

# D&D: This is Vorpall Mace

Dragonfire 2013

## SCORE YOUR PLAYERS

DM name

Table no (be creative):

Team name (if applicable):

### Player Names

1. Merilinel (M) .....
2. Osbert (O) .....
3. Feldspar (F) .....
4. Rosalind (R) .....

### CIRCLE THE APPROPRIATE NUMBER.

Score your team on the following points, on a scale of 0 to 5, where

- 0 = none, non-existent, nothing
- 1 = pitiful, really excruciatingly bad
- 2 = not very good at all
- 3 = rather good, really
- 4 = excellent, highly competent
- 5 = outstanding, superb, knocked your socks off

### General Score

1. Overall role-playing - their ability to get into character and tackle problems as their character would.

Was Merilinel dedicated to her music? Was it clear that she was of noble birth? Was she driven to defeat Reginald Sable and Adamantium? Did she have a stormy past with Osbert?

M: 0 1 2 3 4 5 (x3)

Was Osbert torn between a lucrative solo career and performing with the band? Was it clear that he was working-class? Was he attached to his old lute? Did he have a stormy past with Merilinel?

O: 0 1 2 3 4 5 (x3)

Was Feldspar the soul of the band? Did he work to keep everyone together and look after the individual members? Did he show his passion for music?

F: 0 1 2 3 4 5 (x3)

Was Rosalind enthusiastic? Did she admire all the other bands? Even Adamantium? Was it clear that Vorpall Mace was her favourite?

R: 0 1 2 3 4 5 (x3)

2. The consistency of their role-playing - whether they managed to stay in character throughout the game, or just in spots.

M: 0 1 2 3 4 5  
 O: 0 1 2 3 4 5  
 F: 0 1 2 3 4 5  
 R: 0 1 2 3 4 5 (x2)

3. The interaction with other characters - did they use character names, interact as a character rather than a player, etc.?

M: 0 1 2 3 4 5  
 O: 0 1 2 3 4 5  
 F: 0 1 2 3 4 5  
 R: 0 1 2 3 4 5 (x2)

4. Their tactics and strategy - how well they dealt with performances, their overall use of their resources, etc.

M: 0 1 2 3 4 5  
 O: 0 1 2 3 4 5  
 F: 0 1 2 3 4 5  
 R: 0 1 2 3 4 5 (x2)

5. Their goal-directedness - how far they kept sight of their objectives.

M: 0 1 2 3 4 5  
 O: 0 1 2 3 4 5  
 F: 0 1 2 3 4 5  
 R: 0 1 2 3 4 5

6. Their lateral thinking in problem solving - how far they found alternatives to simply hacking their way through.

M: 0 1 2 3 4 5  
 O: 0 1 2 3 4 5  
 F: 0 1 2 3 4 5  
 R: 0 1 2 3 4 5

7. Their manners - whether they were argumentative, sulky and rude to the DM, or whether they were civilised entities.

M: 0 1 2 3 4 5  
 O: 0 1 2 3 4 5  
 F: 0 1 2 3 4 5  
 R: 0 1 2 3 4 5

8. Were the players utterly stupid in approaching problems? Deduct points: -5 incredibly stupid, -2 a bit dim, -1 a few silly moments

M:  
 O:  
 F:  
 R:

### TOTAL

M: /60 F: /60  
 O: /60 R: /60

[illegible][illegible][illegible]