

DADDY ISSUES

A man with glasses and a beard, wearing a yellow jacket, is holding a baby in a blue hoodie and a striped hat. The baby is smiling and has its arms outstretched. The background is a blurred outdoor setting.

MAY 2021

IT'S GONNA BE MAY

- DARRYL'S TIPS TO MAKE MOTHER'S DAY SPECIAL
- GLENN'S BIG-BRAINED INVESTMENT WISDOM
- PLUS! TRY YOUR HAND AT A VERY OAKY CROSSWORD!**



IMPENETRABLE FORTRESS

WHY ARE RPG BOOKS SO HARD TO READ?



ANTHONY BURCH
DADDY MASTER

I've bought a shitload of different RPG systems for possible use with the Daddies, and I can now confidently say:

Most of them are fucking impenetrable.

Here's how your typical RPG rulebook is designed:

- 20 pages of "flavor" nobody reads
- 10 pages describing what an RPG is (aka, something we all know already)
- 20 pages describing what wisdom, strength, dexterity, and constitution are (or, even worse, the system uses synonyms for all these stats and then forces you to learn which ones correspond to the ones you already know)
- 10 pages describing a bunch of specific character creation details that you can't make heads or tails of because you don't know how the game is played yet
- 10 more pages of flavor nobody reads
- 5 pages of combat tutorial (actually useful)

- 5 pages of skill check tutorial (actually useful)
- 20 pages of how to DM that basically boil down to the author being like, "I dunno, make up stuff your players like and be aggressive."

These books aren't written with human beings in mind. They're appendices on top of rules on top of glossaries for things you can't understand unless you spend hours referencing and cross-referencing chapters against other chapters.

Part of this is due to the fact that most systems, in my opinion, are just way too complex (*Shadowrun* has specific rules for swimming). Mostly, though, this is just a matter of organization and teaching.

If your system is complex enough to require a big, chonky book, I need to be able to get to the juicy part quickly. That means establishing the vibe of your system— how it's meant to feel, how it's meant to play, what makes it special— and then immediately leading into a character creation tutorial.

I do NOT need to understand every single little thing right off the bat in order to get into your game. I DO need to give a rat's ass about finding out the important stuff. And by "important stuff," I mean character creation and conflict resolution.

Like, videogames have this down pat. You load up the game; you get a cutscene explaining why you should give a shit about what's going on; you build your character (the first time you do this,

you're just picking stuff that sounds cool— later on, you'll have a better idea of); you're tossed into a small pocket of combat or platforming or whateverthefuck that teaches you how things work in a low-stakes environment.

RPG books should do this. Like, straight up, singleplayer-ass chapters where the author behaves as a DM and walks you through what it's like to experience a few minutes of the game from the perspective of the player. This would be useful to both players and Dungeon Masters alike, because you can't really know how to DM unless you know how the game is meant to feel as a player.

I'm going to stop myself before I rant any further. If this is something you're interested in reading more about, though -- specifically, my irritation with RPG system design and how they could be more user-friendly -- say so in the discord and I'll write more about it for the next *Daddy Issues*.





RON'S REEL REVIEWS

MORE FILM REVIEWS FROM RON STAMPLER

HI, I'M RON. As you know I am acquainted with a person named Beth May in Los Angeles, California. The nature of that relationship is not important, but what is important is that I've recently become aware that that person's last name is the same word as the name of this month. As such I will be reviewing some of Beth May's favorite movies but with more objective and correct opinions.

JURASSIC PARK (1993)

DIR. STEVEN SPIELBERG

Jurassic Park is a movie about dinosaurs. You may be thinking, "Wait, dinosaurs don't exist today." But because it's a movie they are alive again.



In the movie there is a park that a rich businessman builds so that people can come see dinosaurs. It is a lot of fun, but the park never opens because the dinosaurs get out and start running around. There are dinosaurs running in fields, behind Jeeps, and in kitchens! So much running! This movie teaches an important lesson about bad business practices and how dangerous running is.

3.5/5 STARS ★★★★★

THE SIXTH SENSE (1999)

DIR. M. NIGHT SHYAMALAN

The Sixth Sense is a movie about sight, which is one of the five normal people senses. You may be thinking "What's the sixth sense, then?" Well it's actually sight, but for dead people. A character sees dead people, making it a sixth sense. Ha! This movie is scary because a kid sees dead people and so do you if you are watching the movie. It would be less scary to have a movie where someone sees dead people but the people watching the movie don't see them. The movie has a big twist that I won't give away, but the takeaway from that is: Make sure that you are alive.



3.5/5 STARS ★★★★★

MOULIN ROUGE! (2001)

DIR. BAZ LUHRMANN

Moulin Rouge (not to be confused with *Mulan* which is a Disney film) is a movie about love overcoming all obstacles. A character actually types that up in the beginning which is handy when you are watching the movie and want to know what it is about. There is singing in this movie, which is great. In real life I myself am a singer and a businessman. The singing is sometimes sad but mostly loud, which is why it is a great time. The businessman in this movie is not a good person, which was disappointing, and the obstacle that love does not overcome is death, because someone dies. But what is grief if not business persevering?



3.5/5 STARS ★★★★★

DUMB AND DUMBER (1994)

DIR. PETER FARRELLY

Dumb and Dumber is a movie about two friends. It is a heartwarming movie, but it is also sad because they are two good friends and the movie is calling them dumb.



Ultimately the movie never reveals which friend is "Dumb" and which friend is "Dumber." That's one of the mysteries of cinema. I love the sheepdog car.

3.5/5 STARS ★★★★★

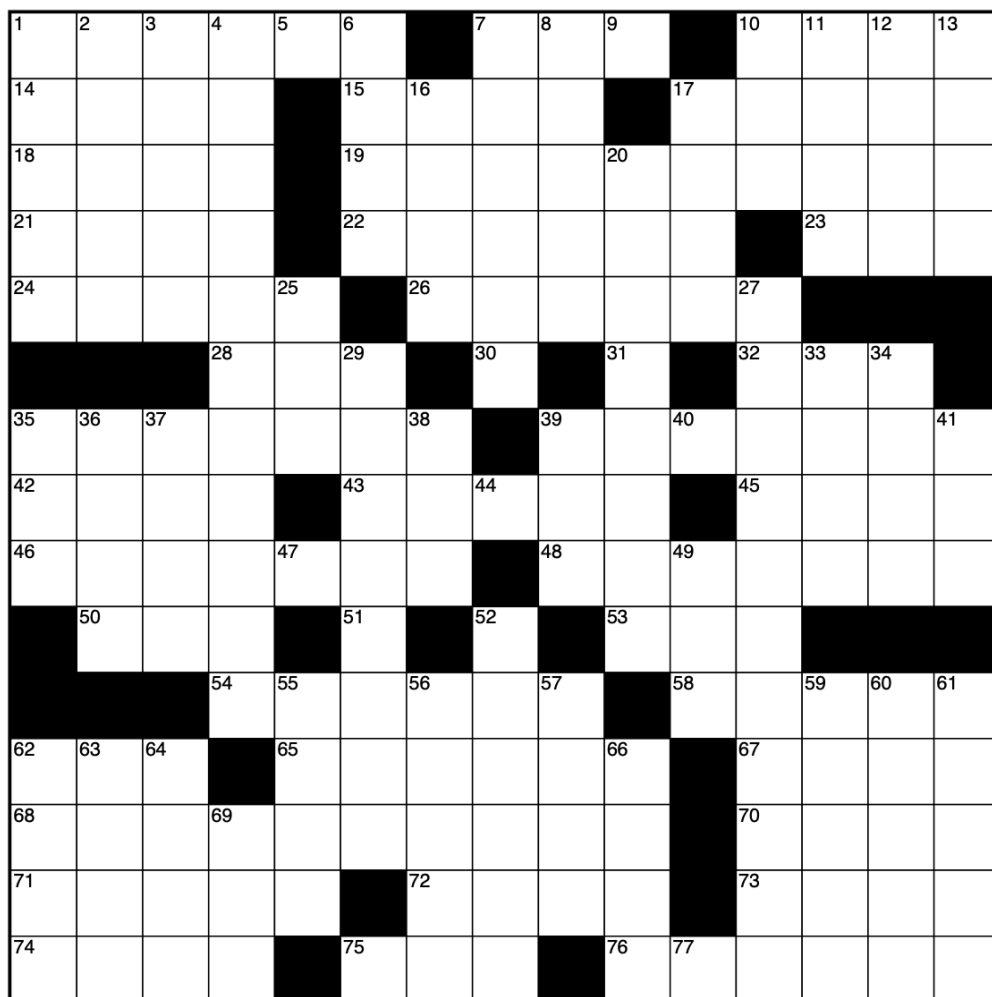
CROSS TRAINING

HEY FOLKS! Henry here. Ya know, I sure do talk a lot about my favorite stuff when I'm hanging out with the other dads. But one thing that's never come up is my favorite video game- CROSSWORDS!

There's nothing better than parking my butt in my "gamer chair" on a Sunday morning with a fresh cup of herbal tea and cracking open a good crossword and pushing my 'leet skills to the test. So I figured I'd spread the joy by whipping up a *Crossword à la Henry* for you all to enjoy, featuring some of my favorite things as clues! Hope you enjoy- or as we gamers say, GL;HF!

A FEW OF MY FAVORITE THINGS!

BY HENRY OAK



ACROSS

1 An (ADJECTIVE) game where you (VERB) in the (PLURAL NOUN.)

7 Crib

10 An apple is a famous one

14 They make superb bowls.

15 The "O" in "O.G." (abbr.)

17 My favorite drink!

18 My beautiful boy!

19 Ocean invertebrate

21 Check out

22 My second favorite TV show!

23 My name back in Oakvale

24 Pinnipeds

26 Can opener

28 "I _____ what I _____," classic Popeye catchphrase

32 Life-saving pen pal?

35 With 62a, 71a, and "Fart," the family dog

39 Santa's reindeer were one

42 Torn

43 Zack De La _____, 90's rap rock icon

45 Foot-forward prefix

46 Star of Austin Powers 3

48 My other beautiful boy!

50 LA pit stop sight

53 Homie from Honduras

54 "Hey, bro!"

58 "What's _____? Not much, dog, _____ what's up with you?"

62 Pretext for 2003 war

65 To whom the vendor vends

67 Top tier

68 Multicolored, geology-style!

70 Oxidation byproduct

71 With 35a, 62d, and Fart, the

family dog.

72 Major constellation?

73 NA, e.g.

74 Former King of Saudi Arabia

75 BFFs of FAVs

76 Sleepy

DOWN

1 Villains in Venezuela

2 "Despite all my rage, I am still just a rat in _____."

3 "Vampy" Julie Benz Buffyverse role

4 "A _____," or, "The Saga of Scam"

6 Head Honcho

7 They come with two sets of keys

8 In a panting state

10 "On the _____," like Bonnie and Clyde

11 "Then again," in cyberspeak

12 Danced with Debbie in a '52 classic.

13 _____ Ishii, leader of the Crazy 88

16 Come back for more

17 Gollum's workshop

20 Superhighway navigator of old

25 You try for a 1600 in it.

27 Apiculturist's motto?

29 Mi esposa, mi leona, mi corazon

33 Feathery prefix

34 "They don't think it be like it is, but _____."

35 AKA AFK

36 Gamer for "great"

37 Demonic Emma Caulfield Buffyverse role

38 Wade's opponent, 1973

39 Exclamations of understanding

41 "Yuck!"

49 Sun Devil sch.

52 A cow's main squeeze?

55 Above

56 A gem fresh out of the earth!

57 Old-timey eves

59 Delivery aide

60 Initial stage of illness

61 "Capiche?"

62 With 35a, 71a, and "Fart," the family dog

63 Lead singer of The Redbrands

64 "That's MISTER Rendar to you, nerf-herder!"

66 Map app predictions

69 Guided



TAKING STOCK

BIG-BRAIN INVESTING ADVICE WITH GLENN CLOSE

HEY THERE. Now, it's been a while since I've gotten a chance to check my phone, but as the manager of the group's finances (and yielding, I would like to think, a pretty righteous return on our gold coins over the course of our time here through sound, skillful wealth management), I thought I would write a little bit about the **Glenn Close Method** of picking stocks and earning money.

Now let me be clear: I'm just the lead guitarist and singer for the hottest Christmas rock cover band this side of the Mississippi, so don't take anything I'm about to say here as any sort of advice in

any way shape or form- I'm just dispensin' some knowledge that I've earned from years on the road.

So keep in mind that everything I'm writing here is a bit from memory and I could be totally wrong.

RULE #1 - YOLO EVERYTHING

You know that famous saying "it takes money to make money?" It's true. If you put \$1 into the stock market and make back \$10, that's called getting a "ten bagger"- you got ten bags of your original money. But you only got \$10! That's chump change.

I once read "to become a millionaire you just need ten grand and two ten baggers." That's wild and probably really hard. That means you gotta get lucky TWICE, and get lucky HUGE. Instead, do what I do- put HALF your money in a SINGLE stock. That way, if that stock doesn't go well, you can use the other half and do it again! It's like having two lives in Mario, aka a fool-proof plan. Warren Buffet, eat your heart out!

What if Warren Buffet made a buffet restaurant though? Buffet restaurants are cool I should go to those more often.

RULE #2 - CHECK YOURSELF BEFORE YOU WRECK YOURSELF

I hear you right now. You're saying "Glenn, that's stupid! What if it goes bad? Then what?" To which I say "No YOU'RE stupid and money is a SOCIAL CONSTRUCT." In any case, you should always put out feelers to see if you can't dig up someone who knows what they're talking about.

Like, for example- I once "talked" to a Fry's Employee by sharing a joint in the back parking lot of a Fry's that looked like an alien ship flew through it. We got proper hazy and this kid (Chuck I think his name was) basically was like "yeah everyone buys stuff online and the only good thing we got is batteries and astronaut ice cream." I took one look at that big ol' store and said "Glenn, my man, just common sense. Can this store survive off sellin' batteries and astronaut ice cream?" Then I thought "Batteries probably, because batteries are always running out, but we haven't gone back to the moon since forever, so I bet nobody wants astronaut ice cream anymore." I realized my "YOLO everything" play here would be to buy a bunch of batteries as they went out of business (probably eventually) but then me and Chuck bought like twenty things of astronaut ice cream and we concluded that plain ol' vanilla was basically the best flavor.

Anyway I went home, dumped all of Nick's college money into Energizer stock at about

\$40 and sold it later that year at \$65 when I found out they weren't doing those bunny commercials anymore.

RULE #3 - GO WITH YOUR GUT

The way I see it, you got two kinds of people. Thinkers and DOERS. Glenn Close has always been a DOER- that's just who I am through and through. If I went face to face with a THINKER and there was some DOIN' to be done, I'd win ten times outta ten hands down.

But if I had to go up against a THINKER in a THINKIN' man's game, I must say I'd have to downgrade my chances. See I watched that movie *The Big Short* and everyone in there was real smart, and I realized... I can't outthink these nerds in suits! They've been working on thinking their whole lives! But you don't have to play that game- you can play your own game where you do things and WIN.

So I don't do any research or googling or any of that crap- I just look at a company, think about it real hard, blaze up a good indica, and just make decisions based off pure 100% gut instinct. This is the same gut instinct that made me who I am.

Let me give you an example (and we'll see if I'm right or not). I got proper whipped up before we all got sucked into that portal and was playing Call of Duty: Warzone with Nick (to be clear- Nick wasn't blazed I need

him to be lucid for callouts plus I'm way better when I'm stoned I got like telekinetic powers I can predict where people are it's like an aimbot it's great). Over the course of the sesh, we got paired up with what sounded like a 9 year old kid (great sniper, good movement), a college kid (also stoned), and a dad after he put his kid down (should have been stoned, dude wrecked our streak). But then it hit me. I was like "Nick. You like VIDEO GAMES, right?" and he was like "Yeah dad, everyone loves video games. Who doesn't like video games?"

Who. Doesn't. Like. Video games? Damn. Talk about a smart kid.

I said "Dang kid you're right." I googled "who sells video games" and got this company called Gamestop. Anyway, in between rounds, I yolo'd Nick's entire college savings in there (that stock was way too cheap- it was like \$5 a share! Video games cost \$50!!). Am I worried? Heck no- as Nick said himself- everyone likes video games. Anyway, when I get back, I'm sure it'll have at least doubled (because I heard there are two new consoles coming out- the Xbox One and the Playstation one).

That's all for now! Good luck ridin' the snake!

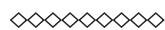


**DARRYL'S CAROL'S
MOTHER'S DAY
SPECTACULAR**

Hey everyone, it's Darryl here. And in these divided times, where it seems like we can't agree on anything, it's nice to remember what we all share:

Moms.

Now, in the Wilson household, we go all out on Mother's Day. Grant and I really want to let Carol know how special she is to us, and give her a perfect day. Look, I'm pretty good at Mother's Day. So I thought I would share what the Wilson boys do for Carol, and see if it can give you any ideas for your own Mother's Day.



MORNING

The most important meal of the day is also your first act. If you don't make the first moments of Mother's Day special, just give it up. Game over. You've fallen in the endzone and gave up the ball before kick off.

Breakfast in bed is awful. Who wants to get their bed messy? And any food you can have on a platter in bed isn't worth a damn. No, we bring Carol a cup of espresso, a delicate chocolate, and a heart warming card and flowers, spread out on a small side table. She wakes up to a small treat, a hit of caffeine, and the first of many expressions of our love. We don't rush her, we let her come down for breakfast when she's ready.

BREAKFAST

Full Scottish Breakfast. Carol's not even Scottish. But a huge plate of square Lorne sausage, link sausages, fried egg, streaky bacon, baked beans, black pudding and/or haggis, tattie scones, fried tomatoes, mushrooms, and toast is her favorite thing in the world. The kitchen turns into a bloodbath. Not even napkins are gonna help. The Wilsons go hard on Mother's Day breakfast.

ALONE TIME

You gotta digest all that food, and it's important to just relax. So Grant and I have set out a puzzle, some of Carol's favorite movies, snacks, music, a pitcher of mimosa and all sorts of little things she loves in the living room. We clean up the kitchen, and head out

to do some chores and pick up lunch and just let her decompress.

CAKE FOR LUNCH

We meet up together for lunch, where I finally get to show off my baking skills. I mix it up every year, but regardless of the type of cake, it's always paired with a light sandwich and some cold beer. But it's all about the cake. And it seems big enough for a party of 20, but it's just gonna barely be enough for a Wilson party of 3.

BOARD GAMES AND FAMILY TIME

The afternoon is all about family. We finish off the cake while playing some board games. Carol is a Monopoly fiend, and Grant and I get slaughtered every year. Sometimes the three of us will go to the front yard and kick the ball around. Maybe even bring some of the neighbor kids over and let Grant play a little pick up game.

GET GRANT THE HELL OUT OF THE HOUSE

The night time is... it's Mom and Dad's time. We send Grant to a friend's house, or his grandparents for the evening. He's not coming back til morning.

We tell him we're just gonna be out late at a fancy dinner. We even dress up before he leaves the house. Heck, sometimes we even make reservations and intend to go- who doesn't like an excuse to have a delicious meal? But the moment that kiddo is out of the house, we're not going to dinner.

Cause once I see Carol dressed up, confident, powerful, and once she looks at her teddy bear of a husband looking dapper in his one nice suit... we're not leaving the house. We're using every room of the house. Let's just say the vasectomy I got last year is the best Mother's Day present of all.

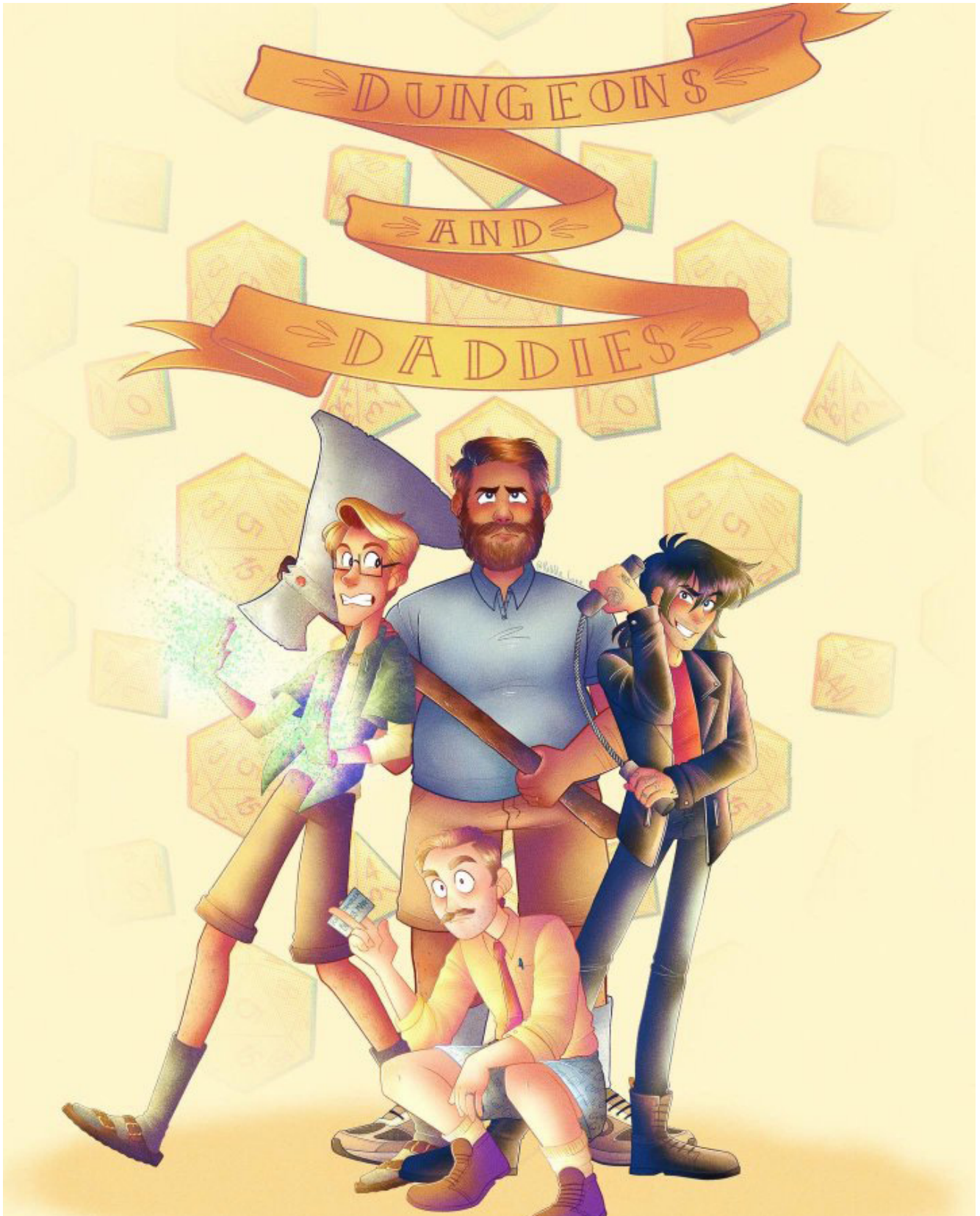
Hmm.

Yeah. Well. That's Mother's Day.

So, hope that gives you some ideas of what to do for your mother this year.



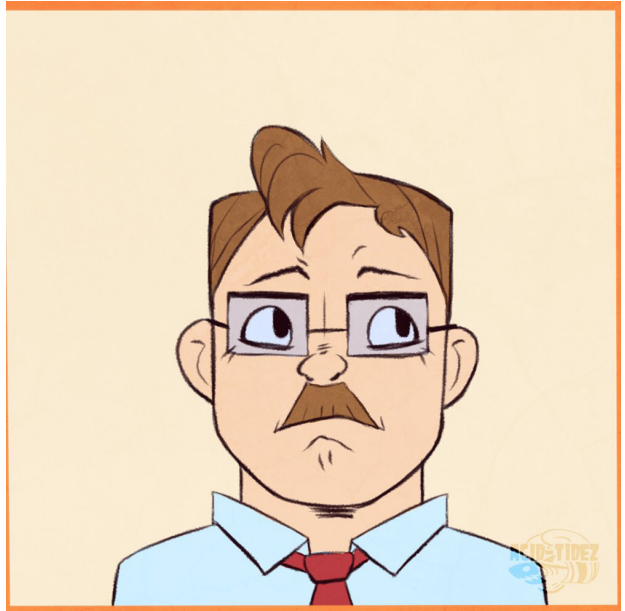
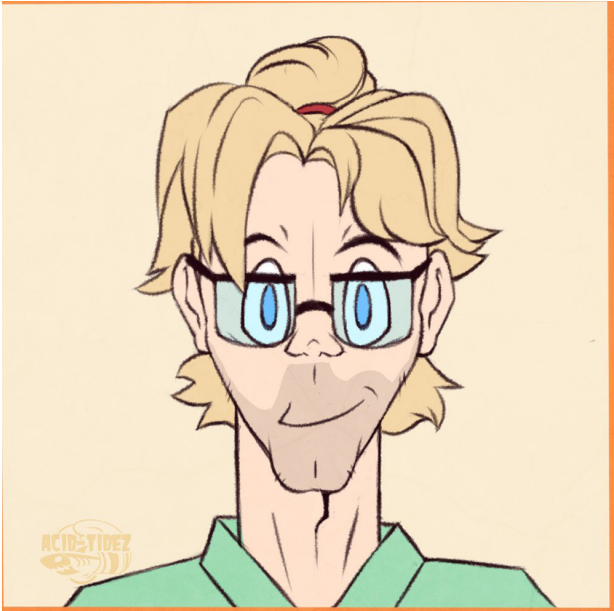
Artist: @byKakaw ([Twitter](#), [Instagram](#))



Artist: Jess, @puddle_lane ([Twitter](#))



Artist: @MR_Princetine ([Twitter](#), [Instagram](#))



Artist: Layne, @AcidTidez ([Twitter](#))



Artist: @byKakaw ([Twitter](#), [Instagram](#))

ANSWERS TO HENRY'S CROSSWORD FROM PAGE 6:

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