 1-1 | 2-3 | 2-3 | 3-4 | 3-5 | 5- 7 | 7- 8 | 8- 9 | 8-10 |
| Armor | 2-2 | 2-3 | 3-4 | 3-7 | 4-8 | 4-9 | 6-10 | 7-11 | 8-12 | 8-13 |

Armor ranges are for most members of a team, omitting extremes.

Typical **MELEE** Damage Range for Different Levels and Classes

(This is typical standard melee damage ONLY! And is a good starting point for new writers and sanctioners.)

| Class Lvl: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|------------|-----|-----|-----|-----|-------|-------|-------|-------|-------|-------|
| Ftr | 3-3 | 4-5 | 5-7 | 7-9 | 10-11 | 10-12 | 12-13 | 14-15 | 15-16 | 17-19 |
| Knt | 2-2 | 4-4 | 6-6 | 8-8 | 10-10 | 11-11 | 13-13 | 14-15 | 15-16 | 16-18 |
| Rgr | 2-2 | 3-3 | 4-5 | 6-8 | 8- 9 | 10-12 | 12-13 | 15-16 | 16-17 | 16-18 |
| Mnk | 1-1 | 2-2 | 3-4 | 5-6 | 7- 8 | 7-10 | 10-12 | 11-13 | 12-14 | 13-16 |
| Thf | 1-1 | 2-2 | 3-4 | 5-6 | 7- 8 | 7- 9 | 10-11 | 11-12 | 12-13 | 13-15 |
| Cl | 1-1 | 2-2 | 2-3 | 4-6 | 6- 7 | 6- 8 | 9-10 | 10-11 | 11-12 | 12-14 |
| Dr | 2-2 | 3-3 | 3-4 | 5-7 | 7- 8 | 8-10 | 10-11 | 13-14 | 14-15 | 14-16 |
| Mu | 1-1 | 1-1 | 2-3 | 3-5 | 5- 7 | 6- 8 | 6- 9 | 8-11 | 8-11 | 8-13 |

Damage 2-2 2-4 3-6 5-8 7-10 7-12 10-13 11-15 12-16 13-18

Damage ranges are for most members of a team, omitting extremes.

These ranges let you know what to expect from PCs for mid to low risk games. What you do with them is part planning and part art.

For a 4th-6th level game, you might expect PCs with as little as 3 points of armor or as much as 9 points of armor. Taking out a limb with a single hit may take as much as 15 or as little as 7. The damage they do may be as little as 5 or as much as 12. Take these ranges into account when constructing encounters.

Chart To Determine Game Treasure

Created by David Spence 2017

| Minimum PC Level | Experience Points | Gold Pieces per risk per hour | | |
|---|-------------------|--|-------|-------|
| | | Low | Mid | High |
| 1 | 500 | 200 | 300 | 400 |
| 2 | 500 | 200 | 300 | 400 |
| 3 | 750 | 300 | 450 | 600 |
| 4 | 1,000 | 400 | 600 | 800 |
| 5 | 1,250 | 500 | 750 | 1,000 |
| 6 | 1,500 | 600 | 900 | 1,200 |
| 7 | 1,750 | 700 | 1,050 | 1,400 |
| 8 | 2,000 | 800 | 1,200 | 1,600 |
| 9 | 2,250 | 900 | 1,350 | 1,800 |
| 10 | 2,500 | 1,000 | 1,500 | 2,000 |
| Experience points equal the minimum PC level on the team per sanctioned game hour | | Total treasure value is Sanctioned Game Hours multiplied by the number under the appropriate risk column per PC. | | |
| <p>Example: A game sanctioned for 6 hours for a team of 4th - 6th level, medium risk, would be calculated as: 600 (mid risk at 4th level) times 6 hours equaling 3,600 total gold per PC. Experience points for the game would be 1,000 (4th level) times 6 (SGH) equaling 6,000 XP.</p> | | | | |

To Use Chart:

Multiply the Gold Pieces x Number of Hours to determine *Treasure Share per PC*.

To Determine Risk: Risk 1-5 = 40% / Risk 6-8 = 60% / Risk 9-10 = 80%.

| |
|---|
| Budget Worksheet (via IFGS Treasury) |
|---|

IFGS GAME BUDGET WORKSHEET

GAME NAME: _____

GAME PRODUCER: _____

PROJECTED GAME INFORMATION:

| | |
|---|-------------------|
| 1 Number of Game Days | = _____ |
| 2 Required Number of Staff/NPC's per Day | = _____ |
| 3 Total Number of Staff/NPC's (Line 1) X (Line 2) | = _____ |
| 4 Total Number of PC's Playing | = <u> @ 20 </u> |
| 5 Total Number of Participants (Add Lines 3 - 4) | = <u> 22 </u> |

FEES:

| | |
|----------------------------------|------------------------|
| 6 Society Fees at \$2.50/day | = _____ |
| 7 Chapter Fees at \$2.50/day | = _____ |
| 8 Land Rental per Person per Day | = _____ |
| 9 Other (_____) | = _____ |
| 10 Add Lines 6-9 | = _____ Total Fees/day |

EXPENSES:

| | |
|---------------------------------|-------------------------------|
| 11 Building Materials | = <u> 0 </u> |
| 12 Props | = <u> 0 </u> |
| 13 Costuming | = <u> 0 </u> |
| 14 Makeup | = <u> 0 </u> |
| 15 Special Effects | = <u> 0 </u> |
| 16 Lighting | = <u> 0 </u> |
| 17 Food & Drink | = <u> 0 </u> |
| 18 Paperwork (Printing/Copying) | = <u> 0 </u> |
| 19 Publicity (Postage/Phone) | = <u> 0 </u> |
| 20 Other (_____) | = <u> 0 </u> |
| 21 Other (_____) | = <u> 0 </u> |
| 22 Add Lines 11-21 | = <u> 0 </u> Total Expenses |

NPC GAME FEES:

| | | | |
|-----------------|---------------------------|-------------------|-----------------------|
| 23 Fees per Day | (Enter Amount on Line 10) | = <u> 5.00 </u> | Minimum Cost |
| 24 | Round to Next \$1 | = <u> 5.00 </u> | NPC Fee Amount |

PC GAME FEES:

| | | | |
|--------------------|---------------------------|-------------------|----------------------|
| 25 Fees per Day | (Line 10) X (Line 4) | = <u> 100.00 </u> | |
| 26 Expenses | (Enter Amount on Line 22) | = <u> 0 </u> | |
| 27 IFGS Income | (Recommend \$100-\$500) | = <u> 200.00 </u> | |
| 28 | Add Lines 25-27 | = <u> 300.00 </u> | |
| 29 Expenses per PC | (Line 28) / (Line 4) | = <u> 13.63 </u> | PC Cost |
| 30 | Round to Next \$1 | = <u> 14.00 </u> | PC Fee Amount |

PROJECTED IFGS INCOME:

| | | | | |
|-------------------|---------------------------|---|------------------|-------------------------|
| 31 Revenues: | (Line 24) X (Line 3) | = | _____10.00_____ | NPC Fees |
| 32 | (Line 30) X (Line 4) | = | _____280.00_____ | PC Fees |
| 33 | Add Lines 31-32 | = | _____290.00_____ | Total Revenues |
| 34 Expenditures : | (Line 10) X (Line 5) | = | _____110.00_____ | Fees / Day |
| 35 | (Enter Amount on Line 22) | = | _____0_____ | Expenses |
| 36 | Add Lines 34-35 | = | _____110.00_____ | Total Expenditures |
| 37 | (Line 33) - (Line 36) | = | _____180.00_____ | Projected Income |