Tabletop Roleplaying

Player Contributions

You can do something for the game—and earn an in-game boon in the process!

**Diary.** This is a write-up of the game, written by the player, from the point of view of the player’s character. Not only does this provide excellent documentation, it also anchors the character in the mind of the player. An entry is required for each session.

**Still Life.** The goal is to capture the essence of a character or dramatic moment or environment. The referee and the players alike enjoy having pictures of various player (and non-player) characters or key in-game moments. One drawing is required for each session.

**Campaign Log.** The idea is to write up notes and then distribute copies to the whole group. This is a public account of the game’s events, so it is important that the notes remain objective. An update is required for each session.

**Spinning a Yarn.** If the player likes writing, especially creative writing, then this is the opportunity to write stories set in the world of the game. Write about your character or other player (and non-player) characters. A story or chapter is required for each session.

…and more. Want to help Build the World? Or to Map It? Or something else entirely? Tell your referee what you’re the thinking and see what you can work out!

No matter what the chosen player contribution may be, something should be produced for each gaming session. If a player is late, the referee is entitled to not only rescind the in-game boon but to start using it as a bonus in rolls made against the character—and no one wants that!