

G.M. (Decisions of)

When the Game Master makes a rule on something, whatever it may be, he or she is the final say in the subject.

The following are questions that players often ask the G.M.:

Question

When my character dies, can I come back to the Earthen Plane and continue to live my life?

Answer

Possibly. Examples of this type of ruling are as follows:

Lifegiving treasure items:

There are certain treasure items in the game that have the power over death.

Loyalty beyond the call of duty:

It has been known in legends that those faithful to their align, and to their Jahtha, have been granted life once again.

The logical passage of time:

Binding the G.M. by the logical passage of time: The G.M. hosts a multi party game in which different groups play on different nights. The time frame will sometimes become a problem if the G.M. is not constantly tentative to it. If people play a game that is advanced 10 years ahead of the other group in the same world, make sure you write down occurrences and happenings that transpire during game play. Things can become illogical and unsure. Take note of what is transpiring during game-play, and read them from time to time.

Prophecy:

During game-play, if there is a prophecy stated concerning your character during game-play, this will seal the future for you within the time frame of that prophetic utterance. It will happen unless you change it yourself by unwise play.

After this prophecy is completed, there is no more promise. Your character must live his or her life, hoping for the best. The game will then continue on as normal.

Author's note:

I had a character who saw his future. Another was doing the job as the G.M. and brought this adventure to a high intensity, doing an awesome job. But soon, I ran into a creature who slew me (sudden-death).

I asked, "What about the prophecy?"

"Well, you got killed, so that's that." He replied flatly.

I then had to tutor him a bit on doing prophecies and encounters together. It was sad, but he did not accept it in the least. An intense adventure was ruined. It was like a storyteller who changes his story, disappointing the audience right at the climax of the book.

If you create a prophecy, if the player does not purposefully do something to thwart it, you must honor that prophecy. The only one who can thwart a prophecy is the player and his or her decisions to deliberately thwart it.

A player who relies on such happenings to keep him or her alive, will no doubt negate it, and another will rise in his or her stead to complete that prophecy.