Pheonix0 Stylesheete

About Me:

I am a GM, I started as a player however somewhere through College I became the one running most of the games I was in. I started playing with vampire: the masquerade and other whitewolf. I have run DnD, Shadowrun, L5R, and WOD for over 20 years. I am far more interested in role playing and character development then stats. Though the best is when the stats and the story meld together to tell a story.

Game Style:

I am used to gritty role playing and generating catharsis in my players through experiences in game. I try to tone this down as a LC is not the place for those types of stories. Regardless I try to create NPC, locations, and characters that players enjoy. You can expect most of my games to be gritty.

The story we create is the most important part.

Escalation:

Use of heavy weapons or excessive force can and often will lead to escalation of the run to prime difficulty with or without rewards for doing so. If you bring a grenade to a fist fight the world will respond, accordingly.

Rules Discussion:

While keeping a consistent rule basis is important. Keeping the flow of game is more important. Unless a PC is going to die. I think that a fast decision is better than two hours of rules talk grinding the table to a stop.

Method of solving:

Most of my games will be open ended. How you and your team solve a problem is up to you. Sometimes your team will have to find the right key. Or make a keyhole to work.