

# **Guideline**

Contents:

- So you want to play a builder?
- So you want to make a builder?
- Rules
- Basic Builder's Tip
- FAQ
- Important Links
- Character's Sheet Example

## **So you want to play a builder?**

Well, good. It's not that hard. Follow GM, join the chat, and that's all. Join chat if you're dumb and can't follow instructions.

Most builders are also moved to 8ch, because it's easier for the GM and players.

<http://8ch.net/builders>

<http://8ch.net/nation>

## **So you want to make a builder?**

Well, let me tell you something. Hosting builders. It ain't easy.

Generally, it's just small-mini quests for a large group of people.

And, there's not a lot of need of perfect english, unlike quests.

But, there's a lot of work need to be done. A lot.

It might seem small. But, you'll get exhausted, pretty quick.

Conflicting player's actions, making ideas, keeping order, balancing, blahblah

Before you jump in to make a builder, ask yourself.

'Do I really know what I'm doing?'

If yes, then go for it.

If no, then play some other builders, get a feel for it. Then ask yourself again.

## **Rules**

There's no solid rules.

GM makes all the rules, no exception.

There is some standard procedure, but GM can change/get rid of by his/her wish.

1. Have a neat character/nation sheet.
2. Use dice for actions. 2d100 for 2 actions is normal.

3. 1 is critical failure, 100 is critical success
4. 2-20 is failure, 21-70 success, 71-99 double-success (Again, change this however you want).

## **Basic Builder's Tips**

By lord, follow these easy 10 commandments.

1. Join the chat. Honestly, it greatly improves communication, information, and ideas.
  - 1a. Don't join the chat. It's full of namefags and autism. Only a fool would take anything posted here as fact.
2. Know your limit. Don't think you can handle 10+ players off the bat.
3. Don't go super, english major, Shakespeare in each update. It's a waste of time, just get your post straight to the point. Unless that's your style, then be prepared for the consequences.
4. 30 Minutes - 1 Hour should be the regular update time.
5. If you have an updated, paint map, prepare to do double the work.
6. TAKE NOTES.
7. LIKE SERIOUSLY, HAVE REMINDERS AND STUFF LIKE THAT.
8. Don't be killing off/doing bad stuff to the afk players. Try to play it off.
9. Don't actually try to follow these commandments by heart. Best GMs are the ones who are flexible enough to create a unique, fun time for the players.
  - 9a. Follow these commandments by heart.
10. Have fun. You're not going to have fun. Seriously, it's just a lot of work.

## **FAQ**

*Is hosting really that hard?*

Ehh ya, it gets easier, though.

*How many players should I have?*

Recommended amount is 5-9. However, builders will usually get 10+

*What's the best time to host for a lot of players?*

1600-0200 EST(4chan time).

*What kind of builder should I make?*

Whatever you want. Players will usually join any kind of builders, unless it's shit.

*Is my builder shit?*

You tell me.

*Do I really have to join the chat? I feel uncomfortable talking to strangers.*

Good luck having a crappy builder, then. :^)

*I have a shitposter in my builder, who made a really troll character/nation. What do?*

Ignore, or just add him for the fun of it.

## **Link**

<https://archive.moe/tg/search/subject/Builder/>

Go into archives.

Find a builder that catches your eye.

Read and use as an example.

(P.S. There's a steam group if you want notifications and stuff like that)(P.P.S. This group is defunct, what is dead may never die)

## **Character Sheet Example**

### **Hero Sheet**

>Name:

>Color: (If you have a map)

>Fluff:

>Equipment:

>Skills:

>Bonus:

### **Nation Sheet**

>Name:

>Color:

>Fluff:

>Military:

>Buildings:

>Bonus:

## **Advice by other players below:**

**Step One: Have a good Idea and Setting**

**Step Two: Make a good Character Sheet or ask for one already established**

**Step Three: ???**

**Step Four: Profit!**

**By: A Builder Grandmaster  
and High Elder of The Builder Council**

### Guide to Fluff

1 - The setting. A builder is, without a good setting, bland at best and utterly unenjoyable at worst. Establishing the location, culture, time period, technology, etc will all make your builder a more fun place to play in. We'll get more into that later.

2 - Even if you're fully in the setting, the players might not be. When they make an action that makes no sense in the setting or in their scenario, don't feel obliged to take it. Let them know, possibly offer a rewrite, and eventually they should get into the feel of the character.

3 - Reward fluff. This is possibly the most important active thing to do as a host. When a player fluffs their action and character well, reward that! That's what you want them to do! This could be a +5 to a roll, an extra item or skill, anything. That said, this doesn't mean you should waive awful rolls for good fluff, nor should you necessarily punish those with less fluff.

4 - Don't stress over it. I've been there - vampires can't do that in this setting, you shouldn't speak that way to this person, that's not where the road goes - players don't know the setting as well as you, and sometimes they'll even want to deviate. And that's

fine, as long as they stay true to the heart of the builder you don't need to worry about this. If anything, it makes for interesting roleplaying opportunities.

(I have assumed direct control. Please direct any changes to me and I will convene with the Senate Inner Council.)

(I am the Senate)