



Tired of D&D? The 6 Things I Look For in a New TTRPG

Full video link: <https://youtu.be/3RBo1s-jKrM>

Are you looking to play something other than DnD but unsure of where to start in choosing a roleplaying system that works for you and your players, amongst the hundreds of systems out there?

This is what I do to help me in this kind of situation.

- How to choose a new TTRPG?
 - And will your players like it?
 - I was recently sent a package from Ulisses spiele – Faded Suns and am going to use this system to explain what a look for when finding a new TTRPG system.
- Is it visually interesting?
 - Is the layout clear? Does it inspire you?
 - It must speak to you visually.
 - Show your players. Show them what excited you about the TTRPG, it might not be the cover.
 - Adjust your expectations. Smaller games may struggle with lots of expensive art or with slick printing techniques.
- Rules clarity
 - Is it simple, complex, overly complex or insanely complex?
 - I need to be able to understand how the rules work within the first few pages of the rules book.
 - If it is too complex, it's not roleplaying. It becomes simulation.
 - DnD rules, for example are fairly simple to understand and explain.
 - Look for coverage. Do the rules cover multiple aspects and do they remain clear and easy to understand?
 - Complexity = creativity. Too much complexity = brain death.
- Character options
 - What are our choices for making interesting characters?
 - The promise of the game. What does the game promise? Can you be a daring pilot? A valiant knight? A feisty, feline, fencing fiend?
 - Variety is key. A wide range of species, career/class/professions, and a unique set of abilities/skills/traits/powers.
- Why do you as the GM like this new system?



- Is it fun to run? Does it make your life easier?
- What support do you get? Does the publisher have material for you as the GM?
- You should be inspired. If the TTRPG Game Master support doesn't inspire you, then why did they write it?
- You should get the basics. NPC stat-blocks, monster stat-blocks, basic suggestions for adventures.

- Setting support
 - Does a custom setting exist? Is it useful?

- Additional materials
 - Online, dice, cards, coins etc.

What systems have you found that inspire you?

Notes:

