

# ***Skies of Glass* Role Document**

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## **Introduction**

This document contains the intended roles for player-characters in Skies of Glass. The role document for your game could consist of a list of character classes or, as we have here, general guidelines for the sorts of characters your game will support. For more information on developing roles for a new game, download episode 30 of Fear the Boot.

## **I. Small Influence**

Skies of Glass will not include rules for managing the resources of large, multi-faceted organizations. Players will be encouraged to focus on their own characters or perhaps small groups.

## **II. Survivors**

The game world may include locations where pre-bomb society and technologies are still intact. However, our rules and setting information will focus on the lives of those surviving outside of these refuges.

## **III. Combat and Non-combat**

While the game will include detailed combat rules, we also hope to include enough information to make non-combat play viable. We will select the most common occupations and write enough information to support them. While we have not yet selected these occupations, they will likely include such pursuits as operating trade caravans, farming, and smithing.