

New Rules Added – Class Bonus and Team Work

written by A J | November 26, 2014

NEW RULE! Each class also includes a CLASS BONUS.

This is shown on the character sheet as a checkbox by the ability score. What this means is, whenever that character makes any Check they can add a bonus (LEVEL divided by 2 then rounded up) bonus to their check.

Example: A 3rd level Barbarian with a Class Bonus in Strength would gain a +2 (3rd level / 2 = 1.5 rounded up to 2) when attempting any strength checks (bending bars, lifting things, hit a monster with a sword, etc)

NEW RULE! Team Work

Attempting an action collectively allows for one check, using the highest player's ability bonus AND advantage (roll 2d20 take the highest). If the check fails no additional attempt may be made by anyone in the party until somebody in the party goes up a level.

What should the new thief class be called?

written by A J | November 26, 2014

Fast talking, working a crowd, misdirection. These people are masters of manipulating and fixing situations with their words rather than their steel. Name?

[polldaddy poll=8474154]

Rogue Classes

written by A J | November 26, 2014

After much discussion across the interwebs on types of rogue classes that should be included I've come up with the final list. They will go live some time next week. There will be breakouts on their skills and level

progressions.

1. **Thief** – This is the traditional pickpocket, lock pick, thief.
2. **Grifter** – Fast talking, working a crowd, misdirection. These people are masters of manipulating and fixing situations with their words rather than their steel. A person practicing quackery or some similar confidence trick in order to obtain money, fame or other advantages via some form of pretense or deception.

Bounty Hunter (MOVED) – This is a multi-class fighter/thief. They are trained hunter, some call them assassins, others are know as grave robbers, all a trained at hunting down their bounty and getting the just rewards.

Thoughts? Post a comment!

New Fighter Classes

written by A J | November 26, 2014

Today I rolled out the two new fighter classes: The Barbarian and the Cavalier.

Barbarian

Barbarian fighters come from the wilds outside of the civilized world. They live off of the land and fight hard to survive. Their fighting abilities are ingrained into them from childhood as they grow within their tribes.

Cavalier

Cavalier fighters are the trained fighters of the civilized realms. As they advance to higher levels, they fill roles as knights and protectors of the realm.

Check them out over at the classes page.

Dealing with Absent Players

written by A J | November 26, 2014

Whether your group plays weekly or just once a month, missing players can interrupt the flow of the game if not handled thoughtfully. Here are some ideas and tips on how to manage absent players smoothly, ensuring that the

campaign continues without a hitch.

Starting at level zero.

written by A J | November 26, 2014

One thing I've been toying with is; What level should players start at?