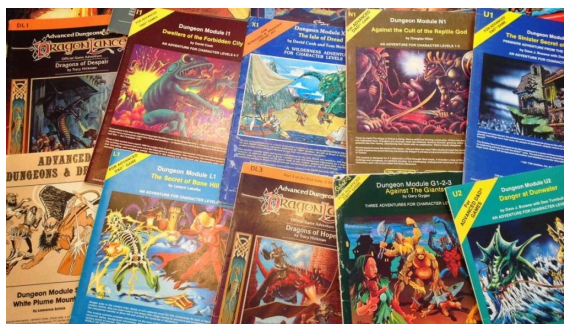# D&D at the BTC

The next adventure...

If you would like to run a game, please fill out this form: **Potential DMs**, AND talk to Robert IRL.
If you want to play, have any questions, or want to leave anonymous comments, please do so here: **Player comments and feedback**.

D&D at the BTC

The BTC runs Tabletop Role-Playing Game sessions on most Fridays, 3:45 p.m. - 6 or 7 p.m.

Usually fifth edition D&D.

1-3 session adventures are most common. Longer adventures will be rare.

PLAYERS

Everyone is welcome to play. We will gladly teach you, and 'veteran players' at the BTC will help guide you, as well.

You can usually get help building a character, and learning about D&D, the day before any game.

Be aware that games do have a maximum players limit, so not everyone is guaranteed a slot in every game.

D&D Basics

Dungeons and Dragons **(D&D)** is:

Storytelling: Each player has a **character.** You tell the part of the story that is your character's background, personality, motivations, values, reactions, and goals. The Dungeon Master (**DM**) will tell what happens around you and to you, how the people you interact with act and speak, and the outcomes of your actions (usually based on dice rolls).

Improvisation: You can TRY anything. Let the DM know what you want to try, and they will help you determine if, and how thoroughly, you succeed.

Role playing: Your character has specific and limited strengths, knowledge, history, motivations, etc. That is your role to play!

Tips for players

Cooperation: You are not trying to 'beat' the Dungeon Master, or other players.

First time players should use a pre-generated character, and they must have a 'good' alignment.

Be able to answer:

- What is your character's backstory?
- What motivates your character?
- What are your character's values?
- Why are you a member of this party?

Be teachable, **listen to veteran players**, and respect the DM.

Start slowly; Don't try to be a star or take over.

If you attack or aggress other characters or the DM, your character will likely die.

Low stats, low rolls, flaws and failures are all part of D&D, AND, they DO NOT make the game less fun. They add color and challenge. Embrace the failures.

Play your character. Think about how your character (not you) would behave in the game. Refer to characters by their name, rather than their player's name.

For Veteran Players

Please **help gently guide newer players**. (To stay in character, to not 'metagame', to focus on the game.)

If you have a criticism about the DM's use or interpretation of rules, please offer it after the game.

Table Agreements

Respect. The DM has put a lot of time into creating a game for you to enjoy. Respect the DM's time, and respect the guidelines that they set.
Stay at the table. Bathroom breaks and snack/water breaks are taken thoughtfully, ie, not during a battle.
Avoid "Meta-gaming". Actions and decisions are made based on what the character knows, NOT what the player knows.
Stay off of devices. Except for gaming purposes, minimally, at the DM's discretion.
Minimal out-of-world conversation.

Minimal conversations with non-players. Any necessary conversations are thoughtful and quick.
Be ready at the advertised time. Players without a character will be provided one.

Have a **"Yes, and…"** mindset. Players understand that there is no "Main Character", and play to support other characters/players. Players focus on everyone's turn, not just their own.

Upholding 'Table Agreements'

Robert, or a BTC Volunteer, can help enforce table agreements, so that DMs can just focus on running the game.
Players that do not uphold table agreements may be asked to leave the game.

Problematic gaming

"More Lax Tables" are built on disrespect and chaos.
Compare the above "Table Agreements" to the following:

> Players constantly come and go from the table.
> Meta-gaming is ignored.
> Players are focused on devices, and not the game.
> Players have out-of-world conversations with non-players.
> Last minute character creation: making other players wait all night for you to finish your Very Special Character™.
> Everyone's the "Main Character". Players orate long backstories, while other players stare at their phones, waiting for their chance to orate THEIR long backstory.

For DUNGEON MASTERS

Tips for effectively planning and running a game

Control the game while allowing the players to have fun being a part of the story too.
1.   Explain all house rules to the players and make sure all are familiar with the setting before the first session
2.   Try not to railroad the players. Give players a good reason to engage in your story without forcing them
3.   Don't plan out too much in advance. Your players will likely not follow your plot exactly as you planned and you may have to rework parts of your campaign.
4.   Give all players the opportunity to be in the spotlight but don't let any one player become the main character.
5.   Plan for flexibility. You might have 1 player show up, you might have 6. (You do have the power to set the maximum number of players in a game.)

Scheduling Games at the BTC

If you would like to run a game, please fill out this form **[Potential DMs](#)**, AND talk to Robert IRL.

If you have never run a game at the BTC, your first game will be a 'One-Shot'.

After that, you may be scheduled to run a 2-3 Session Adventure.