<u>Writing Bit Parts</u>

A Bit Part is a character that can be picked up and played for a scene where the player wants to attend, but his or her character would not be there for some reason. Bit Parts have a brief description and no real plot.

Please try to use the name of the character from the show if at all possible.

How long should the character sheet be?

One or two paragraphs, enough to tell
• Who the character is.
• What show the character is from.
• A bit about the personality of the character.
• Who the character knows, and is close to.

Bit parts don't need stats, or items, really, unless they are for flavor. Bit parts should never have grands; that would upset the economy.

Note: Bit Parts are like scenery. They add a lot to the game but are entirely player generated. If players don't write the Bit Parts, there won't be any available. Players who write Bit Parts will get 1 Service Credit per Bit Part created. You can just bring your printed Bit Parts to the game and get your Service Credits there, or e-mail them to Mike Young before September to get pre-game Service Credits.

<u>Writing Cast Characters</u>

A Cast Character is a Bit Part with plot. The character is there to achieve a specific task or game mechanic, or is needed for a plot.   An example might be Bookie Bob who is there to let people gamble on the racetrack, the little league, or the spelling bee.

When writing a cast character, start with a bit part, and then include specific instructions of what the character must do and when. Cast characters may have stats, items, or grands as needed.

The GM and primary game writer will write the Cast Characters.