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And it occurs to me that your own good selves might be interested, so... Almost unlimited hacked: When I first did this, it was my own table in mind. Offering it to the wider DW community was after a lot of time. I wasn't thinking about copyright. As this thread continued, it became clear that I had to fix it, so I have traded the original document for almost unlimited hacking, identical except for removing dungeon world's name and logo. Page 2 37 comments thread archived. You can't answer anymore. [Turn off mobile view / Use desktop site] [Enable mobile view/use mobile site] All trademarks and copyrights on this page are owned by their parties. Uploaded images are the responsibility of the poster. The comments are owned by Poster. /tg/ - Traditional games[Disable mobile view/use desktop site][Enable mobile view /Use mobile site]All trademarks and copyrights on this page are owned by their parties. Uploaded images are the responsibility of the poster. The comments are owned by Poster. Anyone who's hung out on a 4chan/tg board has seen those Piirrä your party threads. Anyone who's hung out on a 4chan/tg board has seen those Piirrä your party threads. About six months ago, I was in text-based Dungeon World and drew our party a few times in that style. Unfortunately, after the fourth session (for which I couldn't draw a picture) the game stopped. We almost all played the non-standard playbook. Mixed-Blood was in Mage Dragon briefcase, Frail-Body was... Shaman, I think? I don't know what Devrin was, some kind of spirit warrior. I don't know. Only Pip was standard class, and she was only in one session. Driider was funny. Did anyone else do this to Dungeon World? This article is skub. You can help 1d4chan by expanding it to Dungeon World RPG by Sage Kobold Productions Rule Adam Koebel's first release in 2012 Dungeon World is the power source of Apocalypse RPG for D&D-style dungeon romps. DM never rolls the dice, player functions are a wide range of simple feature checks with multiple three results, select two results. Neckbeards likes it because it has the feel of old-school AD&D in that indie RPG style. Play[edit] Regular D&D classes are here (Fighter, Monk, Wizard, Thief, Druid, Barbarian,...) and the characters have Str/Dex/Con/Int/Wis/Cha stats. However, you cannot use them in the default rules, and you start with the given table. Feature bonuses are -1/+3 for most D&D versions. Things that players can do in any situation are called transfers and everyone has a related feature. Against the transfer, the player rolls 2d6 + bonus to determine success: 10+ is a complete success at 7-9 is a success with consequences (the player chooses), and 6 - is a potential failure, but the certainty of the DM will use one of their moves to mess you up. You will also get THE XP. Example of 7-9 success with consequences: A fighter wants to put a troll in a hole. This counts as an app for hacking and slashing because the computer is physically trying to disrupt or damage something, even if it is not actually hacking or slashing. The player rolls 7, and the 'hack and slash' transfer says the player succeeded, but the gon-man gets a successful counterattack. If a player rolled over 10, the attack is successful without a counterattack, and the player has the opportunity to do +1d6 damage by letting the gont get a successful counterattack. Decisions, decisions. DM has its own list of stores, but never dice. It's always up to players to roll the dice to resist, avoid or rejigger stuff that would hurt them. Monsters never roll to attack, they only hit player figures if players fail in their reels. DM's movements are never mentioned by name, but there is more to organize what DM can do for players. Players' actions and declarations guide what happens in adventure, and GM's exhortations offer interesting choices that make a difference but need to guide players. Leveling is with XP, which you get by rolling 6, and some player movements and achieving the goals of a single alignment. You level each 5 XP and get a new move from your class. Leveling is less a deal than D&D, but it happens more often, especially if your dies are terrible. The upside is: Tagging XP in a miss is kind of cool. Players get to choose the consequences of part of the results. Alignment is an encouragement that DM uses to say no, you don't do it. Quick, fights are fast. DM doesn't have to roll the dice. The downsides are: All monsters have the same TN to hit. Whether it's will-o-wisp, greasy jelly cube or it's still at 7+ 2d6. Despite the aforementioned attempt to do things you still need to make a statement about running hit points and money. No character building. You choose your playbooks and shops from the buffet. Toned down with each book with one or two options from another playbook. There are still many pitfalls in D&D's pitfalls, such as explicitly labelling characters as evil or good with alignment and racial class limitations. DM almost never rolls the dice, only other players get the thrill of playing by chance. You're going to have to do a lot of on the spot. For example, assume that a player tries to dodge the arrow and rolls 7-9. An arrow can graze them, attach their capes to a table or something like that, but once you've fought a couple of archers, you have to keep coming up with new things. Some people don't see these as downsides. It's good for you. Example Moves[edit] Carouse! When you return victorious and have a big party, use 100 coins and rolls + extra 100 coins used. At the age of 10, choose 3. In 7-9, select 1. As a miss, you pick one more, but things really get out of hand. Befriend a useful NPC You will hear rumours about the possibility You will receive useful information You are not entangled, enchanted or tricked by Cast (wizard) When you release the spell you have prepared, roll+int. At the age of more than 10, the spell is successfully cast, do you not forget the spell; You can throw it again later. At 7-9, the spell is cast, but choose one: You pay unwanted attention or put yourself in a place. GM will tell you how. The spell disrupts the structure of reality when it was cast; take -1 running spell casting until next time you prepare spells. Once it's cast, the spell will be forgotten. You can't cast the spell again until you've prepared spells. Customizations[edit] Most customizations are new playbooks that new categories can play in your game. Rolling with advantage/disadvantage Links [edit] Last died, so here's a new one. Links to stuff A selection of Dungeon World playbooks Torrent: a.pomf.se/hofqip.torrent DDL: World.7z Inverse World: 285897777%29.zip Inverse World character pages and Mount/Vehicle rules Grim World are still missing for some reason. Let's start with this question: Which playbooks do you think are bad? Either by being too weak, too strong or simply by getting to the point. View SameGoogleiqdbSauceNAOTrace Charlatan.pdf, Anonymous Wed 04 Jun 2014 05:24:45 No.32561642 Report Quoted: >>32561314Well, we already discussed Mage and Kellopunk. I really wanted to like Charlatan - it has a great concept and I like its taste, but mechanically it's only + 1s everywhere. Anonymous Wed 04 Jun 2014 05:25:35 No.32561658 Report Quoted By: >>32561314I's to run my first game for a Spellslinger and a Dashing Hero, johon myöhemmin liittyi Paladin. Nniiden Nniiden third-party classes seem interesting and fun. I'm trying to figure out where I saw a compilation course based on death or a deal with Death. I know there is a Wraithlander, but I thought it was a little more common, but I could be confused. Anonymous Wed 04.6.2014 05:27:45 No. 32561690 Report Quoted: >>32561703 Does anyone have this rpg, full stop copy/pasta Anonymous 04 Jun 2014 05:28:33 No.32561703 Report Quoted By: >>32561690Ei, but it sounds like fun. Anonymous May 04, 2014 5:45:18 a.m. No. 32561967 Report Quote: >>32561314The Edgy Designer.Sorry, cheap shot. View SameGoogleiqdbSauceNAOTrace Pixie.pdf, Anonymous Wed 04 Jun 2014 05:51:24 No.32562060 Report Quote: >>32562115 In fact, you have one of these in my game, and while it's not too bad (the player who plays it and I had a really good laugh because it's spot on and how decent it is compared to some others), there were some starting moves. Sprite Flight's 7-9 is functionally identical to more than 10, so I came up with a little downside like leaving a glowing path behind me. Pixie Dust has little reason to choose 10+ to choose 2 and was pretty much used for one effect (which was still quite useful). So it's all going down when 7-9 gets some kind of downside. Small or smaller ones may have a higher minimum (probably an apple or mouse instead of a cherry), and the same goes for updating it. Beyond that, it's basically like someone crossed a wizard with thugs. Anonymous May 04, 2014 05:54:15 No. 32562115 Report Quoted: >>32562387 >>32562060If you can enjoy something so terrible, you've really achieved enlightenment. Anonymous May 04, 2014 06:09:49 No. 32562387 Report Quote: >>32562810 >>32562115Taide is. Yes. Anonymous May 04, 2014 06:42:45 No. 32562810 Report Quoted: >>32562968 >>32563541 >>32562387And so are shops. And the class itself. It's a really big picture review to be honest. The Sprite flight is not only poorly written, it also encourages constant roll of dices, especially in combat. Sure, often it's instead of Defy Danger, but getting around is boring. And you said it yourself; its 7-9 is nothing like 7-9 should be; It's identical to over 10-10-10-0-000 and never causes excitement or drama. And then there is the small and smaller thing, which is also roll-tastic. Between the two, you can probably get out of almost any dangerous situation that isn't fully invented and specifically designed to bring you down, which isn't what GM should be thinking about, and honestly makes the game boring. The movement of pixy dust is fine, although I hate the way its trigger text is shaped (but it's more of a preference than anything)However, one annoying thing is the healing effect. I have a moment to rest indeed; so you repeatedly rest several cases many times - you will not stop needing Until you're completely healed. And will the effects last forever beyond the age of 10? Will you put all the effects on your party and you'll never have to worry about it again? Anonymous May 04, 2014 06:52:25 No. 32562968 Report Quoted: >>32563009 >>32563742 >>32562810 It only lasts as long as it is needed, which is far too vague, yes. I'm probably going to set the length with every effect or something. Anonymous Wed 04 Jun 2014 06:55:33 No.32563009 Report Quoted By: >>32562968Addendum, healing is also quite poor and I'll probably replace it with a flat 1d4. Anonymous May 04, 2014 07:01:31 No. 32563107 Report Quoted: >>32563556 Question for class home breweries: what programs do you get a nice-looking PDF result? Anonymous Wed 04 Jun 2014 07:33:10 No.32563541 Report Quoted By: >>32562810I found its first, and hopefully they or goons there can offer extra or alternative fixes to a class that at least has an idea of what it wants to do Anonymous hel on June 04, 2014 07:34:45 No.32563556 Report Quoted: >>32563107 There are models for making Dungeon World classes in .docx and .odt formats. Anonymous May 04, 2014 07:51:07 No. 32563742 Report Quote: >>32563761 >>325629687-9 does. I was talking about over 10 results. Anonymous May 04, 2014 07:52:38 No. 32563761 Report Quote: >>32563742... Whose interpreter is wrong. So long. Anonymous Wed 04 Jun 2014 10:02:21 No.32564952 Report Quoted By: >>32565302 >>32565482 I thought I'd get a copy of Dungeonworld, but the book was a paper cap that, in my experience, is kind of lousy with role-playing books because they can't quite handle the level of abuse that a hard-backed person can anonymously wed on June 04, 2014 10:49:36 No.32565302 Report quoted : >>32565482 >>32564952Me also. Anonymous Wed 04.6.2014 11:12:22 No. 32565482 Report Quoted: >>32564952>>32565302Mine has helped well. It's well used. Used.

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