

TTRPG Club News - October 2022



Hello Agents & Venture Captains!

This is the 2nd Monthly Newsletter for the OHS TTRPG Club - covering all of the information & dates you need to know for October (& on into November) for our club! As always, you can reach out to me at mark.adkins@owensboro.kyschools.us if you have any questions or concerns!

Like most newsletters, there is a lot of information to cover! Here is a quick list of the topics that will be covered in this newsletter:

What to Expect Below

1. Club News Review
2. Our New Co-Guildmaster & 1st Round Venture Captains
3. Club Calendar - Including the Halloween Party & Club Day Meetings
4. Shadows in Absalom - Adventure #1 Intro
5. Pathfinder 2e Character Building Resources



Club News Review

The TTRPG Club is off to a fantastic start for the year! Our Club Day Meetings have had over 70 students (that's truly amazing), and our first After School Game Day had 20 students gathered together to learn & play Pathfinder 2nd Edition! Several players have had an opportunity to do "Trial Runs" of different characters & classes in Pathfinder 2nd Edition, our

first set of Venture Captains (“Storytellers”) have been recruited, & we are gearing up for first ever Halloween Party!

And, don’t worry if you’re behind on any of the events that have happened! Our first official story will be beginning soon, so you still have time to get in at the “start of the adventure.” You have plenty of time to get involved!

In other words, things are going well & I’m excited to see what adventures await us all!

As a quick reminder, don’t forget our Club Expectations (& Motto):

“Explore. Report. Cooperate.”

Explore: We agree to take the game (& each other’s time) seriously. When it’s time to play, we’ll focus on our game.

Report: We agree to be honest - to play fairly & abide by the rules of the game. We will not lie about our abilities, dice rolls, or any other part of the game.

Cooperate: We agree that we are working together to tell stories & have fun. We will work as a team & support each other! Experienced Players will make an effort to help New Players!

In our last Club Day Meeting, we also introduced a number of “Safety Tools” to help our games function smoothly. All of these are in place to help ensure that everyone feels safe & has a great time at the gaming table! Our Safety Tools are:

1. Take a Breather

- a. *If a student ever feels uncomfortable or stressed for ANY REASON, they should tell the table, “Hey, I’m going to Take a Breather.”*
- b. *The student steps away from the table for 5 - 10 minutes, gets a drink or snack if they desire, & takes a moment to catch their breath. When they feel ready, they can rejoin the game.*
- c. *While the student is away, the rest of the table continues playing as normal. Their character is moved away from any activity at the table in their absence. When the student returns, their character rejoins the game.*
- d. *No one will make fun of or belittle another student who asks to Take a Breather.*

2. Lines & Veils

- a. *Lines & Veils are a standing agreement with the group that “Certain Lines are not Crossed” & “Certain Subjects are Handled Carefully.” Guild Masters (Mr.*

Adkins & Mr. Woodward) maintain the authority to add & implement new Lines & Veils, as necessary for the group.

- b. **Current Lines:** No Sexual Content is allowed in any OHS TTRPG Club Game, at any time, for any reason.*
 - c. **Current Veils:** While games will naturally include fights between different characters & monsters, all violence (& description of violence) will be “PG-13.” This is to be respectful of the fact that not everyone has the same comfort level with violence in a game.*
 - d. Any student who wishes to discuss current Lines & Veils should reach out to Guild Masters Mr. Adkins & Mr. Woodward.*
- 3. The “X” Card (“Emergency Button”)**
- a. The “X” Card is a physical card placed at each gaming table which serves as an “Emergency Button” in case a game goes severely off the rails. If someone at the table is behaving very badly, including wildly inappropriate material, or otherwise making other players deeply uncomfortable -*
 - b. **ANY Player (including the Storyteller) may pick up the “X” Card & call a break!***
 - c. When the “X” Card is called, the Venture Captain at that table will immediately tell everyone to “Take a Breather.” Every student will immediately step away from the table & follow the procedures outlined above.*
 - d. The Game Master & any students involved in the incident will approach the Guild Masters (Mr. Adkins or Mr. Woodward) & discuss what happened.*
 - e. The Guild Masters will make a decision about if & how to proceed with the game.*

As we gear up for our Halloween Party & prepare to start our official stories, there are a couple more expectations that I want to add:

- 1. Every Player is welcome at Every Table in our club!**
 - a. While I realize many of us may have friends that we love to game with, there are also many new players who are gaming for the first time - so every table will be a welcoming place.*
- 2. An effort should be made to keep every table “roughly equivalent” in terms of players.**
 - a. If one table has a lot of players & another table is short on players, students will be asked to move to balance table numbers out. Please cooperate with your Venture Captains & Guild Masters when they ask for players to move to balance out tables.*

Please remember - when all have a part to play in making every gaming table a wonderful place to play! And, thank you for helping our club get off to such a great start!



A New Guildmaster & our 1st Round of Venture Captains

Many of you have already met our 2nd Club Sponsor, but I still want to take a moment & give a huge shout out to Mr. Woodward for agreeing to help with our TTRPG Club! Mr. Woodward has attended one of our Club Day Meetings & was also present at our first After School Game Day, so he's already met many of you - but if you haven't had a chance to meet him, please remember to take a moment & say "Thanks" to our 2nd Club Sponsor - Guild Master Mr. Woodward!

Additionally, our first round of Venture Captains (Storytellers) have been selected, who will be leading our game tables at the next two After School Game Days (including at our Halloween Party). Thank you to all of our Venture Captains! We appreciate you stepping up to help lead our tables!

Our new Venture Captains are:

1. Jace Chappel
2. Daede Wilson
3. Micah Kelly
4. Zion Sigei
5. Daniel Moore

If you are interested in being a Venture Captain, don't worry! We will be recruiting our 2nd Round of Venture Captains in November, around our November 16th After School Game Day Meeting! Our second round of Venture Captains will be hosting tables at our Nov. 30th & Dec. 14th After School Game Day meetings. Keep your eyes peeled for Venture Captain invites in Mid-November!



Club Calendar & Halloween Party

Here is a schedule of all of our After School Game Days through the end of 2022!

- Wed., October 26th [Halloween Party]
- Wed., Nov. 16th
- Wed., Nov. 30th
- Wed., Dec. 14th

Don't forget - **OHS does not provide transportation to/from After School Events! You must arrange your own transportation to participate in After School Game Days!**

The most immediate, and most exciting, of these dates is next week's After School Game Day, Wednesday, Oct. 26th! This will be our Halloween Party! Karen Bristow, from the Cafeteria Staff, will be providing snacks for the event, so please remember to say "Thanks" if you see her!

Since this is a Halloween Party, you are welcome to wear an outfit or bring a prop that matches the character you are playing in our Pathfinder game! However, please remember the following:

- ***All Outfits, Costumes, and/or Props must be "School Appropriate."*** Do not wear or bring anything that violates school rules, policies, or expectations. (Example: Do not bring any "prop weapons" for the game!)
- ***If possible, please store any Props or Costumes for the Halloween Party in your locker until time for the After School Game Day.***
- ***As always, you are responsible for any personal items you bring to the After School Game Day! Please keep track of your stuff!***

In addition to our Halloween Party, the Oct. 26th meeting is also exciting because it will be the official start of our "Shadows in Absalom" storyline! The official adventure of the year will begin on Oct. 26th! If possible, please try to have your character complete & ready to play in time for the game! *If you do not have a character ready to play, there will be some pre-generated characters you can use instead.*

An Important Announcement Regarding “Club Day” Meetings! Due to the incredible amount of student interest, we will be splitting up the students into two different groups for Club Day Meetings Only! This will not effect our After School Game Day Schedule.

In the coming weeks, we will be splitting the TTRPG Club into “Club Day A” & “Club Day B” students, so that it’s easier for students to participate. ***Watch your emails - you may be asked to re-enroll in the Club Day A or the Club Day B TTRPG Club Meetings.***

Everyone is still welcome to attend & play in our After School Game Days. We’re just trying to manage the size of the gatherings during school! (Also - do you realize how cool it is that we have so many interested students that we have to divide it into two groups! I’m amazed by all of the interest!)



Shadows in Absalom - Adventure Introduction

“Guild Master, I appreciate your willingness to help the city guard in this matter! Our guards are stretched thin, & I am afraid that we haven’t had the time to devote the manpower necessary to properly investigate these problems. However, I think this issue is just the sort of thing that the Pathfinder Agents are well equipped to deal with, and I hope that their work may unravel this mystery.

Recently, several local temples have been victims of repeated burglaries! The villains, if they are seen, all wear uniformly green cloaks. The thieves do not seem to be after gold, as the temple treasuries have been skipped in every attempted robbery. But, they keep striking the temples, turning over reliquaries, trashing studies, & taking off with seemingly random artifacts.

Simply put, it is clear these thieves are after something - and our temples are in danger! I am certain that these thieves are trying to find something & it would greatly aid our efforts if we could determine what it is they are after! If you could assign some Pathfinders to each of the

temples I've previously outlined to stand watch & provide deterrence against these thieves, it would be deeply appreciated!

Though, I must admit - my greater hope is that your Agents might capture one of these thieves & interrogate them, or in some other fashion, determine exactly what it is these thieves are after!

I have secured funds to pay each of your Agents a stipend of 7 gold for their time & services, though I am sure that individual temples may offer some additional rewards as well. Hopefully, a little gold & the gratitude of the temple clergy will entice enough of your agents to sign up for this task. I realize that standing watch is often dull, but catching these vandals is a high priority.

One last note - the city diviners have told me that a major storm may be striking this evening. If there's one thing I know about thieves, it's that they love the cover of bad weather! I would wager that these strange bandits will show themselves again tonight. Do tell your Agents to be mindful of the weather, though. I'd hate for one of them to get caught in the storm!

Thank you again for your assistance! And please pass along my thanks to your Agents & Captains as well!

*-R.H.V., Commander Militant,
Capt. of the 1st Guard"*

Shadows in Absalom Session #1 Goals

- **Primary:** Protect the temples from the mysterious thieves
- **Secondary:** Capture a Thief and/or Determine what the Thieves are trying to find.

Adventure Rewards

- All Pathfinder Agents will receive a **Standard Adventure Reward** of 7 Gold Pieces after this adventure (even if they are unable to attend the game session). [Year Total: 7 Gold Pieces, No Specific Equipment]
 - Additional **Bonus Rewards** may be distributed to individual characters on a table-by-table basis.



Character Building Information

TTRPGs can be an expensive hobby - but the good news about Pathfinder 2e is that all of the rules are available for free! You won't need these resources until it's time to create your official characters, but if you want to start exploring the game & the rules, there are two really good options available for you!

Fair warning - both of these resources can be a little overwhelming, especially without a game book for reference, but you can find almost anything you could want in these resources with some time & effort.

First, we have the database website called Archives of Nethys!

<https://2e.aonprd.com/>

You can search for rules, character creation, & other useful information. Fair warning - this is a database, so if you don't know what you're looking for, you might get swamped by the results. But, hey - it's also the full rules of the game, completely free!

Another good resource for character creation is called Pathbuilder 2e.

<https://pathbuilder2e.com/>

Character Sheets & a Character Creation "Cheat Sheet" packet will be available at the After School Game Day events, in case you do not have a copy of them yet. You can build a character on the Pathbuilder App - and then transfer it to a character sheet later, if you desire.

Please remember that, for this year's game, we are only using options from the ***Pathfinder 2e Core Rulebook & Advanced Player's Guide***. Additionally, only [Common] Backgrounds from either book may be selected! If you are using an App like Pathbuilder, you can toggle which books the app uses so that you only see the available options!

If you are interested, I can also send you a “Campaign File” for Pathbuilder 2e that you can upload to the App which will have the books pre-filtered for you! Send me an email if you would like access to that file!

If you do not have a character finished in time for the Halloween Party, you can still participate in the adventure by using one of the Pre-generated Characters which will be available as well.

If you have any questions about creating a Pathfinder 2e character, or any expectations for Character Building, send me an email & I will be happy to answer your questions!