



GEN CON 2019

HSG

TABLETOP GAMING PODCAST

HIGHSHELFGAMING.COM



DEATH DIE CLUB

thedeathdieclub.com

The 2019 Gen Con 'zine

brought to you by

High Shelf Gaming Podcast

<https://highshelfgaming.com/>

The Death Die Club blog

<https://thedeathdieclub.com/>

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You can download a PDF version of this material at

<https://thedeathdieclub.com/GenCon2019/>

Welcome

"So you have our first ever 'zine huh? Pretty awesome of you to read this little bit about us. HSG started as a project between friends: Myself, David, and Rich. It's now so much more with a growing community of kind, friendly gamers from all walks of life. Hope you enjoyed the game where you likely picked this up from."

"Be sure to join our community to keep the fun going week after week. We are a small but highly engaged community that loves talking and playing games together."

- David Gillespie

"RPGs have played a critical role in my life. Not only have they allowed me to build life-long friendships, but they have also given me some of the best memories in my life. That is why, exactly one year ago, Fernando and I decided we should give back to the gaming/RPG community. Thus, we took the name of the key elements of our old D&D games (the death die) and we turned it into a community, connecting Latin America players with other regions, working with them to generate more original content in Spanish. Be sure to join our community and help us spread the love for *ttrpgs*."

- Hugo Hernandez

HSG Events

This is our first year running events as a group, and we are really excited about it. We tried to offer a wide range of games: classic RPG and boardgames, homebrew systems, Lego robot skirmish wargames, as well some of the newest systems out there.

Doom: The Board Game

Event type: BGM—Doom the Board Game

Game System: Doom, Custom Adventure

Date and Time: Friday 12 pm



Doom is a strategy board game of tactical combat, based on Bethesda and id Software's video games. **High Shelf Gaming** has been playing Doom for a long time, and we've created a custom adventure using two sets of the game.

Your squad of space marines will need to gather clues left behind to piece together what's going on before time runs out! This will have elements of cooperative and competitive play with story and decisions

Mobile Frame Zero: Rapid At-

Event type: NHM—Non Historical Miniatures

Game System: Mobile Frame Zero

Date and Time: Friday 9 am

Welcome to the world of sci-fi shoot-em-up LEGO robot skirmish games! **MFZ** is an indie tabletop wargame of tiny giant LEGO robots battling across your tabletop! Take control of a squad of mechs fighting to take control of the resources of an alien world. This is fun for all ages and inspires a lot more fun with that LEGO collection.

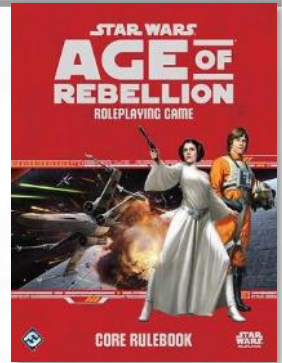
If you want to read more about Mobile Frame Zero you can at www.mobileframezero.com. If not: don't worry! I'll be bringing all the stuff that will be needed for everyone to play and will run through the rules when we get started.



Operation Lastlight

Event type: RPG-Role Playing Game
Game System: Star Wars Age of Rebellion
Date and Time: Friday 8 am, Saturday 7 pm

Yarlen Coz, a key Rebel spy, has been captured. It's a matter of time before he breaks. The Specials must break him out or take him out. Join DM Patrick Kanouse in this Star Wars adventure.



Dead of Winter

Event type: BGM—Board Game
Game System: Dead of Winter, 1st
Date and Time: Thursday 12 pm



A story-centric game about surviving through a harsh winter in a zombie-infested apocalyptic world.

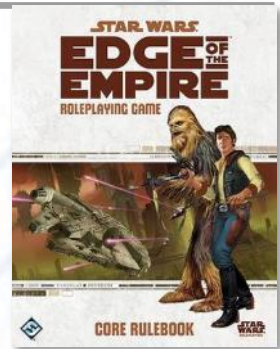
This is a challenging board game that we love on the show! GM Heather can teach you how to play alongside other new and experienced players alike. Come ready to have a fun time among fellow sur-

DOA

Event type: RPG-Role Playing Game
Game System: Star Wars Edge of the Empire
Date and Time: Friday 3 pm, Saturday 1 pm

Attendees of Hannusk Corporation's grand opening of Gaskon have been poisoned. Their killer hides among the other passengers and crew of the *Event Horizon*. Who is the real target? Our heroes have 48 hours to find the killer and save themselves.

Come ready to have a fun time with DM Patrick Kanouse. PreGen characters will be provided.



Streets of New York: Gang War



Event type: RPG—Role Playing Game

Game System: Marvel Heroic RPG, 1st Ed

Date and Time: Sunday 10 am

After the Kingpin was sent to jail, 3 groups are fighting to gain control of N.Y. and only our heroes can stop them! Join Spider-Man, Daredevil, Iron Fist, and other heroes in this adventure.

It is a fast playing game using the Cortex Plus system. DM Hugo shows you the ropes and guides you through the system as the heroes face off against 3 crime lords! Come ready to have a fun time among fellow heroes.

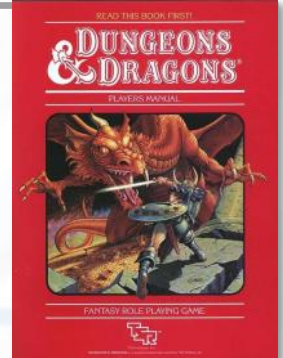
D&D: Classic 1983

Event type: RPG-Role Playing Game

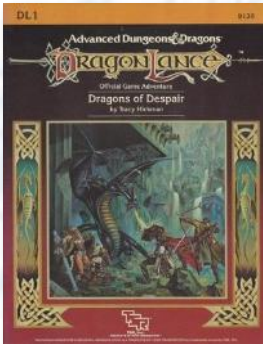
Game System: Dungeons & Dragons, Red box

Date and Time: Thursday 8 am

Come relive the 80s with this classic adventure and enjoy original D&D in all its glory. DM Rich will show you just how quick and crazy Basic D&D character creation is right before you and your fellow warriors, clerics and magic users dive into a classic adventure!



Dragonlance: Dragons of Despair



Event type: RPG-Role Playing Game

Game System: Dungeons & Dragons, 5th Ed

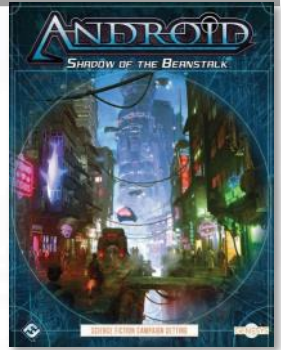
Date and Time: Thursday 8 am, Friday 8 am

Gods have left the world of Krynn, and the continent of Ansalon is about to be bathed in the flames of war. After 5-year search for the ancient Gods, the appearance of the Blue Crystal Staff with its healing powers is the sign the party was looking for.

Relive with DM Scott the magic of the original Dragonlance module: Dragons of Despair! The players will take the role of one of the Heroes of the Lance in the Xak Tsaroth dungeon.

The Children of the Rain

Event type: RPG-Role Playing Game
Game System: Genesys: Shadow of the Beanstalk
Date and Time: Saturday 7 am

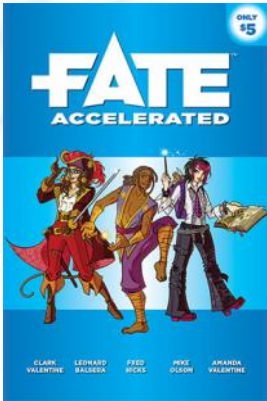


Jinteki clones are being sabotaged, set upon a murderous rampage in the next 48 hours. Jinteki and the police are desperate to stop the sabotaged clones and find the perpetrator. Who is behind this crime? Why? And can they be stopped?

PreGen characters will be provided for this cyberpunk adventure set in the Android universe and using the Genesys narrative rules system. Come ready to have a fun time with DM Patrick among fellow prisec employees exploring a cyberpunk world.

Power Struggle

Event type: RPG—Role Playing Game
Game System: Fate Accelerated
Date and Time: Sunday 10 am



After a devastating economic catastrophe, humanity begins one of its darkest times in history. People no longer have any scruples and take advantage of every situation just to get ahead. During this time, a mysterious rain covers the planet and randomly triggers latent superhuman powers in 1% of the population. You are part of a group of heroes in charge of monitoring and stopping criminal activities by these metahumans.

Join DM Fernando in this fast-paced, superhero adventure, using the Fate Accelerated



Scott Andreu

KNOWN ALIASES: NoTimeForDudes, Boss Monster, Texasisfunny

2019 GAMES: Dragonlance DL1 5e Modified **SKILLS:** Knowledge (History of Emo) 5, Athletics 3, Deception -2

BACKGROUND: My first tabletop RPG was AD&D in 1992, I was in the 7th grade. They made me play the cleric, I hated it and never played with them again. I started playing West End Games: Star Wars in High School, then later D&D 3.5. I am a Pathfinder Society Venture Agent and PAX South RPG organizer. I've GM'd hundreds of sessions in D&D 3.5, 5e, Pathfinder, Starfinder, WEG Star Wars, and FFG Star Wars. You can find me on IG & Twitter [@scottandreu](#) where I mostly post about camping, cycling, and comic books.



David Gillespie

KNOWN ALIASES: HSG Host

2019 GAMES: Doom: The Board Game

SKILLS: Podcasting 5, 3d Printing 3, Meet deadline -2

BACKGROUND: David has been a sci-fi nerd since his mom showed him Star Trek at the age of six. Love of movies, books, and anime quickly brought him to game shops, when you could still buy anime, comics, and MtG cards all in the same store. MtG lead to AD&D, and then enter the angsty teen years where he couldn't get enough White Wolf RPGs and Warhammer 40k. Board games came later with Kingmaker, Settlers of Catan, and whatever David's friends would bring to gaming weekend to play between RPGs.

His favorite thing to do now is play board games and RPGs with the HSG community, either at conventions or remotely.



Hugo Hernandez



KNOWN ALIASES: Chux, The Finance Teacher

2019 GAMES: Marvel Heroic RPG and Demon Hunter

SKILLS: Teaching 4, Finance 2, Singing -2

BACKGROUND: I started playing AD&D the same summer the first *Ghostbusters* movie came out and have been playing ever since. I've always favored AD&D, Call of Cthulhu, and the original Marvel Superheroes (FASERIP) games over other RPGs, but I am always open to try any system I can get my hands on. After the 2018 Gen Con, I decided to start the *Death Die Club* along with my friend Fernando to more actively promote RPG games in Mexico and Latin America, and hopefully see more original content from Latin America gamers. You can find us on Facebook and Twitter as [TheDeathDieClub](#) or you can visit our blog at thedeathdieclub.com.

Patrick Kanouse



KNOWN ALIASES: dreksulpierce

2019 GAMES: Star Wars (Fantasy Flight) and Genesys: Shadow of the Beanstalk

SKILLS: Knowledge (Education) 2, Athletics 1, Xbox Agility 0

BACKGROUND: My first RPG was Star Frontiers, followed closely by Traveller in the early 1980s. I was hooked. I've played and GM'd Call of Cthulhu, various incarnations of Traveller and Star Wars, Cyberpunk 2020, Twilight 2000, 2300AD, Marvel Super Heroes, A Song of Ice and Fire, and others. I can be found at patrickkanouse.com, Twitter [@patrickkanouse](#), and Facebook.

Fernando Marquez

KNOWN ALIASES: Bestia, Doc

2019 GAMES: Fate Accelerated

SKILLS: Medicine 5, Music 3, Handwriting -2

BACKGROUND: I have been playing for the past 28 years after being introduced to gaming by my best friend Hugo. AD&D, Marvel Superheroes, WEG Star Wars where our all-timers, but we tried pretty much anything that crossed our path. Back in the day availability of RPGs in Mexico was next to 0, so with all the options we have right now, we are having a blast, just NOT ENOUGH TIME!

I am currently working in adapting the Fate Accelerated system into a comic book-like superhero game, more focused on the grandeur of heroics and less drag from rules.



Michael Raichelson

KNOWN ALIASES: Mike, MRaichelson, "Who?"

2019 GAMES: Mobile Frame Zero: Rapid Attack

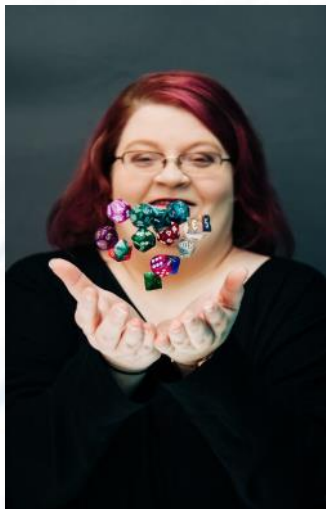
SKILLS: Overanalyzing game mechanics 3, Indie RPGs 4, LEGO building techniques 4, Special move: "Back in my day" (recharges after a long rest).

BACKGROUND: Mike has been spending time that could have been better spent outdoors pretending to be other people since a poorly supervised day camp in the early 80s allowed one of their counselors to run AD&D for a bunch of second graders. Following that fateful day, his life has been a mishmash of dungeons, shadowruns, attempts to maintain the masquerade, dystopian corporate espionage, and heists among the Duskvol elite.

Originally a New Hampshire native, when he's not avoiding reality, Mike resides in St. Louis and makes things on the internet (mostly using Drupal or Vue.js).



Heather Shannon



KNOWN ALIASES: Kratrina

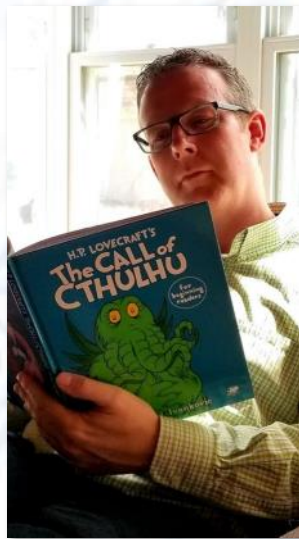
2019 GAMES: Dead of Winter

SKILLS: Shadowrun Lore 5, Podcast 3, Acrobatics -2

BACKGROUND: Heather has been an RPG and board game fan since she was 16, when she played her first game of AD&D. Immediately hooked, Heather honed her RPG skills by playing online text-based role-playing games. After moving from the Pacific Northwest to Texas, Heather began to GM her own games and co-hosted board game days with friends.

Heather has GMed D&D, Pathfinder, Shadowrun, and many other settings, loving to explore fantasy and sci-fi settings. She's keen to talk about games with anyone that will listen and loves to join David and Rich on their podcast to discuss lore and the gaming scene. Heather often goes by Kratrina and can be found on Instagram and Twitter @kratrina.

Rich Wisneski



KNOWN ALIASES: Faja, Co-host with the most

2019 GAMES: Doom: The Board Game

SKILLS: Bard Lore 5, Co-hosting 3, Pandemic -2

BACKGROUND: Rich has been trying to TPK groups since the '80s. Little did he know the journey he was starting when he found the Red Box edition while in middle school. A lover of playing Bards in all role-playing systems (yes even in Eclipse Phase).

Rich has taken his love of board games from the early Milton Bradley games to obsessively making everyone play Doctor Who, Firefly, and D&D board games any time he has a chance. We can sometimes get him to admit he likes other games that require worker placement or cooperative game play (he loves to lose at Pandemic).

If you ever see him at a con be sure to have a beer with him so he can tell you about his 15th level druid paladin!

HSG—Essential Episode Guide

So you might be wondering, who are these HSG guys? Well, HSG is a weekly podcast where David and Rich talk about board games, role-playing games and gaming conventions. If you haven't heard any of their podcasts, you might be wondering where would be a good place to start? In here, we will give you a quick guide of some of the main topics covered by them so you can decide.

Gen Con Survival Guides



HSG 10: Part 1- Housing

Gen Con Housing is different than it was in years past, this survival guide will give you every tool and trick to improve your odds of getting a hotel room, and some ideas on when you'd prefer some hotels over others based on the games you want to play.

HSG 16: Part 2– Running Your Own Event

The joy of running events at Gen Con and other conventions. Although David and Rich concentrate on the Gen Con Event Organizer sign up process, these tips will help you for any con.



HSG 18: Part 3– Event Registration

Rich and David share all the tricks they've learned over the years to secure spots to the games they care about.

HSG 24: Part 4– New Attendee Q&A

David and Rich answer all of the questions that Heather has as a new attendee to Gen Con. Heather is a seasoned convention attendee and helped David run events at some very large conventions in the past.

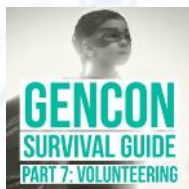
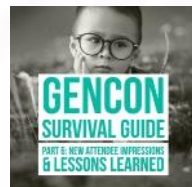


HSG 25: Part 5– Food and Drink

Rich and David dedicate this episode to food and drinks at the convention and surrounding Indy areas. They take the D&D approach, starting with 1st level Gen Con attendees moving about into food trucks (mid level) and finally epic level advice for the experienced gamers.

HSG 38: Part 6– Impressions & Lessons

Heather and Conner join us to talk about their first time at Gen Con experience, covering all topics from shows, panels, lessons learned and some great laughs, as David and Rich are exposed to a completely different side of the con from anything they've seen.



HSG 50: Part 7– Volunteering

In this episode, David and Rich talk with Amy, who's joining us from the Gen Con volunteers community to share with us what brought her to Gen Con volunteering, and what it's like to help 60,000 people have a great weekend.

HSG 58: Part 8 – History

Rich and David talk about the history of [Gen Con](#): How it got started, and what steps led to its enormous success. Everything from the humble beginnings as a place to play "[Fight in the Skies!](#)" and TSR.



Game Reviews

Board Games

- **HSG 2:** Doom the Board Game
- **HSG 13/14:** Legend of the Five Rings LCG
- **HSG 36:** Android: Netrunner LCG
- **HSG 41:** Pandemic: Reign of Cthulhu
- **HSG 45:** Scythe by Stonemaier games
- **HSG 46:** Dead of Winter by Plaid Hat
- **HSG 56:** Roll for the Galaxy
- **HSG 60:** XCOM, The Board Game
- **HSG 65:** Talisman Board game
- **HSG 78:** Gloomhaven Board game

RPGs

- **HSG 15:** Dungeons and Dragons
- **HSG 20:** Pathfinder
- **HSG 32:** Shadowrun
- **HSG 39/40:** The Witcher with Cody Pondsmith
- **HSG 59:** Call of Cthulhu RPG
- **HSG 63:** Traveller

HSG—Essential Episode Guide

Special Guests

HSG 39 and 40: Cody Pondsmith

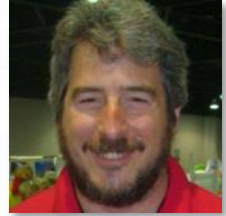


Cody Pondsmith from R. Talsorian games, designed and published the tabletop RPG of *The Witcher*, based on the video game series by CD Projekt Red. The HSG crew has a blast with Cody, talking about the process for putting the RPG (from a lore perspective), the lethality in the system, and the reasoning behind those rules. They also spend some time talking about future expectation for the product line and some fun stories about the trials of being a GM.

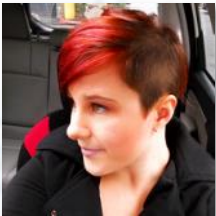
HSG 43: Steve Hassenplug

Steve Hassenplug is an accomplished builder, joining a special group of adult LEGO builders to help improve LEGO Mindstorms. He was featured in *Wired Magazine* talking about the LEGO experience and has also partner with [Brickworld](#), the nationally-known, family-friendly LEGO events.

Steve created Super Robo Rally using LEGO Mindstorms and Raspberry Pi based on the award-winning game Robo Rally by Richard Garfield (of Magic the Gathering fame). He joins the HSG team to talk about his truly remarkable creations and how they came to be.



HSG 44: Crystal Sully and Jabari



Two accomplished artists from the RPG/gaming community join HSG to talk about their work, their relationship to the industry and other important social topics as well.

Crystal Sully is a monster maker who lives in Colorado with a husband, some cats, miniature donkeys, and a dingo. She graduated from Rocky Mountain College of Art + Design with a bachelor's degree in fine art specifically in illustration. She currently does creature art and illustration within the gaming, film, and publishing industries.



Jabari Weathers is under suspicion of being a Goblin Prince from beyond *The Veil*. They presently reside in Baltimore, Maryland, making fantasy and sci-fi art to keep up their glamor (and because it's fun). Other things that they enjoy are pen and paper role-playing

HSG 48: B. Dave Walters

B. Dave Walters is a motivator, storyteller, unifier, and creator of revolutionary content- like a mix between Oprah, Tony Robbins, and the Old Spice Guy.

He is the writer of *Dungeons & Dragons: A Darkened Wish* for IDW Publishing and *Wizards of the Coast*. He appears as Victor Temple on *Vampire the Masquerade: LA by Night* on Geek & Sundry, and as Chato on *We're Alive: Frontier* on Project Alpha.

In addition to being writer and co-creator of the Electropunk comic series, he is the winner of the "Be the Next Beliefnet Featured Blogger" contest for Beliefnet.com in the Hope & Inspiration category. He is a featured panelist at San Diego Comic-Con and Wonder Con on the topic of Spiritual Themes in Comics and Media.

In this episode, B. Dave joins the HSG crew to talk gaming, streaming, comics and philosophy, games that he's running on Twitch and other streaming venues, as well as giving out some tips on what it takes to achieve your goals.



HSG 53: Alex Usticke



Alec Usticke is the admin for the wonderful Facebook group: [Fans of Gen Con](#). With the group's size ballooning to 15,000+ users, Alec and his team of moderators enable all things Gen Con to be discussed in a safe way. It's interesting hearing how they tackle everything from repetitive questions to super controversial topics cropping up before, and even during, the convention.

In this podcast, he shares his passion for the convention, gaming, and the story of the group's path to becoming the best place to find information about [Gen Con](#) on the Internet.



PLAYER'S SECTION



Star Wars & Genesys: Dice and Dice Pools

Star Wars



Ability Die



Proficiency Die



Boost Die



Force Die



Difficulty Die



Challenge Die



Setback Die



Boost Die



Ability Die



Difficulty Die



Proficiency Die



Challenge Die



Setback Die

Assembling Your Dice Pool

1. Look at the Skill and associated Characteristic (e.g., Computers [Intelligence]).
2. Take the *higher* of the two and pull out that many Ability dice.
3. Take the *lower* of the two and convert that many Ability dice to Proficiency dice. This is upgrading the check.
4. Take the number of Difficulty and Challenge dice as indicated by the GM.
5. Take a number of Boost and Setback dice as talents, GM, or other conditions dictate.
6. Roll the dice and determine the results.

Reading the Results

Success / are canceled by Failure / . If any Success / symbols are left after canceling, the check succeeds.

Advantage / are canceled by Threat / . Even on a failed check, they indicate a positive side effect or consequence.

Triumph / count as Success / and cannot be canceled. They trigger a powerful positive consequence.

Failure / are canceled by Success / . If any Failure / symbols are left after canceling, the check fails.

Threat / are canceled by Advantage / . Even on a failed check, they indicate a negative side effect or consequence.

Despair / count as Failure / and cannot be canceled. They trigger a powerful negative consequence.

Quick Guide

Marvel Heroic RPG

The Hero Datafile has all the basic information you need to use your character in the game. The datafile has 5 key sections.

HAWKEYE

Clinton Francis Barton [secret]



SOLO Affiliations

BUDDY

TEAM

XP

PP

WORLD'S GREATEST MARKSMAN Distinctions

HOTHEADED

VERSATILE COMBATANT

WEAPON

P

M

E

BOW AND ARROWS

SFX: *Area Attack.* Target multiple opponents. For each additional target, add D6 and keep +1 effect die.

SFX: *Trick Arrows.* When creating trick arrow related assets or complications, add d6 and step up the effect die by +1.

SFX: *Focus.* In a pool including a **Bow and Arrows** die, replace two dice of equal steps with one die of +1 step.

Limit: *Gear.* Shutdown **Bow and Arrows** and gain 1 PP. Take an action vs. the doom pool to recover gear.

CONSTANT TRAINING

1 SUPERHUMAN ACCURACY **2** ENHANCED REFLEXES **3** ENHANCED STAMINA

SFX: *Versatile.* Don't include any **Bow and Arrows** power in your dice pool and instead include an additional 2D6 or 3D6.

SFX: *Never Miss.* Spend 1 PP to add **Superhuman Accuracy** (or step up by +1 if already in your pool) and reroll all dice when taking an action.

Limit: *Exhausted.* Shutdown a **Constant Training** power and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

1 COMBAT MASTER **1** VEHICLE MASTER **2** TECH EXPERT **2** ACROBATIC EXPERT

IF I MISS, I'M JUST ANOTHER DUDE WITH A BOW

1 XP when you first make an amazing shot in a scene.

3 XP when you make an amazing ranged strike with something besides your bow.

10 XP when you miss a shot against a "Big Bad" and as a result a teammate suffers trauma. You either resign from your team to wallow in guilt, or suck it up and accept imperfection.

MAN OF MANY FACES

1 XP when you adopt another hero's identity.

3 XP when you lead a team under the assumed identity.

10 XP when you complete an event under the assumed identity.

Affiliations

How well the hero acts **SOLO**, with a **BUDDY** or within a **TEAM**. Each affiliation grants a different die type the one is added to the Hero's Dice Pool.

Distinctions

Background information and traits that define the character. A distinction adds a D8 to the Hero's Dice Pool.

Power Sets

Power's and special abilities that the Hero has. Each hero has at least 1 Power Set, the one or more individual powers underneath.

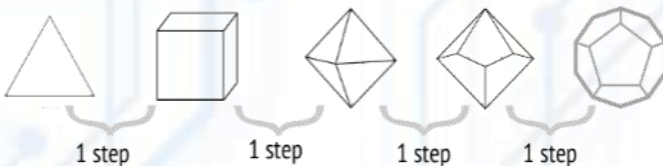
Each power grants a different type a die (d6, d8, d10 or d12) the one can be added to the Hero's Dice Pool

Specialties

Skills, Contacts, Knowledge or Special training that the hero has. Each Specialty grants a different type of die (d6, d8, d10 or d12), the one can be added to the Hero's Dice Pool

Milestones

Milestones represent specific decisions or actions a Hero should seek or accomplish within a gaming session as part of his/her development. For each Milestone achieved, the Hero receives a certain amount of experience (XP), the one can be used to gain new traits, acquire new resources or unlock new events.



* Hawkeye's DATAFILE was created by Andrew Gatlin (marvelplotpoints.wordpress.com). All images and names of characters (unless expressly stated) are TM and (c) Marvel & Subs. Heroic Roleplaying & The Cortex Plus system TM Margaret Weis Productions, Ltd.

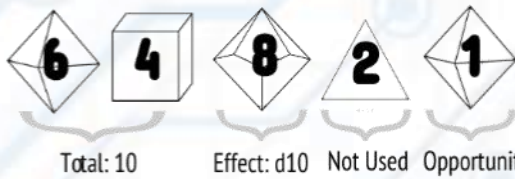
Dice Pool

- One Affiliation die
- One Distinction die
- One Power from each Power set
- One Specialty
- + any/all of these, if they apply
- Enemy's stress or complication
- One Asset
- One push die, stunt or resource

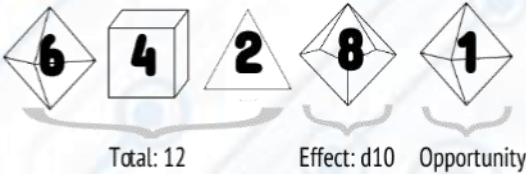
You dice pool should have (on average) between 4 and 7 dice on each check.

Rolling the Dice

When your Dice Pool is ready, roll it!!

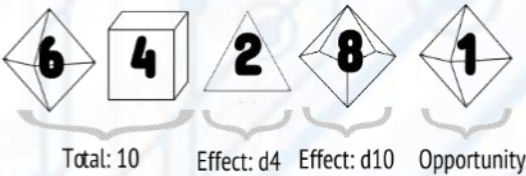


- Set aside all dice that came up 1 (opportunity)
- Choose two dice to be your Total
- Choose one die to be your Effect



You can pay 1 PlotPoint to:

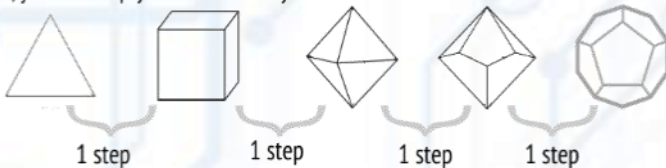
- Add 1 die to the total (higher probability of success)



- Add a second effect die (when you want an additional effect or you want to attack a second enemy)

The DM also rolls his/her dice pool, sets aside all 1s, and determines his/her Total and Effect.

If your Total \Rightarrow DM's Total, your action succeeds and you can use your effect die to inflict STRESS (damage), create an ASSET or a COMPLICATION. For every 5 points your Total exceeds the DM's total, you can step your effect die by 1.



If your Total $<$ DM's Total, your action fails. The DM can pay 1 die from his pool to create an effect (STRESS, ASSET or COMPLICATION) just as if he/she had initiated the action and succeeded.

Marvel Heroic RPG

Plot Points can be used to improve your odds when performing an action. Unlike other games, in here you are encouraged to use these points. It is easy to spend them, but it is also easy to get them back.

Using Plot Points

Add Extra Traits (Extra Power or Extra Specialty)

If you have another Power or Specialty that seems appropriate, you can use 1 PP to add them to your dice pool.

Add a Stunt Die

If you figure out a way in which you can use a Power or Specialty creatively, you can spend 1PP to add a d8 to your dice pool.

Activate Special Effects

Some powers require you to spend 1PP to activate their Special Effects (SFX).

Add an Extra Die to Your Total

You can spend 1 PP to add 1 die from your dice pool to your total (cannot be used with dice that came up 1).

Add an Extra Effect Die

You can spend 1 PP to add 1 extra effect die. This allows you to create additional effects (STRESS, ASSETS, COMPLICATIONS) or to affect more than one target. You can add as many effect dice as you can.

Use an Effect Die from a Reaction Roll

If an action against your character fails, you can spend 1 PP to use your effect die to create an additional effect (STRESS, ASSETS, COMPLICATIONS) as if you had initiated the action.

Change Stress You Took To Another Type

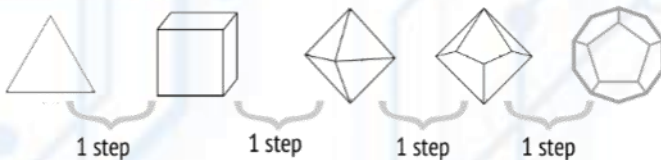
You can change any stress you received to another type (Physical, Mental or Emotional)

Activate a DM's Opportunity

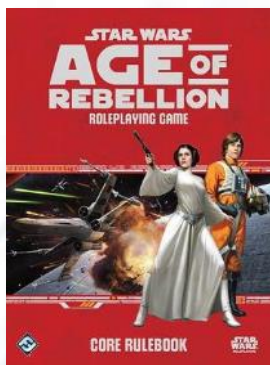
If the DM rolls a 1, you can pay 1 PP to activate the opportunity, and add a STUNT die (d10 effect), create an ASSET (+1 step), or to activate a SPECIAL EFFECT (SFX).

Add a d6 to Your Dice Pool

Are you out of ideas? You can always spend 1 PP to add a d6 to your dice pool (no explanations required).



Online Resources



Star Wars—Fantasy Flight

Official FF Star Wars page

<https://www.fantasyflightgames.com/en/starwarsrpg/>

Begging for XP— Star Wars Talent Trees

<http://beggingforxp.com/2014/star-wars-talent-sheets/>

This IS the blog you're looking for

<http://bastionkainssweote.blogspot.com/>

Marvel Heroic RPG

Marvel Heroic Roleplaying Wiki

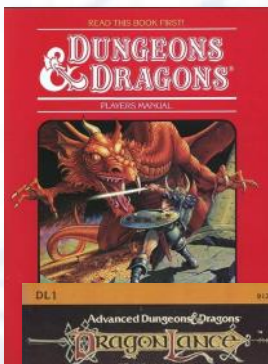
<https://marvelheroicrp.fandom.com/wiki/>

[Marvel Heroic Roleplaying Wiki](#)

Marvel Plot Points

<https://marvelplotpoints.com/>

Lost Files of Marvel—Fan-Made Datafile Index



D&D / AD&D (First Edition)

Dragonsfoot—Home of the Original AD&D

<https://www.dragonsfoot.org/fe/>

Adventure Search

<https://www.adventurelookup.com/adventures/>

AD&D 5e

Fan Site Kit

<https://dnd.wizards.com/articles/features/fan-site-kit>

Overview of Ability Score Generation Methods

http://home.earthlink.net/~duanevp/dnd/stat_generation.htm



Sneak Peak: Tsiik Kaaj—The Savage Lands

The Death Die Club is currently working with Paulo Ramirez in developing a sourcebook for the setting of some of his short stories: **Tsiik Kaaj—The Savage Lands**. This setting is a mixture between your typical medieval fantasy setting, and the culture and mythos of some of the main cultures of the pre-Columbian era. Here is a sneak peek of two new races and one optional rule that will be included in the guide.

WIINIK MA'AX — MONKEY PEOPLE

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+1	+0	+1

Age: Wiinik Ma'ax reach adulthood at 12. They can live up to 144 years

Size: 5'0" +2d4(Medium) **Weight:** 120lbs + 5d20 **Speed:** 30ft/30ft climbing

Alignment Any **Senses/Vision:** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim. You can't discern colors in darkness, only shades of gray. **Languages:** Common, Ma'ax (only spoken, there is no written form)

Skills: Prehensile Tail – While unable to wield a weapon, the tail can be Used to retrieve small items as a bonus action. **Nimble Feet** – On your turn, You can use a bonus action to Disengage from your opponent. You gain Proficiency in Acrobatics, Crafts and Stealth skills. **Sympathetic monkey** – You have advantage in Persuasion checks

Spells: None

Description: The Wiinik Ma'ax (WI-ÍNIK MAA-AKS) are a race of humanoid looking monkeys, who are rarely venture into more civilized areas (large towns, cities). When they do, they are mostly driven by their curiosity, since they love meddling in other people's affairs. They can usually be found in the forest of Ma'ax Nukuch Kaax, living in small towns with huts built with leaves and vines on top of tall trees. They usually wear loose fitting clothing made of linen, with beautiful capes and ornaments made out of henequen.

ALUXE — (ALUXO'OB)

STR	DEX	CON	INT	WIS	CHA
+1	+0	+0	+0	+0	+2

Age: Aluxes reach adulthood at 22. They can live up to 200 years old **Size:** 2'11"

+2d4(Small) **Weight:** 35lb x 1d2 **Speed:** 25ft **Alignment** Lawful or Chaotic but

always Good **Senses/Vision:** You can see in dim light within 60 feet of you as if

it was bright light, and in darkness as if it were dim. You can't discern colors in

darkness, only shades of gray. **Languages:** You can read, write and speak Sylvan

and Common **Skills: Fearless** – You cannot be frightened. **Aluxo'ob Magic**

Resilience – You have advantage on all Intelligence, Wisdom and Charisma saving

throws against magic. Proficiency in Acrobatics, Crafts and Stealth skills. **Aluxo'ob**

Nimbleness – You can move through the space of any creature that is of a size larger

than yours. **Imitation** – You can imitate the sounds of nature, such as a bird's call

or a cricket's chirping. Additionally, you have advantage when impersonating

someone's voice. **Spells:** Aluxo'ob curses – You know the Chill Touch cantrip.

At 3rd level, you can cast the Sleep Spell as a 2nd level spell once per day, and you

recover this ability after a long rest. When you reach 4th level, you can cast Invisibility

on yourself once per day (also regained after a long rest). Charisma is your spellcasting

ability for all spells.

Description: The Aluxo'obs, also known as aluxes (ALU-CHES), are a race of small magical

beings related to gnomes. They usually live in wooded areas, where they build small

houses (called *kahtals*) made up of mud, adobe, leaves and branches. Their small size

and white robes make them look pacific and harmless, until someone upsets them.

Aluxes can be extremely territorial, and will often attack anyone who invades their

habitat, but instead of attacking intruders directly, they will use their spell and nimbleness

to make them believe the area is infested with spirits or poltergeists.

OPTIONAL RULE: FAITH

Instead of having players regain spells automatically, Clerics must make a FAITH check after each long rest, which basically reflects the cleric spending some time communing with his/her god.

The FAITH modifier equals the Wisdom Modifier, plus the proficiency bonus. After each rest period, the Cleric may commune with his/her god to regain all his expended spell slots. Make a Wisdom (Faith) check (DC 5 after long rest, 15 after a short rest) adjusted for any offering or offenses against your god.

Successful roll: Regain all spells as normal. All offerings and/or offenses are reset.

Critical: Gain d4 additional spell slots for the day or +5 Faith for your next check. All offerings and/or offenses are reset.

Failure: Lose spells for the day, - 5 penalty for next check.

Clerics can improve their odds by actively serving their deities. Each god has a defined set of Minor and Major Offerings as well as Vows. Minor offerings grant a +1 to the roll (once per offering), while Major offerings grant a +3 to the roll (once per offering). Offerings only modify the next check and are automatically reset each day.

On the other hand, a cleric who upholds the vows from his/her god automatically regains all his spells, and may do a check to get additional spells for the day.

OFFERINGS AND VOWS—Examples

Minor Offerings	Major Offerings	Vows
Minor donation to the church (1 week's worth of work)	1-month worth of work	Servitude: Take an acolyte under your wing and train him for battle
Help/feed a war veteran	Feed a hungry group of soldiers for a week	Bravery: Defend your god in a Holy War
Tend the wounds of a group of soldiers	Help tend the wounds of an army	Gratitude: 70% of income should go to the church (war efforts)
Help a farmer work the land (1 day)	Fight and defeat a group of enemies of the church	Vow: Minimal contact with water
Create a small clay sculpture/painting honoring your deity	Offer a Sacrifice to a volcano	Vow: Avoid eating anything that flies or is related to the sky
Bless a new patch of land or mine	Create a small shrine for your god.	
	Help in the training of a	



PLAYER

CHARACTER
 CHARACTER NAME
 SPECIES
 CAREER
 SPECIALIZATION TREES

Zandoy Druki

Neimoidian

Colonist

Politico

SOAK VALUE 1	WOUNDS 14 THRESHOLD CURRENT	STRAIN 11 THRESHOLD CURRENT	DEFENSE 0 0 RANGED MELEE
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CHARACTERISTICS

1 BRAWN	2 AGILITY	3 INTELLECT	4 CUNNING	1 WILLPOWER	2 PRESENCE
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SKILLS

GENERAL SKILLS	CAREER	RANK	COMBAT SKILLS	CAREER	RANK
Astrogation (Int)		◆◆◆	Brawl (Br)		◆
Athletics (Br)		◆	Gunnery (Ag)		◆◆◆
Charm (Pr)	● ◆◆	◆◆◆◆	Melee (Br)		◆◆
Coercion (Will)	●	◆◆	Ranged - Light (Ag)		◆◆◆
Computers (Int)		◆◆◆	Ranged - Heavy (Ag)		◆◆◆
Cool (Pr)		◆◆			
Coordination (Ag)		◆◆	KNOWLEDGE SKILLS		
Deception (Cun)	● ◆	◆◆◆◆	Core Worlds (Int)	● ◆	◆◆◆
Discipline (Will)		◆	Education (Int)	●●	◆◆◆◆
Leadership (Pr)	● ◆◆	◆◆◆◆	Lore (Int)	●	◆◆◆
Mechanics (Int)		◆◆◆	Outer Rim (Int)		◆◆◆
Medicine (Int)		◆◆◆	Underworld (Int)		◆◆◆
Negotiation (Pr)	● ◆	◆◆	Xenology (Int)		◆◆◆
Perception (Cun)		◆◆◆◆	Other:		◆◆◆
Piloting - Planetary (Ag)		◆◆	CUSTOM SKILLS		
Piloting - Space (Ag)		◆◆			
Resilience (Br)		◆			
Skulduggery (Cun)		◆◆◆◆			
Stealth (Ag)		◆◆			
Streetwise (Cun)	● ◆	◆◆◆◆			
Survival (Cun)		◆◆◆◆			
Vigilance (Will)		◆			

WEAPONS

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL

200 TOTAL XP	CHARACTER SHEET	0 AVAILABLE XP
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Permission granted to photocopy for personal use. © US, 2015. Character sheet also available for download at www.fantasyflightgames.com

Star Wars - Sample Character

CHARACTER DESCRIPTION

GENDER: Male

AGE: 54

HEIGHT: 2 meters

BUILD: Lithe

HAIR: N/A

EYES: Orange

NOTABLE FEATURES:

Zandoy dresses elaborately, particularly liking jewel-encrusted rings.

MOTIVATIONS

TYPE: Status

Zandoy wants to elevate his social standing--gaining titles and accolades. He wants people to know him, recognize him, and remember him.

Zandoy Druki spent his first adult years much like his larval years: fighting viciously to acquire resources. With a bit of seed money, he built up a thriving restaurant business with a specific focus on tourists and travelers visiting Cato Neimoidia. While critics called the food bland and pedestrian, tourists flocked to the restaurants serving Neimoidian street food and, supposedly, authentic cuisine from across the galaxy.

With that initial success, Zandoy leveraged his business into hotels, spas, and other tourist-oriented activities, many focussed around visiting the natural wonders of the planet and the luxury palaces of the former Trade Federation members. So long as tourists visited, Zandoy pocketed credits. A rival, Humdrath Zrafrar, however, was mayor of Cartesh, the primary tourist destination on the planet. Tired of seeing Zandoy succeed, he proposed several measures as mayor that would curtail Zandoy's businesses (though under the guise of serving the citizens of the city). Zandoy decided to take Zrafrar on at his own game: he ran for mayor of Cartesh, a city of nearly 14 million. In a particularly nasty campaign, Zandoy won a narrow victory, though this required significant bribes and dubious election-day tactics--forcing him into an uneasy relationship with loan sharks and underworld elements.

Once installed in office, Zandoy made a few changes and improvements to the city's management, but he was mostly content to let things be, though he ensured Zrafrar's ordinances targeting his businesses were repealed. Zandoy defeated Zrafrar in the next election. Doing so, of course, meant even more bribes and leveraging criminal organizations. Bored with the nuances of city government, Zandoy used his second term to prepare for the next rung up in politics when a new kind of opportunity awaited him.

Zandoy had friends at Hannusk Corporation, and they had told him about the planet Gaskon and the plans for it. Zandoy sensed an opportunity, and as had been his practice all his life, he leaped. He invested heavily in Gaskon's development, so much so that Hannusk felt obliged to include him amongst the VIPs to attend the grand opening.

Character Name: Suni Azoko
Archetype: Clone
Career: Bounty Hunter
Player:



2 BRAWN	3 AGILITY	3 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK 3	WOUND THRESHOLD 11	STRAIN THRESHOLD 11	M/R DEFENSE 0 0		

SKILLS			COMBAT SKILLS			SOCIAL SKILLS			KNOWLEDGE SKILLS			CUSTOM SKILLS		
GENERAL SKILLS	CAREER?	RANK		CAREER?	RANK		CAREER?	RANK		CAREER?	RANK		CAREER?	RANK
Athletics (Br)	<input type="checkbox"/>	3	Brawl (Br)	X	2	Charm (Pr)	<input type="checkbox"/>	0	Science (Int)	<input type="checkbox"/>	0		<input type="checkbox"/>	0
Comp (Hacking) (Int)	<input type="checkbox"/>	2	Melee (Br)	X	0	Coercion (Will)	X	0	Society (Int)	<input type="checkbox"/>	0		<input type="checkbox"/>	0
Comp (Snyops) (Int)	<input type="checkbox"/>	2	Ranged (Heavy) (Ag)	X	2	Deception (Can)	<input type="checkbox"/>	0	The Net (Int)	<input type="checkbox"/>	0		<input type="checkbox"/>	0
Cool (Pr)	<input type="checkbox"/>	2	Ranged (Light) (Ag)	<input type="checkbox"/>	0	Leadership (Pr)	<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0
Coordination (Ag)	<input type="checkbox"/>	2	Gunnery (Ag)	<input type="checkbox"/>	0	Negotiation (Pr)	<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0
Discipline (Will)	X	2	KNOWLEDGE SKILLS			KNOWLEDGE SKILLS			KNOWLEDGE SKILLS			KNOWLEDGE SKILLS		
Driving (Ag)	X	2	Science (Int)	<input type="checkbox"/>	0	Science (Int)	<input type="checkbox"/>	0	Science (Int)	<input type="checkbox"/>	0		<input type="checkbox"/>	0
Mechanics (Int)	<input type="checkbox"/>	2	Society (Int)	<input type="checkbox"/>	0	Society (Int)	<input type="checkbox"/>	0	Society (Int)	<input type="checkbox"/>	0		<input type="checkbox"/>	0
Medicine (Int)	<input type="checkbox"/>	2	The Net (Int)	<input type="checkbox"/>	0	The Net (Int)	<input type="checkbox"/>	0	The Net (Int)	<input type="checkbox"/>	0		<input type="checkbox"/>	0
Operating (Int)	<input type="checkbox"/>	2	CUSTOM SKILLS			CUSTOM SKILLS			CUSTOM SKILLS			CUSTOM SKILLS		
Perception (Can)	<input type="checkbox"/>	2		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0
Piloting (Ag)	<input type="checkbox"/>	2		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0
Resilience (Br)	X	2		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0
Stalkaggery (Can)	<input type="checkbox"/>	2		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0
Stealth (Ag)	<input type="checkbox"/>	2		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0
Streetwise (Can)	X	2		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0
Survival (Can)	X	2		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0
Vigilance (Will)	<input type="checkbox"/>	2		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0		<input type="checkbox"/>	0

FAVORS

COVER:

OWES:

Regular: Simulant Abolitionist Movement

WEAPONS	WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Combat Shotgun	Ranged (Heavy)	8	3	Short	Auto-Fire, Blast 5, Inaccurate 1, Vicious 2	
Palm Stunner	Brawl	5	5	Engaged	Disorient 2, Slow-Firing 2, Stun Damage	

TOTAL XP
200

AVAILABLE XP
0

NOTES

Encumbrance = 10 (7 + 3) (current 6)

CRITICAL INJURIES	
SEVERITY	RESULT
◇ ◇ ◇ ◇	
◇ ◇ ◇ ◇	
◇ ◇ ◇ ◇	
◇ ◇ ◇ ◇	

Genesys - Sample Character

MOTIVATIONS		CHARACTER DESCRIPTION	
STRENGTH: Independent: Seeks to be true to herself, to not be a clone.	FLAW: Anger: Angry at Jinteki, angry at Human First, angry at those who hunt	GENDER: Female	
DESIRE: Safety: Values peace and comfort.	IDEAL: Exposure: Fears being found out as a clone.	AGE: 25 (in appearance), 4 post decanting	
		HEIGHT: 5'10"	
		BUILD: Lean	
		HAIR: Black	
		EYES: Green	
		NOTABLE FEATURES: Suni had her bar code removed, but it left a nasty scar.	
EQUIPMENT LOG			
WEAPONS & ARMOR: Durable clothing	PERSONAL GEAR: PAD Cross-body bag Slap-patch		

Decanted four years ago as part of the Juji clone line (a new line still not ready for general release), Juji102 was undergoing tests to determine the success of the neural channeling and conditioning. Jinteki engineers developed the Jujis for household cleaning and general janitorial duties, though with improved dedication to efficiency and long hours of monotonous work. After finding a few irregularities, the engineers scheduled Juji100 - 110 for retirement and then updated neural channeling protocols.

Unbeknownst to Jinteki security, the delivery person hired that day to transport the Jujis from the testing to the retirement facility (a kilometer across the Jinteki corporate campus) was a member of the Simulant Abolitionist Movement (SAM), an action group devoted to granting equal rights to both clones and bioroids. This driver liberated the Jujis and worked with some undercity contacts to have their barcodes removed. SAM then assisted the Jujis to get set up in New Angeles. Juji102 adopted the name of Suni Akozo (a mishmash of two musical acts she heard on her savior's radio as he drove them to freedom), spent time in a halfway house where she was provided with the basics of surviving in the city, avoiding Jinteki prisec teams, and generally make her way in life.

She first took on a job in Rabotgorod hauling furniture to ristie starscraper condos--the risties seemed keen to have humans doing this work. Living in constant fear of a prisec team breaking in and taking her away for that inevitable retirement, Suni took self-defense courses and even managed to spend time at shooting ranges. After a while, she realized that perhaps the best way to hide from capture was to become a prisec bounty hunter herself, as distasteful as that seemed.

The big players in the space immediately rejected her because of her lack of military or police experience. Wildner-Kobayashi, a small firm in Esmeraldas, however, took her on on a probationary status. She has another 90 days before the firm makes its final decision. Hence, Suni is out to prove herself to her team and firm.

As a way to help ensure her conscience is clear, Suni has continued to maintain her connections with SAM. She has yet to figure out a plan, but she hopes to ensure that any androids she captures for Wildner-Kobayashi find their way to freedom, perhaps even in Brazil. Doing so is the only way she can stomach hunting down her own kind. Thankfully, the work so far has not included clones or bioroids.

Suni will be happy to live out her days (she does not know the lifespan of the Juji line) and experience a natural retirement. Natural, at least, for a rogue clone.

DM'S TOOLS & RESOURCES



DM's Corner—Tools and Resources



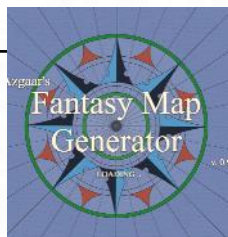
Archivist Elements

App designed for any Fantasy TTRPG you can think of. This app provides you with elements and ideas to improve your game mastering experience: random NPCs, items, or weather conditions. Possible omens, plot hooks or random settlement names and descriptions.

Azgaar Fantasy Map Generator

On-line tool that allows you to generate random world maps. The maps generated are divided by continents/regions, and the tool assigns a name to each one of them. The maps also include major cities, lakes, and rivers.

<https://azgaar.github.io/Fantasy-Map-Generator/>



DiceCloud D&D Character Tracker

DiceCloud is a free, auditable, real-time character sheet for D&D 5e. Why set up a PC online when it will take you longer? Because it will give you more flexibility when moving stuff around. AC, HP, Saving Throws are automatically calculated. You can also run DiceCloud offline after some tweaks. The developers also have a Patreon setup, where you can get access to additional beta features for the tool.

<https://dicecloud.com/>

Legend Keeper

A service that tracks every detail of the world you're making. Navigable and nested maps, articles, player interactions, history of every location and NPC... Far beyond your typical Wikipedia.

<https://www.patreon.com/legendkeeper>



Fight Club

If you don't want to carry your character sheet, books, and dice bags around, Fight Club 5th Edition is the app for you. It serves as a digital character sheet that can be all you need to play a Dungeons & Dragons 5th Edition game. The app is free, but you are limited to one character. Upgrading allows you to create unlimited characters.



Game Master

The perfect companion to the Fight Club app. This tool allows you to simplify the process of building a campaign and reduces a lot of the hassle of out of running a game. The app includes a combat tracker, encounter builder, a creature builder/scaler and a customizable compendium. The app is free but you are limited to one campaign, while the paid version allows you to create an unlimited number.



RPG Sounds: Fantasy

If you like to have a truly immersive gameplay, RPG Sounds is the app for you. The app is basically a sound board designed to let DMs and players to play multiple audio files at the same time. The app already has over 275 different sounds preloaded, but you can add your own as well. The app is free to use, but the Pro (paid) version allows you to create a Custom playlist!!



If you like the app, there is also another version for Call of Cthulhu and other horror RPGs.

Adventure Lookup

Adventure Lookup

Adventure Lookup is a catalog of adventures for Dungeons and Dragons and its clones. Are you looking for a game with red dragons? An underwater adventure? How about an adventure with kobolds and a potion of growth? No problem. You can find them all in this database.

Would you like to help the development team? Simply create an account to start adding adventures or submit change requests!

<https://www.adventurelookup.com/>



Quick Family Generator

How many times have you faced a player who is create a backstory for a character? Well, we have the solution. The Quick Family Generator will allow you to generate a complete family for a player in a couple of minutes.

Quick Family Generator

- Roll once for the mother
(tables 2-4)
- Roll once for the father
(tables 2-4)
- Roll d10 times for the extended family
(tables 1-4)

1 d20 extended family

- 1-2 Older brother
- 3-4 Older sister
- 5-6 Younger brother
- 7-8 Younger sister
- 9-10 Wife/Husband/Partner
- 11 Son
- 12 Daughter
- 13 Younger half brother/sister
- 14 Older half brother/sister
- 15 Adopted brother/sister
- 16 Uncle / Aunt
- 17 Grandmother/Grandfather
- 18 Cousin
- 19 Twin brother/sister
- 20 Other person as part of ext family

2 d20 status

- 1-7 Alive, married
- 8-9 Alive, divorced
- 10-11 Alive, remarried
- 12 Alive (Slave, Exiled)
- 13-15 Dead
- 16-17 Unkonwn
- 18-19 Never met him/her
- 20 Other (Surrogate, Orphan, Slave)

3 d4 relationship

- 1 Secure / Very Close
- 2 Ambivalent
- 3 Avoidant
- 4 Hate

4 d10/d20 Employment/way of life

1 Religion & Scholars

- 1 Acolyte
- 2 Alchemist
- 3 Anthropologist
- 4 Apothecary
- 5 Archaeologist
- 6 Bishop
- 7 Cartographer
- 8 Cleric
- 9 Cultist
- 10 Doctor
- 11 Explorer
- 12 Gravedigger
- 13 Inquisitor
- 14 Monk
- 15 Priest
- 16 Sage
- 17 Scribe
- 18 Skeptic
- 19 Undertaker
- 20 Cleric

2 Military / Militia

- 1 Archer
- 2 Artillerist (engineer)
- 3 Body guard
- 4 Bounty Hunter
- 5 Captain
- 6 City Watch
- 7 Executioner
- 8 Guild Assassin
- 9 Horseman
- 10 Insurgent
- 11 Investigator
- 12 Knight
- 13 Lieutenant
- 14 Rebel
- 15 Recruiter
- 16 Soldier (footman)
- 17 Spy
- 18 Squire
- 19 Terrorist
- 20 Fighter

3-4 Artists/Low Life 8 Lower / Middle Class

1 Artisan	1 Architect
2 Beggar	2 Armorer
3 Charlatan	3 Blacksmith
4 Circus performer	4 Butcher
5 Criminal	5 Carpenter
6 Gambler	6 Chef
7 Gladiator	7 Draper
8 Hermit	8 Falconer
9 Mercenary	9 Furrier
10 Mob boss	10 Groom
11 Musician	11 Hawker
12 Nomad	12 Jeweler
13 Outlander	13 Leather worker
14 Painter	14 Merchant
15 Pirate	15 Metalsmith
16 Poet	16 Miner (expert)
17 Sculpter	17 Page
18 Smuggler	18 Squire
19 Writer	19 Tailor
20 Bard	20 Paladin

Required Dice



5-7 Lower class

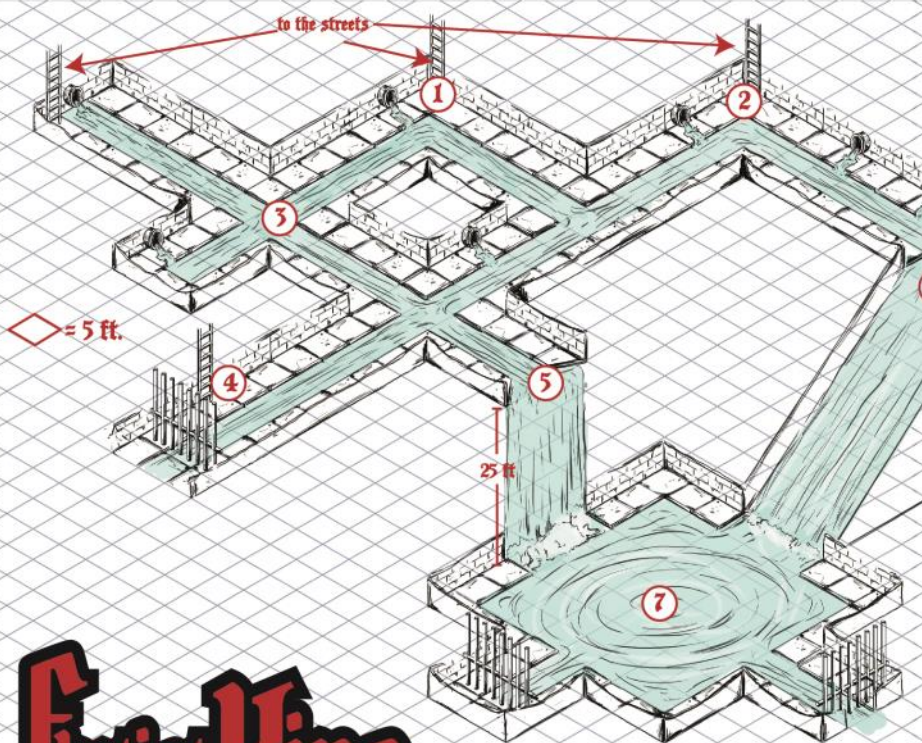
1 Animal Handler
2 Baker
3 Barman/Barmaid
4 Bearer
5 Brewer
6 Carpenter
7 Cartwright
8 Cobbler
9 Construction worker
10 Cook
11 Farmer
12 Fish monger
13 Herdsman
14 Miller
15 Miner
16 Sailor
17 Housekeeper
18 StoneMason
19 Weaver
20 Druid

9 Upper Class / Nobles

1 Art dealer/collector
2 Bailiff
3 Baron/Baroness
4 Baronet
5 Big Game hunter
6 Bureaucrat
7 Count/Countess
8 Diplomat
9 Duke/Dutchess
10 Guild Master
11 High roller (gambler)
12 Merchant
13 Jester
14 Knight
15 Marquis/Marquise
16 Master Craftsman
17 Politician
18 Prince/Princess
19 Viscount/Viscountess
20 Wizard

10 Others

1 Amnesiac
2 Barbarian
3 Bard
4 Cleric
5 Cultist
6 Cursed
7 Druid
8 Exile
9 Fighter
10 Fugitive
11 King/Queen
12 Monk
13 Paladin
14 Political Refugee
15 Pope/High Priest
16 Ranger
17 Rogue
18 Sorcerer
19 Warlock
20 Wizard



Flutist King

by DM Don Diablo

powered by



Random Encounters

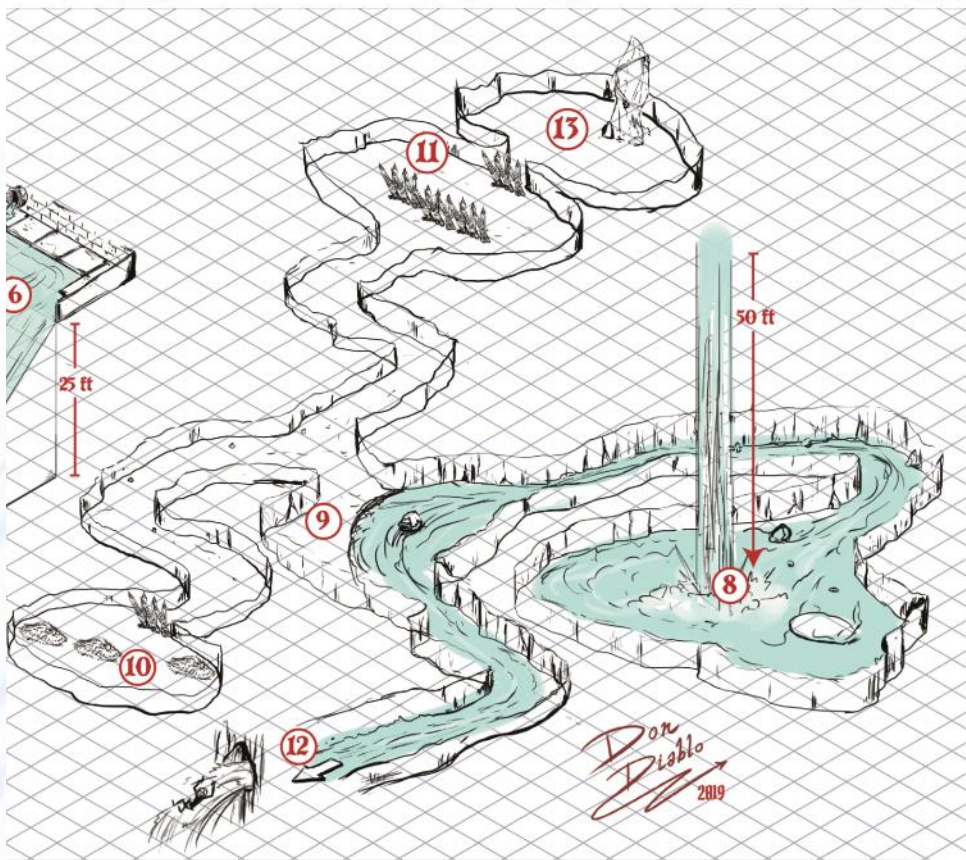
1d10

- | | |
|-----|---|
| 1 | 1-3 crocodiles. |
| 2-3 | Rat Swarms (2). |
| 4-5 | 2-5 Dire Rats. |
| 6 | Rat Hunters (3). |
| 7 | Noble and servant, looking for abducted girl. |
| 8-9 | Rat Folk (2-5). |
| 10 | Rat Folk (2-5) carrying a victim. |

Background

In a port city, during rain season, strange disappearances in the commercial sector, near the docks and the boathouses, have drawn the attention of the Guard Captain of the area since he seems to differentiate between anyone in the area who is offered to those who find the whereabouts of the victims, a total 12.

1. Sewer entrance
2. Another adventurer party comes in this way. They find the loot but will do anything within their grasp for the victim for them. Lars Human Fighter, Gwen Elf Rogue, Holger Dwarf Brontiz Dwarf Fighter.
3. The kidnappers, ratfolk, left a gas trap here, which is made of invisible wires.
4. You see a torch from the streets, an old lady (the last victim) and she will risk her own life to get the victim.
5. 50% possibility that the water level rises in this area during storms. PCs are dragged to the bottom and take fall damage. Strength checks can be performed.
6. Descending via this ramp does not incur damage. PCs are dragged to the bottom and take them to the whirlpool in 7.
7. Whirlpool, can drag and drown PCs. 3 saving throws (the last as you approach the apex) required to escape.



ances have occurred in
ardwalk. The matter draws
ce the kidnappings do not
. An appropriate reward is
abductees, who already

The rain has not ceased for 3 consecutive days, and with it, another kidnapping has occurred. a 12 year old named Johen, who protected his younger sister. Her account of the facts names four smallish figures which disappeared in the sewers. Various factions including citizens guards and adventurers now descend into the sewers in search of the missing kids.

ey do not wish to share
heroes to do the work
em Human Wizard and

h is triggered by almost

ooks for her grandson,
o find him.

orridor given the recent
damage. Saving throws

however the speed can

rows (each harder than
e.

8. The fall significant is but the water breaks it. The current is strong and will drag to 9 or 12.

9. Once the PCs reach this beachhead they will find giant rat tracks.

10. Nursery. The stench is foul. 24 rat folk newborns and 6 females inhabit here. The females will defend the newborns until dead.

11. 3 rat folk with heavy crossbows stand guard behind a palisade. 2 rat folk with maces and 8 were rats will attack the intruders.

12. If the current drags the PCs up to this point, they will emerge after a few minutes, exiting via a crag and fall 30ft into the sea.

13. The rat folk shaman keeps the abducted here, tied to his invocation altar. 7 out of the 13 hostages are already dead. The altar absorbs life as the ritual proceeds and passes it along to an Ogre rat. Each initiative 15 another hostage dies and the ogre rat gains 10 HP and +1 to damage rolls. The rat shaman is joined by the ogre rat and 4 rat folk fighters. Each hostage must be saved separately.

ANCIENT EMERALD EYES

AN ADVENTURE LOCATION WRITTEN AND DRAWN BY IRVIN J. M.

RUMORS TELL OF THE WEALTH OF THE EMERALD MINES. GREEDY, THE DWARVES CONTINUE TO SEARCH FOR A NATURAL CAVERN! THE DWARVES BELIEVED THAT MANY PRECIOUS STONES WAITED TO BE FOUND.

ANCIENT EMERALD EYES IS A GREAT CLASSIC ADVENTURE FOR LOW LEVEL CHARACTERS WHO ARE INTERESTED IN WORSHIPING AN ANCIENT DRAGON STATUE THAT CONTAINS GREAT POWER, DANGERS LURK AROUND EVERY CORNER.

SO GRAB YOUR GEAR AND FRIENDS AND GET READY TO EXPLORE!

1. MAIN ENTRANCE
"The main entrance of the mine. Strange glyphs cover the walls. Many broken mining tools lie scattered on the ground."

2. PERILOUS GROUNDS
"Several holes in the floor prevent easy passage. They are as deep as 15 feet and are tar-filled."

3. LUCKY YOU!
"There are few broken wheelbarrows used to partially cover two chests. One is filled with gold coins that are melted together into a very heavy lump. The second chest is a mimic."

4. KOBOLD BATTLEFIELD
"Small weapons, shields and some kobold bodies cover this zone. It's a war between tribes! When the heroes arrive something is happening (roll on table)."

5.

6.

7.

8.

9.

10. KOBOLD BATTLEFIELD
"Small weapons, shields and some kobold bodies cover this zone. It's a war between tribes! When the heroes arrive something is happening (roll on table)."

11. UGHAZZS TRIBE
"The Ughazzs tribe (3d6 kobolds) have also improved their cave into a mini-fortress and are attacking their enemy tribe. They have a barrel full of alchemist fire flasks."

12. ANCIENT DRAGON STATUE
"Four stone pillars surround a huge dragon statue made of obsidian. His eyes are formed by two beautiful emeralds. If a creature without dragon blood touches the stone, an ancient dragon spirit takes control of their body. Standing on four legs like a dragon, the hero starts to talk in a deep draconic voice, and also gains a breath weapon (roll on table). If the hero plays the dragon role well enough, Kobolds will bow to them."

13. TAKE IT OFF ME!
"Spider webs wrap the entire room. A giant spider egg case hangs in the middle with d100 baby spiders. Their mother, a giant black widow spider, feeds them and defends them to the death. If the mother is killed, heroes can find a hourglass on her belly, which can slow time for 1d4 minutes."

EMERALD EYES

MORALES ESQUEDA AND EDITORIAL ASSISTANCE BY VANCE ATKINS

WENT TO DIG, SEEKING EVEN DEEPER VEINS, UNTIL ONE DAY THEY BROKE FROM THE MINE INTO A CAVES TO BE FOUND IN THE MYSTERIOUS CAVES. FOR MANY, THAT WAS THEIR FINAL THOUGHT...

WITH SOME OSR FUN IN IT. HERE, KOBOLDS TRIBES BATTLE EACH OTHER FOR THE PRIVILEGE OF SURVIVING AROUND EVERY CORNER, AND A NIGHTMARISH GIANT BLACK WIDOW HIDES A SECRET ON HER BELLY.

SO GET READY TO GO DEEP INTO THE DARK...

4. IS THAT A BABY?

"Before you enter this room, you can hear a woman screaming and crying. As soon as you enter you see a medusa giving birth. Two skeletons guard her. Body parts from two naked female statues form 'Z' and 'S' on the floor."

5. YOU NO TAKE GOBLIN!

"1D6+1 Goblins are fighting 1D6+1 Kobolds over a friend's body. The deceased was very important to the goblin tribe. A door guards the entrance to the caverns."

6. DONT LEAVE ME HANGING OUT

"Two bridges cross the room in a 'T' pattern. They are suspended by chains from the ceiling. The bridge with the F symbol it's a trap. When activated, the bridge folds to form a cage. The fall from bridges is 40ft to a 10ft deep pool of acid. A secret door allows escape from the acid pool."

7. BLAME THE MUSHROOMS

"Mushrooms cover the walls and the floor. They are of many bright and fluorescent colors. If touched, they explode their spores(roll on table)."

8. LAVE US ALONE!

"Four Grimlocks make their home in the cave. They will follow the players while trying to stay hidden, and will drag the bodies of fallen heroes to their camp."

9. DRAMKARG TRIBE

Using whatever they could find in the cave, the Dramkarg tribe (3d6 kobolds) has set up a mini fortress to fight their enemy. They have a crate full of random magic wands. They don't know what they can do, but they are not afraid to use

D4 MUSHROOM TABLE

1 Uncontrollable itch, you cant wear anything. After a few minutes you will turn orange for 1D6 days.

2 You take 3 dmg, holes start to open in your skin, from which mini mushrooms start growing. You will die if you don't stop this in 1d4 days.

3 The spores are blocking your respiratory tract!, find a way to breath again or you will die.

4 After a few minutes you start sweating profusely , to the point where you start looking like a prune. You will have a penalty to any physical actions, until you drink at least 1gal of water.
at least 2000 of water.

D4 BATTLEFIELD TABLE

1 Kobold charge to the battle mounted in a basilisk

2 Dragon blood seems to run more powerful on a big and muscle Kobold, he is using breath weapon and swinging a big axe.

3 One of the tribes is losing, they decide to flee to the dragon statue for a last stand.

4 The battle draws the attention of the giant black widow on zone 13.

Determine the tribe with odd and evens

D4 DRAGON TYPE TABLE

1 Red Dragon / Fire.

2 Blue Dragon / Lightning.

3 Black Dragon / Acid.

4 White Dragon / Cold.

Ability Score Generation

So, you are looking for other ways to generate ability scores? Here are some cool ideas.

Random methods

Sorted from lowest avg to highest avg score



3d6 for each ability



1d20 six times. Reroll any 1,2,19 or 20.



3d6 twice for each ability



4d6 for each ability, dropping the lowest die in each roll.



5d6 for each ability, dropping the lowest 2 dice in each roll.



4d6 twelve times.
Choose the best 6 rolls.

Pseudorandom methods

Sorted from lowest avg to highest avg score



Main ability score(s): $8 + 2d6$
All other ability scores: $8 + 1d6$



Main ability score(s): $12 + 1d6$
All other ability scores: $8 + 1d6$

Other Methods

Standard distribution: 15,14,13,12,10,8

Point allocation: 75 points between the 6 abilities

Point allocation (2): Base Score is 8. Distribute 25 points between the 6 abilities

Upcoming Projects



We love TTRPGs and Board Games, and we want to keep on spreading the word, bringing in more people into this beautiful hobby.

Learn about some of the things we will be working on in the upcoming year.

HSG Podcast (David & Rich)



The HSG has tons of plans post-Gen Con. Along with a new batch of weekly podcasts, the team will increase the number of gaming streams, moving them from Friday nights to Saturday and Sundays.

On the Cyberpunk Red front: We'll be using West Marches game logistics. This allows any number of players to contribute to the epic story of discovery and action during our CP-Red campaign. Players decide when they want to play and what rumors or missions they want to take on during the session.

If you want to learn more about HSG's 2019-2020 projects, feel free to join them in our Facebook group (<https://www.facebook.com/groups/160978641144637/>) or in their Discord Server (<https://discord.gg/tMPCXgN>).



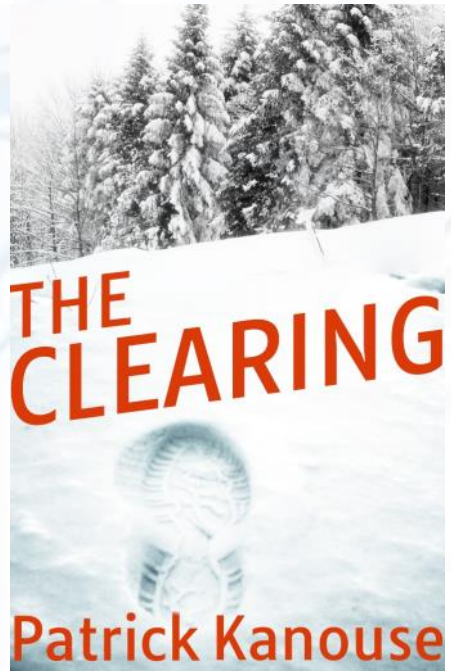
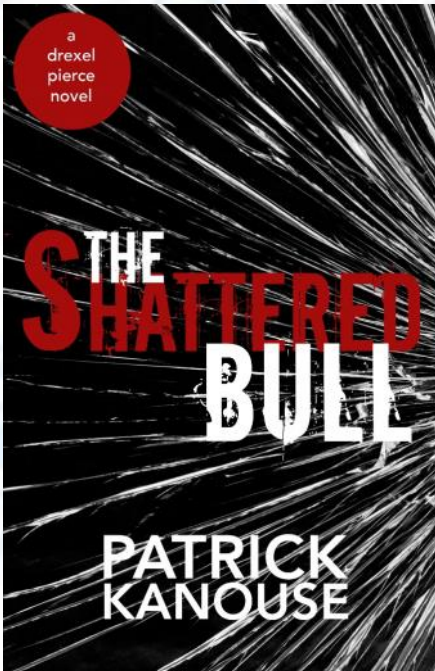
Patrick Kanouse



When not writing one shots for Gen Con or GMing his ongoing Star Wars RPG campaign, Patrick is an author with several mystery novels published, including his series featuring Chicago detective Drexel Pierce.

The Shattered Bull, the first in the Drexel Pierce series is only \$.99 at Amazon in eBook form. You can get a free copy of *The Clearing*, a mystery set in the late 1970s along the US-Canadian border in New York. Just visit patrickkanouse.com for details.

After Gen Con 2019, he will pick up a long simmering idea for a grand space opera and a series of cy-



Death Die Club and Potionless



Last year, right after we officially launched our Blog, we had the fortune of meeting the **Potionless** team in Guadalajara, Mexico. To our surprise, this group had been actively promoting RPGs in the country and was preparing the 9th instance of a yearly RPG event known as Enrolate. We were also pleased to see all the activities they were carrying out to promote RPGs in Mexico.

Right now, **Potionless** is preparing their 10th anniversary of **Enrolate** (scheduled for the second half of 2020) and we are actively



Enrolate is the flagship event for the group.



The whole idea of this event is to disseminate and promote TTRPGs in the region. It offers a space for hobby development and a meetup spot for social exchange and interaction with an open door for all interested in this field of entertainment. The event has a strong focus on up and coming audiences



La Roleria GDL— An online TTRPG community, oriented to the LATAM market. You can find it on Facebook.



La Ronda— Proprietary content + comic strip, developed under WoTC PI Raventloft <http://potionless.com>

Potionless—YouTube

Channel with recorded RPG sessions for multiple games and systems, currently running the Storm King's Thunder campaign.

Work in progress:

- **Andamos Arcanos:** Podcast about TTRPGs and other stuff
- **Hierofante:** Clothing line with a focus on fantasy themes.



We are Potionless and we don't step back.

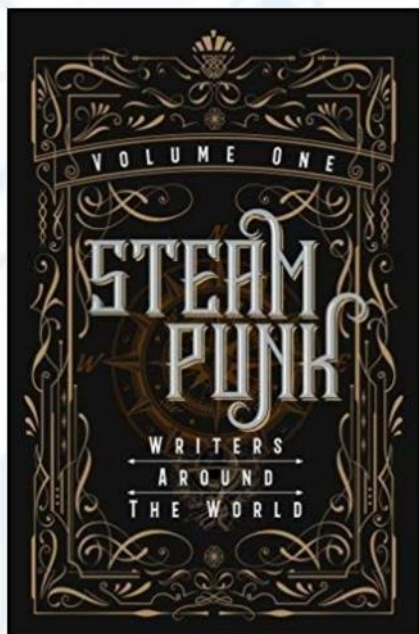
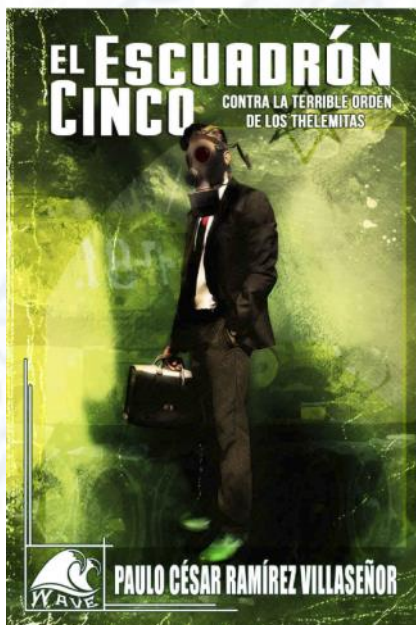


Death Die Club and Paulo Ramirez



The Death Die Club is currently working with Paulo Ramirez in developing a sourcebook for the setting of some of his short stories: **Tsiik Kaaj—The Savage Lands**. You can find a sneak peak of his material in the Player’s section.

Paulo is a Mexican writer, avid comic books reader and an RPG enthusiast. He has contributed in several international publications like *Acronos: Steam-punk Anthology volumes 1, 2, 3 and 4*, *Steampunk Writers Around the World Vol 1* and *The Best of Spanish Steampunk*. He also has published two novels in Spanish: a *weird west* book called *Reward*, and a “historical” novel called *El Escuadrón Cinco contra la Terrible Orden de los Thelmitas*. In this last book, you follow the adventures of Rasputin, General Patton, Pancho Villa, Mata Hari and Lawrence of Arabia against Aleister Crowley.



Now, the stuff at the end of all books....

Contributors and Honorary #Shelfies



Andres Romero (RomCova) - *Cover*

Andres Romero is a professional illustrator, and he is responsible for our front cover, as well as the “old school” drawing for the DM’s section. His first contact with D&D was through an episode of Dexter’s lab. He immediately fell in love with the concept and joined a role-playing club shortly afterwards. He loves old school, black and white images, Frazetta-like images and fantasy art. You can find him on Instagram as @RomCova.

Irving Morales—*One Page Dungeon*

Irving Morales is an RPG enthusiast from Guadalajara, Mexico. He has organized several RPG/board game events in the city, and he owns one of the largest board game stores in Mexico. During his free time, he writes for his blog “Role per Second” as well as some freelance RPG material. Irving is responsible for the “Ancient Emerald Eyes” dungeon in our DM’s section, the one got an honorable mention during the 2018 One Page Dungeon contest.



Hugo Hernandez (@TheFinanceTeacher) —*Writing and Project Management*



Patrick Kanouse (@patrickkanouse) —*Proofreading*



Chamuco Guzman (@adondiablo), Neanderthal (@LordCaverna) and Disoñador (@Spartan_Bobby) - *Formatting and Layout*



Amy Maurice Skaggs (Gen Con Amy) —*Event organization / Gen Con Coaching*

Also thanks to all the DM’s participating in our 2019 events: Scott Andreu, Patrick Kanouse, Fernando Marquez, Michael Raichelson, Heather Shannon. Finally, thanks to David Gillespie and Rich Wisnesky for creating HSG and bringing this

GEN CON

NAME: _____

HOMELAND: _____

PRIMARY MUTATION: _____

EVENTS

THURSDAY	FRIDAY
SATURDAY	SUNDAY

TRAVEL

ARRIVAL:
FLIGHT #:

DEPARTURE:
FLIGHT #:

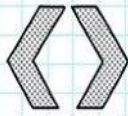
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PARKING: _____

CHECKLIST

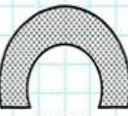
- WATER BOTTLE
- PHONE
- HAND SANITIZER
- POWER STRIP
- CHARGING PACK
- iPad/LAPTOP
- IBUPROFEN
- SNACKS
- ZIPLOC BAGS
- DEODORANT
- BINDER CLIPS
-
-
-

NOTES


BUDGET



SHOPPING



FOOD



SHOPPING LIST




Illustration by @brandonkruse on Twitter

MUTANTS ENCOUNTERED

NOTABLE ARTIFACTS

