Player Roles

Another idea I'm thinking of trying is roles for players. Usually there's an adhoc role taking done, but I'm thinking of formalising it just to make things fairer. The (possibly rotating) roles would be-

- **Player Wrangler** Whose job is to organise the other players, contact them as need be and work out dates. Also deciding on who does what other role.
  - Possibly with the addition of **Dice Wrangler** who searches for any lost dice after a session, sorts them and returns them. Possibly also lending dice.
- **Sage** Whose job is to read the background material and histories, or any large amount of text - and answer player questions on it as need be.
- **Scribe** The one who takes notes, such as NPC names, draws maps, and possibly writes up session reports.
- **Host** Who organises tea&coffee and opens/sets up snacks. Possibly also organising take-away if need be.
- **Librarian** Whose job it is to look things up in books as need be. Rules mainly rather than background which is for the Sage.

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