# The good stuff

Up to page three, it looks nice. The rows in the different columns are at the same height, you got nice space between the columns. The page design is full of air and it got a nice old school feel over it.

Letting the side margins have the same distance makes the design be a little stiff, but that's all right, because you got a bigger margin at the bottom than at the top so the text area seems to stand "on a good ground". Having the top margin smaller than the bottom margin makes the document a little more interesting because of it's asymmetry.
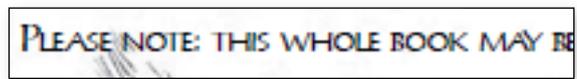
At page four and on however, things starts to go bonkers.
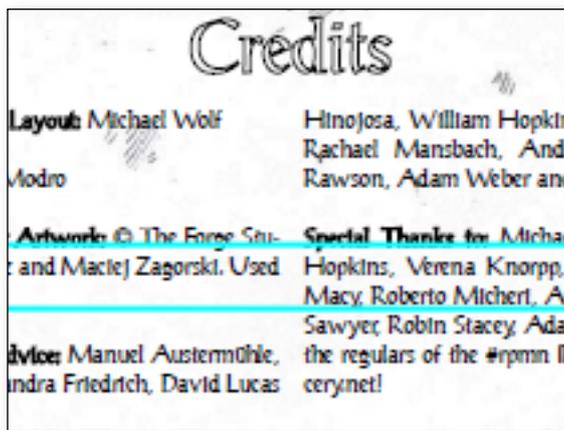
*Nice space between the rows. The rows are aligned between the columns, making it look proper.*

*An example of when things are way to tight. The typeface for the capitlized text is a poor choice because it's way to narrow. To ease things up, use positive tracking.*
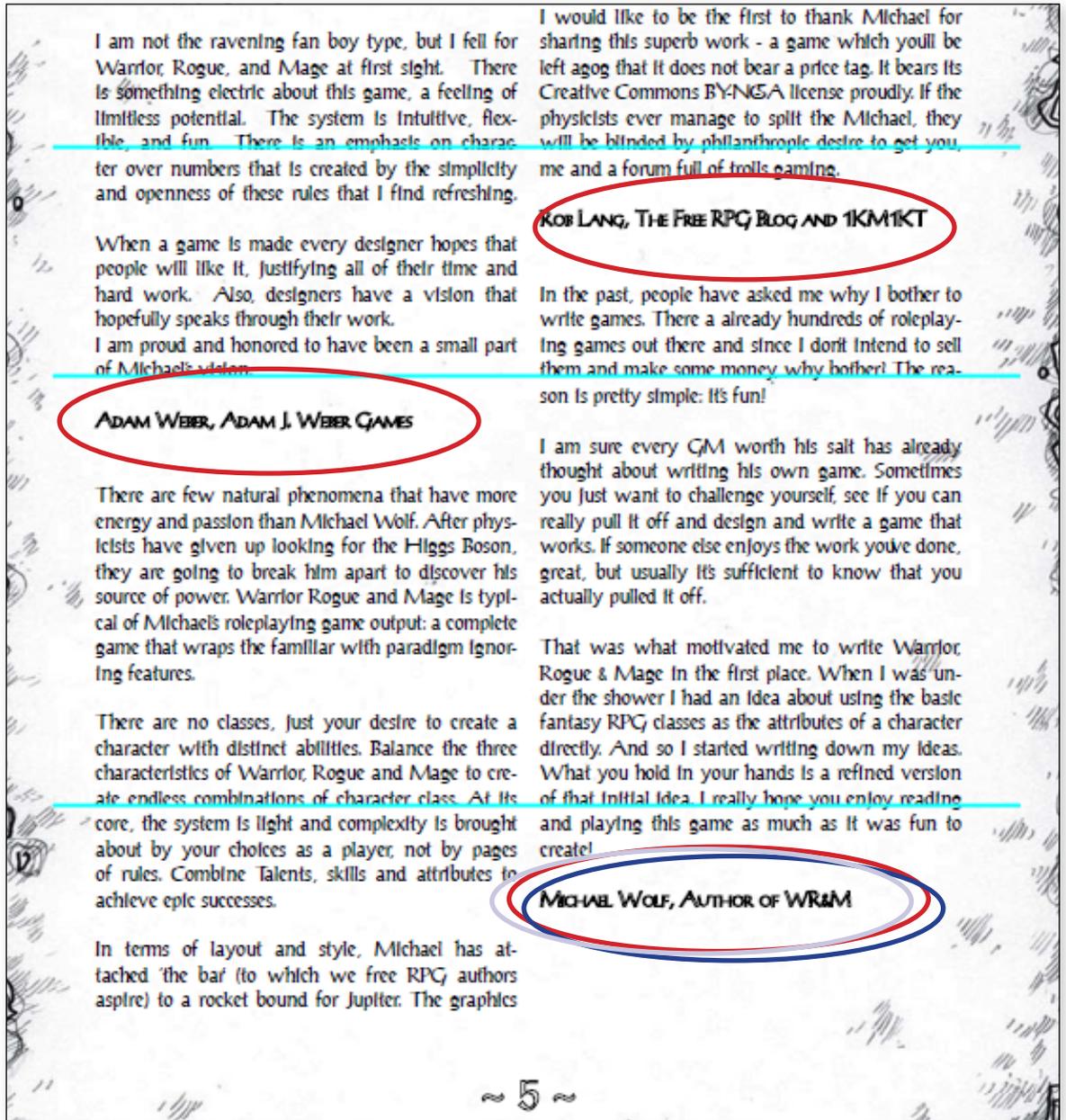


*One suggestion is to use the standard text for CC licence.*

The licence text looks like it'stoldinareallyfastway. It could be that you are ironic about licence – that noone reads it anyway because it's just a wall of text of jibberish. But if that's not the case, you need a lot more space between both the characters and the words.

You should also have more space between the picture and the rest of the text, by trying to put the licence picture in the middle of the two text fields.

It seems weird that you start a sentence where you're SHOUTING with "please". The SMALL CAPS letters seem like they are capilized because the font size is larger than the text above the picture. The letters also seem to close to each other, so you should probably expand the tracking (the distance between the letters) so it becomes more readable.

I am not the ravening fan boy type, but I fell for Warrior, Rogue, and Mage at first sight. There is something electric about this game, a feeling of limitless potential. The system is intuitive, flexible, and fun. There is an emphasis on character over numbers that is created by the simplicity and openness of these rules that I find refreshing.

When a game is made every designer hopes that people will like it, justifying all of their time and hard work. Also, designers have a vision that hopefully speaks through their work.
I am proud and honored to have been a small part of Michael's vision.

**Adam Weber, Adam J. Weber Games**

There are few natural phenomena that have more energy and passion than Michael Wolf. After physicists have given up looking for the Higgs Boson, they are going to break him apart to discover his source of power. Warrior Rogue and Mage is typical of Michael's roleplaying game output: a complete game that wraps the familiar with paradigm ignoring features.

There are no classes, just your desire to create a character with distinct abilities. Balance the three characteristics of Warrior, Rogue and Mage to create endless combinations of character class. At its core, the system is light and complexity is brought about by your choices as a player, not by pages of rules. Combine Talents, skills and attributes to achieve epic successes.

In terms of layout and style, Michael has attached 'the bar' (to which we free RPG authors aspire) to a rocket bound for Jupiter. The graphics

I would like to be the first to thank Michael for sharing this superb work - a game which you'll be left agog that it does not bear a price tag. It bears its Creative Commons BY-NSA license proudly. If the physicists ever manage to split the Michael, they will be blinded by philanthropic desire to get you, me and a forum full of trolls gaming.

**Rob Lang, The Free RPG Blog and 1KM1KT**

In the past, people have asked me why I bother to write games. There a already hundreds of roleplaying games out there and since I don't intend to sell them and make some money why bother! The reason is pretty simple: It's fun!

I am sure every GM worth his salt has already thought about writing his own game. Sometimes you just want to challenge yourself, see if you can really pull it off and design and write a game that works. If someone else enjoys the work you've done, great, but usually it's sufficient to know that you actually pulled it off.

That was what motivated me to write Warrior, Rogue & Mage in the first place. When I was under the shower I had an idea about using the basic fantasy RPG classes as the attributes of a character directly. And so I started writing down my ideas. What you hold in your hands is a refined version of that initial idea. I really hope you enjoy reading and playing this game as much as it was fun to create!

**Michael Wolf, Author of WR&M**

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## The small things

The rows in the different columns are still aligned to bring a nice look. The text is justified, which means that the program will put in variabled spaces between the word. This will mean that the text will look irregular. Look at the space before "Also". Look at the spaces between the words on that row and compare it to the spaces i the row that starts with "I am so proud...".

> hard work. Also, designers have a vision that hopefully speaks through their work.
> I am proud and honored to have been a small part of Michael's vision.

Also, you separated all the paragraphs by a blank row, but not the sentence that starts with "I am proud...". You should follow the same standard with all new paragraphs to bring consistency to the text.

"...sharing this superb work - a game which..."

You're using a hyphen above. It should look like this:

"...sharing this superb work – a game which..."

That's an en dash instead of a hyphen. The following...

"...sharing this superb work—a game which..."

...is one example of English standard. An em dash with no spaces around it.

## The **big** things

Headlines should *always* be closer to the nextcoming text than the text above. The columns should end at the same place. The name at the end looks like it's a headline, which makes it all look weird.

## Page 6

Changing the number of columns in a page layout is an effective way of making the reader to pay more notice but in this case the the rows are around one hundred characters, including whitespace, which is waaaay to long.

The standard suggestion of maximazing the readability in a text is to have 55-65 characters per row. When I made this document, I choose a font size (10 pt) that made each row have around 55 character per row.

Another way of making it readable is to choose a leading (the height of each row) that's not to high making it harder to read or the opposite...
...a leading that is way to narrow.

Look how the leading change in the picture below between the normal text and the increased small caps.

## Page 8

One way of avoiding lead change is to have the body follow a baseline. Look at the bottom picture and see how the rows aren't aligned with each other. This happens because the text doesn't have a baseline to follow. Look at the two columns on this page and see how the rows of the different columns align to each other.

There are more things that is wrong in the bottom picture. The space between the headlines and it's following text is to tight. You need more space around the headlines, but still being closer to the following text than to the text above. The previous page shows how it should be done.

A third thing, that I've talked about before, is that the columns doesn't end at the same height. That creates a busy look for your page.

WR&M is a simple, lightweight role playing game that allows a group of players and a game master (GM) to experience epic adventures in a fantasy world filled with conflict, monsters and wondrous magic.

Although WR&M uses the three archetypal roles of classic role playing games in its title, it doesn't make use of classes. Players can freely create characters as they see fit without having to press them into the tight corset of character classes. Warrior, Rogue and Mage are actually the character's basic attributes, which measure their capabilities in combat, stealth and academics respectively.

This book assumes you are familiar with tabletop RPG's. If you have no idea how a tabletop role playing game is supposed to work, ask your geek friends; they'll probably know.

If you have any questions regarding the game, feel free to contact the author at info@stargazersworld.com or check out the forums on the official Stargazer Games website.

difficult the task at hand is. Then the player rolls one six-sided die (d6) and adds the relevant attribute's level to the roll's result. If the character knows any skills that might help in that situation, the player may add 2 to his result. The final result is then compared to the difficulty level set by the GM. If the result is equal or higher than the DL, the task was successful. If not, the task failed.

Optional: If a character knows more than one skill that could be used in a given situation, the GM may allow the player to add another 2 to the result.

### Exploding Die
Whenever a player rolls a 6 on damage rolls

### Automatic Success
When the risk of failure is extremely low, or the task is only of minor importance to the story and the character has an appropriate skill, the GM may decide that no roll is necessary. In this case the character automatically succeeds.
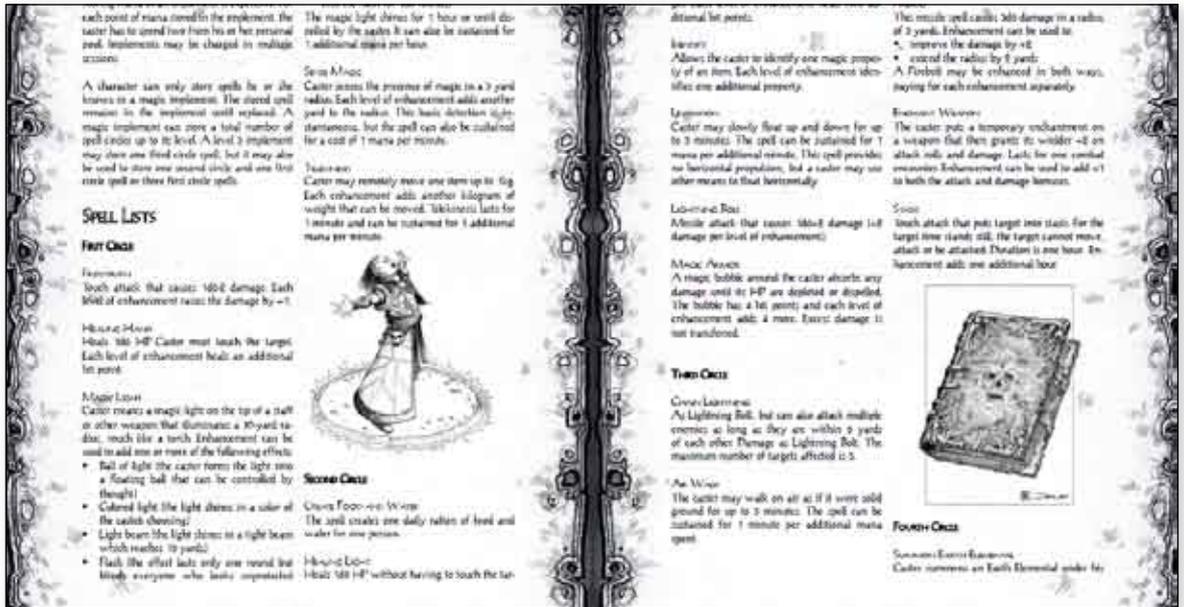
### Unopposed Checks
If the task at hand is not actively opposed, the player has to beat a difficulty level determined by the GM. The following list provides you with some examples (DL in parenthesis): Easy (5), Routine (7), Challenging (9), Hard (11), Extreme (13)

Things that can be improved

## The whole impression

You should always design a page with the whole page spread in mind. What you see in the picture above is how the border is not really suited for this purpose, probably because it's created to be watched on a screen?

What you also need to think of is how pictures, tables and other objects should balance the page out. Look how the pictures seems to make the whole spread "tip to the right". A nicer look would have been to put the mage in the top left column. To the right, you can see an example of when pictures balance each other out. In this document, look at page 2 and 3.

It's also common to create a grid that you use to put objects in and in many cases, cut them so they fit. What kind of grid do you think I've used in this document?



*This is from a game where I did the layout. Notice how the pictures balance each other out and that I use a 2×2 grid to place the pictures in. Also notice how the columns, even when they are on different pages, end at the same height.*

## The invisible design

Typography is a really weird art, because when it's done properly, you don't notice it. It's only noticeable when it's done in the wrong way. Like how the text area in this document is created by using the golden ratio (1,618). The width is 1,618 times less than the height.

Look at the text block to the left. The headlines doesn't not stand out properly which makes it hard to find anything on the page. There are heaps of ways of making this more readable. Here's one example.

### Dog

| | | | |
|---|---|---|---|
| **Warrior** | 4 | HP | 6 |
| **Rouge** | 2 | Mana | 0 |
| **Mage** | 0 | Defense | 7 |

Attacks: Bite* – 1d6 damage (uses Warrior attribute)
*Can be trained as a mount for small races.*

CAT, SMALL
Attributes: Warrior 2, Rogue 8, Mage 0
HP: 5, Mana: 0
Defense: 8
Attacks: 2x Claws* (uses Rogue attribute) 1d6/2 damage

DOG
Attributes: Warrior 4, Rogue 2, Mage 0
HP: 6, Mana: 0
Defense: 7
Attacks: Bite* (uses Warrior attribute) 1d6 damage
Notes: can be trained as a mount for small races

FIRE BEETLE
Attributes: Warrior 4, Rogue 4, Mage 0