

Dallas President's Column for February 2010

Well, this is my first letter to the IFGS as the newly elected president! I'm still relatively new to the chapter, but I'm glad to be here. Hopefully, I can try and bridge the gap between the older members and the younger folk even though I'm probably one of the youngest here! I am most definitely going to need some guidance during this year, but I will try my best to conduct the board meetings in a timely matter (read: herding cats) and continue writing columns for the Whispering Runes.

We had a good turn out for the 2010 Banquet held at the Gatewood Pavilion. I haven't heard any reports of food poisoning so all is well.

The next major game is Welcome To Xindhi, a rough 2-day game so please be sure to stock up at the next mini-game/board meeting.

Cheers,
Ashley Murphey



Game Master: Yay! The PC's won again! This is good, but what is best in life?

Alive NPC: A good script, a juicy role, many flags on your wrist, and a sword in your hand.

Game Master:: Wrong! You there! What is best in life?

Dead NPC: To be crushed by your enemies, to be driven before them , and to hear the jubilation of their winning!.

Game Master: Wrong again!

Alive NPC: Huh?

Dead NPC: Huh?

Game Master: To be talked about at the after game! That is good!

Building a Better Monk through Selective Choice of Magic under the 7.0 Rules.

by Patrick McGehearty

One in a series reflecting on how equipment can enhance a character. These discussion assumes that the player has a comfortable reserve of CAP, works to earn more CAP and is willing to apply it as CAP4Gold to build the character. It also assumes there are opportunities to run the character in mini-games, magic shop games, bar games and the like until they reach at least 3rd level.

Today's focus will be on improving the combat power of a new Monk character. The discussion will focus on building a Monk 3rd through 5th level. Magic for higher levels will be left as a topic for another time.

Under the 7.0 rules, Monks are more effective than in previous rules, but still have less pure melee capability than Fighters, Knights, and Rangers. On the attack, their base damage equals their level through 5th level, two points less than the Fighter and one point less than the Knight or Ranger. They match the Thief in melee attack and are more effective than the Cleric, Druid, and Mage. Their primary strength is durability. While their natural armor starts very weak (i.e. 0 at 1st), by the time they reach 6th level, their base armor is 3 (the equivalent of plate) which is the best of any class except the Fighter with their body armor bonus. They also have a quick mediation heal, matching the Knight. It is faster than the Fighter's in combat heal and can be done with a limb disabled unlike the Druid or Cleric heal.

The Monk has a fair supply of Monk points. At first and second level, these will mostly be used for heal self. At third level, the Monk gains the combat options of Physical Attack and Sacrifice Throw as well as the survival skill of Death Feint. At fourth, they gain Ki-Ai which does both damage and a knockdown as well as the defensive Kip. At fifth, they get the "instant knockdown" with Throw. The flexibility and power of these attack spells give the Monk the ability to disrupt a group combat until he/she runs low on points.

Okay, so much for the obvious Monk combat power. What about CAP4Gold and how does that work?

Here are the rules:

- 1) You must have CAP to apply CAP4Gold. It takes 10 CAP to get 1 Gold.
- 2) You may not use CAP4Gold to cause your character's total magic to exceed their total experience. For example, if you have a 2nd level character with 3000 experience and magic worth 2500 gold, you may not apply more than 5000 CAP to get 500 gold, since doing more would cause the character's treasure value to exceed their experience total. Of course, CAP can also be used to increase experience, so if you are willing to move your character's level up more quickly, then you can apply both CAP and CAP4Gold.
- 3) You may apply a maximum of 10,000 CAP to get 1000 Gold per Level of the character in a single game. For example, a 2nd level character with zero treasure could only apply 20,000 CAP to get 2000 Gold in one game.

On to the recommendations:

General principle: reserve 20-30% of your treasure total for stuff you get in game. Having odd stuff come your way that you would not have picked for yourself makes your character more interesting.

For 1st and 2nd level, mostly focus on applying CAP4Gold to the limit while picking up some healing items and a +1 Ring of Protection. Your armor starts weak and you need to improve it so you don't have to spend as many points on healing. That becomes more important from 3rd level on as you gain useful attack skills and don't want to spend so many points on healing.

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Starting at 3rd level, you should have enough experience and had enough CAP4Gold chances to get some better magic. A modest amount of once/day healing items means you can save your Monk points for Monk abilities. Healing is one of the best bargains in the system. Each 2 points of healing saves a Monk point, and costs about half as much. Decide whether you want to save for a +2 sword (3600 gold) or buy a +1 sword (1200 gold) and upgrade later when you can afford it. Each extra point of damage on every swing is worth it, especially when you can take a limb out with a single hit. It's also time to be accumulating extra Monk points, both in once/day items and some single use crystals. Having a total of 5 extra points per level is not excessive, but will be difficult to reach while getting everything else you want.

If you get the opportunity, items of Electrify once/day have good intimidation value. Activate the item at the start of the game day and wear the red flag. Since Monks don't wear armor, some NPCs will think you a mage and perhaps use the wrong tactics. More importantly, when you are facing someone one on one who looks likely to beat you, if you can hit their arm, your electrify has a good chance of swinging the duel to your side by taking out the arm. The Magic Item Level Limit (MILL) rule limits you to not being able to use abilities more than 2 levels greater than your own. Still, a 3rd level Monk can use a 5th level electrify (10 points) which costs 1000 gold for once/day. Having more than one makes you more willing to use it when it would be helpful. But don't overdo it or game designers will start having monsters immune to electrify.

Once you reach 4th level, you be saving for or have bought a +2 Ring. And you can benefit from items with 6th level abilities. My first choice of 6th level abilities is one Life Spark. You may not need it for a long time, but if you do need it to save a teammate and don't have it, you'll regret it. A particularly good item for melee enhancement is a once/day Ranger Herb Hellebore which gives +3 on damage for one entire combat. It does not stack with the Electrify, but does stack with a magic sword. It's price of 2250 gold for a one combat/day item reflects its effectiveness. The combination of Hellebore and a +2 sword allows a 4th level Monk to swing 9 for a whole combat, which puts them in the first rank for dealing damage. And every 4th level and above character should consider getting a Life Spark item (500gold for a single use).

At 5th level, the well equipped Monk should have a minimum of a +2 weapon and +2 protection. +3 is better, of course, but it may take some savings over several games before its affordable. Don't feel bad if you don't have any +3 items before 6th level. Shadows of Concealment can be fun if that's your style (7th level concealment once/day is 1400 gold). Fighter's Dodge Blow once/day is 2375 gold. Knight's Strength III is the same price.

Beyond the pure melee combat items, there are many possibilities for adding information gathering abilities or building up enough specialized abilities to be able to cover the minimum needs of another character class that might be missing from your future team such as Druid, Thief, or Mage. Those choices depend on your role-playing interests.

Just remember that having a focus for your character can help your roleplaying, and having a few unexpected abilities can add to the fun.

Bank Report for “2010 Annual Banquet

Saturday, 20-FEB-2010 was cool and beautiful! Several people were already there at the Pavilion when I arrived at 9:10 am. They quickly volunteered to help Pat set up for the game, so that got started quickly. There was, however, a marked lack of cutting implements for the twine! Fortunately, several people had knives on them – including a monster that Allison had!

The Board meeting was called to order right around 10:00 am, old business was completed, and then the new Board was installed. The new Board for 2010 is:

| | |
|----------------|----------------|
| Ashley Murphey | President |
| Jason Dziuk | Vice President |
| Allison Pace | Secretary |
| Justin Murphey | |
| Rich Adkisson | |
| Pat McGehearty | |
| John Jones | |



Justin and Ashley

Look for the minutes of the Board Meeting elsewhere in this newsletter, and remember that everyone who attends a Board Meeting gets CAP.

Tom Paul Grissom showed up around 10:30 with the food, and began his magic alchemical transformations, turning “product” into lunch! Lunch was actually ready after the Board Meeting. By the way, if you were wondering *why* lunch was ready so quickly and how it went so much more smoothly than last year, then look no further than Tom Paul! He purchased *pre-cooked* burger patties, so they were able to go from “product” to “food” in a VERY short amount of time.

Bank Report for “2010 Annual Banquet... Cont'd



Rich and Andrew

The NPCs for Xindhi held their meeting after lunch, and much fun was had as the storyline and encounter overviews were shared. Roles were assigned and in general, everyone seemed to be looking forward to the game! He he he....

Pat grabbed some volunteers and completed building the course for the mini-game “The Dark One Attacks”. Once the course was ready the low-line teams got to play, then the high-line teams got their chance. Everyone got to PC and NPC, and that was fun; the mass melee when the Hordes attacked was particularly fun!



We had several people whom had been lost in the wilds of reality return to the fold: Mark Magness AND Gordon Griffith (!!!) showed up and became members again! YAY! It was OUTSTANDING to see them again after their long absence. Gordon even remembered his IFGS ID! (Why am I not surprised?)

More good news is that we had four new people show up:

Jeff Mangrum
Stephen Potter

Kiwi Tinker
Taylor Young



Brittney, Chris, Henry, John,
Kiwi, Stephen

These people demonstrated their innate awesomeness when they agreed to help NPC for Xindhi! Please be sure to welcome these fabulous newbies the next time you see.

Thanks go to Patrick, for writing and producing a fun little game, and to John Jones who purchased some wicked cool zombie costumes that we got to see for the first time.

Since everyone both PCd and NPCd, the ratings are combined...

| Game Ratings | | | | | | |
|--------------|--------|-----------|--------|----------|----------|------|
| Overall | Design | Logistics | Mental | Physical | Fighting | Risk |
| 8 | 7.7 | 7.7 | 5 | 6.5 | 8 | 6.1 |

Everyone voting:

| Roleplaying |
|---|
| 1. Chris Pettit and Greg Cox |
| 2. Courtney Miller |
| 3. JTaryn Cox, the Dragon, |
| 3. Alyssa Phillips, Rich Adkisson, Tom paul Grissom, Sara Cox, David Spence, David Wood, Ashley Murphey, Henry Wood, John Shugars, Angela Gallegos, and Vira Cook |
| |

| Costume |
|--|
| 1. The Dragon and Tina Cox |
| 2. Tom Paul Grissom |
| 3. Paul Coley |
| 4. The Zombies |
| 5. Jeff Mangrum, Alyssa Phillips, Greg Cox (the kilt), Taryn Cox, and David Spence |

| Monster |
|--|
| 1. The Dragon |
| 2. Taryn Cox (by herself) and the Hordes |
| 3. John Shugars |
| 4. The Zombies, Michael Whaley, David Wood, and David Spence |

| Humor |
|--|
| 1. Sara Cox and Greg Cox as the Frightened & Grateful Villagers |
| 2. Rich Adkisson |
| 3. Vira Cook "Zombies are cool" |
| 4. Chris Pettit and Justin Murphey as their PCs Angela Gallegos and Taryn Cox with Jeff Mangrum Jeff Mangrum for bouncing back so darned quick! Cristoff and Seamus threaten Thor The final wave of NPCs in both lines |

| Fighting |
|--|
| 1. Taryn Cox (She got it hands down, it wasn't even close) |
| 2. David Spence |
| 3. David Wood |
| 4. Angela Gallegos The NPC Hordes |

| Special Effect |
|---|
| 1. The Dragon |
| 2. The acid vines |
| 3. THE FOOD! The Altar Gordon showing up! Tom Paul Grissom The zombies The Dragon eating Henry Wood's PC "Gozer" All of the time stops |
| |

See you next time!

Olan Knight - Bank Rep

Dallas Chapter IFGS - Board Meeting Minutes**20-Feb-2010**

Start time 12:09 pm

People in Attendance: Total of 41

Rich Adkisson, Robert Armbruster, Seth Bush, Paul Coley, Vira Cook, Greg Cox, Sara Cox, Taryn Cox, Tina Cox, Tyler Davis, Joseph Dimatteo, Jason Dziuk, Danny Fuchs, Angela Gallegos, William Garner, R. Gordon Griffith (Welcome back after a long absence), Tom Grissom, Brittney Hogle, John Kaim, Olan Knight, Lloyd MacMann, Mark Magness (Welcome back after a long absence), Jeff Mangrum (Novice), Patrick McGehearty, Brandan McGranor, Courtney Miller, Ashley Murphey, Justin Murphey, Andrew Nunnally, Allison Pace, Chris Pettit, Alyssa Phillips, Stephen Potter (Novice), Andrew Saunders, John Shugars, David Spence, Kathleen (Kiw) Tinker (Novice), Michael Whaley, David Wood, Henry Wood, & Taylor Young (Novice).

Minutes:

The Jan minutes were approved with a 5:0 vote

Board Election Results

Pat presented the election results to the existing board and they were approved by a 5:0 vote, and thus the new 2010 board consist of Rich Adkisson, Jason Dziuk, John Jones, Patrick McGehearty, Ashley Mruphey, Justing Murphey, and Allison Pace.

A thank you was made to Olan Knight and Lloyd MacMann for their hard work for the previous year,

New Elections

Ashley Murphey became the President with a 4:1 with 2 abstaining , and Jason Dziuk became the Vice President with a 5:0 vote. All of the other positions remained the same, except for the sanctioning chair, with 5:0 votes for all. The results:

Treasury – Tracy Skopinski
Registry – Olan Knight
Quartermaster – John Jones
Newsletter – Paul Cooley
Safety – Rich Adkisson
Sanctioning – David Spence
Secretary – Allison Pace

Committee Reports:

Treasury – Pat. No change from last month. Still doing good.

Registry – Olan. Registry is up to date, excluding the game running today, and minor corrections pending still, but slowly getting done.

Safety – Rich. Some of the drugs are expiring in April, so there will be some looking into getting new ones, mainly Aspirin.

Quartermaster -Pat. Recently cleaned, and in good shape.

Newsletter - Shivering Runes is out for people to read, and more material is encouraged for future newsletters as always.

Society Liaison – John. No Report.

Webmaster – No report (Editors note. There it is again. Not spider? Master spy maybe?).

Minutes Cont'd

Sanctioning - Pat McGehearty

~Welcome to Xindhi - Nathan Tyron

-is sanctioned and ready to go. If you are interested in NPCing for this game, please contact Olan Knight, olknight@yahoo.com, ASAP.

~Tribute to Dawn, Adventures in Averlast Part III

- is to be a Mini Game held on March 13th in conjunction with the March board meeting, and is the last change for people wanting to gear up for Xindhi.

~Shadow of Death – David Spence

-Will be for levels 4-6 and is completed and just waiting for the final approval. It is the long awaited sequel to Shadow of the Witch and should be playing May 1st.

~City of Dust – Courtney Miller and Andrew Nunnally

-Is going to be Courtney's going to Montreal present to the high liners (lvl 7/8-10) and is expected to be running in May or June of this year. The sanctioning committee consists of Allison, Andrew, & John, and is highly anticipated after her last game 'Into the Woods'.

*Life Styles of the Rich and Bored – Allison Pace

-Has been moved from the February spot, and now has a sanctioning committee consisting of Alyssa Phillips, John Jones, and Seth Bush.

*Shipwrecked – Danny Fuchs

-Is written and getting the kinks worked out currently and is expected to run before the summer, plausibly in the open April slot.

-*.*- There is a call for a nice low level game that can be run in June after Akon. Anyone interested should bring it up at the next board meeting or email the Sanctioning Chair David Spence and the President Ashley Murphey so that it can be discussed at the meeting even if you cannot be there.

Other Committee reports

*There was a move to pass a Constitutional (BiLaw) Amendment to allow for flexibility in the date that the Banquet meeting must happen to be within the first quarter of the year instead of specifying February. This was voted in with a 6:0 vote.

Old Business:

-None brought forth

New Business-

*New Safety Officers were added underneath Rich's watch and include, Brittney Hogland, Chris Pettit, Seth Bush, Danny Fuchs, and Jason Dziuk. All of them have previous first aid training.

*The next meeting will be on March 13th and probably at Winter Park.

End time 12:47 pm.

BOARD / COMMITTEE CHAIRS*President/Sanctioning Chair*

Ashley Murphey

Vice President/Safety Chair

Jason Dzuik

Secretary

Allison Pace

Treasury

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Pat McGehearty 512-310-7243 sanctioning@[REMOVE THIS]dallasifgs.org

Justin Murphey bravechicken014@[REMOVE THIS]yahoo.com

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Tom Paul Grissom 817-560-8051 land@[REMOVE THIS]dallasifgs.org

Dallas Sanctioning Committee Game Status

| <u>Game /Event Name</u> | <u>Writer/Producer</u> | <u>Status</u> | <u>Run Date</u> |
|---|------------------------|--|---|
| Annual Meeting & mini-game Annual Meeting, lunch, mini-game | Pat McGehearty | In Process | Gatewood Pavilion , Meeting: 11 am, mini-game: 1-4 pm February 20, 2010 |
| Welcome To Xindhi | Nathan Tryon | Sanctioned | March 27 & 28, 2010 |
| March Board Meeting & mini-game Board Meeting, mini-game " Tribute To Dawn ", magic shop | Justin Murphey | Sanctioned Winter Park, Garland, TX , 11:00 am | March 13, 2010 |

IFGS Websites

Newsletter Information

Editor: Paul Coley

Submission Addresses:

Email: paulcoley@comcast.net

Submission Deadline:

5 Days prior to last day of the month.

Dallas Chapter

<http://www.dallasifgs.org/>

National

<http://www.ifgs.org/>

Chainmail (National Newsletter)

<http://www.ifgs.org/chainmail.asp>

Note from the editor:

My goal is to have the newsletter out by the last day of the month. I will gladly accept future submissions up to 5 days prior to that last day. I will be using OpenOffice 2.4 that will accept **** MOST **** Microsoft formats. As always, Artwork, Pictures and personal articles are welcome.

Editor
Paul Coley