

I'm not a bot



























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I'm calling you pledge I'm fairly certain you're safe. Although I would improve you to read their rules and look into the Paths on Demiplane (you will need an account) all the same. If you like D&D I can't imagine you finding a load to dislike here so why bother never know. It's not a narrative game and that's a bad fit for Cosmere.

This is more substantive as a complain to my mind. No, I certainly don't agree with it for a variety of reasons but I do think there is some grounding for this as a complaint. The Cosmere books are, well, books. The Cosmere RPG is a fair trade fantasy game. I see why someone might want a more narrative game to recreate something that is all narrative. However I think a mid-weight game makes much more sense. Especially in context to bridging the gap between reader and player, and RPG fan and gamer. There is one strong complaint to be honest. The author is known for using detailed magic systems. A non narrative more traditional game actually makes more sense here. And I watched a youtube video about the kickstarter where Mr. Sanderson told us his struggles with the Vampire 1E rule set. He very obviously is a P&P RPG game himself and he if he likes rentier control over his IPs. So it makes a lot of sense that it will be a RPG with a rules set that he likes to play himself...so putting +1+1 together I dare to bet: traditional RPG with some narrative elements what he likes and what we'll get here. And I am totally fine with that as I struggled with the various WoD rules sets as well. Edit: And I looked at that Kickstarter again after a few days. It is at over 7 million dollars now. That is freaking impressive. I've started digging to the rules, and while I have no plans to back the crowdfunding campaign, I'm cautiously optimistic about the system design. I'm currently planning on picking this up at retail. I'm currently a Star Wars Unlimited fanboy, and made swudb.com Bluesky. Currently Running: Triangle Agency Currently Playing: Alas, nothing Currently Reading: Slugblaster, Daggerheart, ICON 20, Cairn Currently Salvaging: Torchship, ICON 20, Neon City Outlaws Awesome! Good to hear that people who know more about role system design seem to like what they see. I did take a look at the beta rules and they seemed good to me, but I didn't consider myself very experienced in this so I wasn't sure. I'm even more excited now and can't wait for the release next year! Just have to make sure we wrap up this Storm King Thunder campaign I'm running first... Former pwotter. Play D&Ds, gloomhaven, and tennis. Hi everyone. Remember to vote, especially in low-profile elections like primaries and midterms. A couple of Radiant paths are up on Demiplane if you want to see how it works. It's bespoke to the setting, which means it has a little bit of everything from other settings. You can choose to play as a character from another setting or as a new character. The latter is probably better because you won't have to deal with the baggage of other settings. But either way, the idea is that you can bring your own ideas to the table. There's a bunch of different ways magic can work in ways that more crunchy RPGs can be too inflexible to handle well. Thinking for example about how D&D runs magic in a very specific way that doesn't map to most fantasy worldbuilding. I don't think we know the rules for anything except Stormlight, but in the AMA, the designer said they included them. For Stormlight, the character creator up on demiplane includes the Talents for lightweavers and windrunners, and the appropriate surges. Former pwotter. Play D&Ds, gloomhaven, and tennis. Hi everyone. Remember to vote, especially in low-profile elections like primaries and midterms. I only skimmed the Beta, but I thought there were some interesting tidbits. I wonder if any of these will influence a future Mutants & Masterminds d6. Oooohhh. I'm currently a Star Wars Unlimited fanboy, and made swudb.com Bluesky. 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