

Patch Notes

Dungeons & Dragons

V1.1

New Systems

- Death System
 - Death is now permanent, no new character creation
 - Saving throws are implemented*
 - 3 chances of revival, 3 chances of failure, if there is a failed revival it takes up a throw
 - Upon revival items will have damage
 - Movement
 - 3 types of movement walking, on alert, and sprinting
 - Walking is 30ft
 - On alert is 45ft
 - Sprinting is 60ft**
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Turn Restrictions

- Checks
 - Out of combat, limit of 3 checks
 - In combat, 2 checks
 - Wasted checks can be assigned a negative influence point***
 - Picking a Check
 - 20 seconds to choose a check
 - Turn is terminated after 20s
 - Negative influence points for those who pick randomly to fill in the gap
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*Saving Throws

Saving throws happen when the player is downed or dead, they throw a dice and roll every time someone doesn't attempt a revival during the turn phase. This can happen up to 3 times, and is determined by rolling above 10. If the player rolls below 10, they then roll against the DM to see if they get up with 1 HP. If they roll below, it is an automatic failure. The two exceptions are a critical failure (1) or a natural 20. If the player rolls a critical failure, it means all 3 saving throws are used and the player has 1 turn left to be revived. If the player rolls a natural 20, they are instantly revived with 5 HP and no broken items.

**Sprinting

When in sprint mode your character can move up to 60ft, however you can only be in sprint mode for 2 consecutive turns. After two turns are up, your character has to rest for 1 turn, and then they are stuck in walk mode for 1 more turn.

*****Influence Points**

Influence points are points given to players who make the DM extremely happy. Upon receiving an influence point the player writes down the point in the influence point slot on their sheet, and can then choose to use it whenever they feel necessary. The point allows the player's roll to be increased by however many influence points they possess. Negative influence points mean you take points away from your roll, and happen on your next roll after receiving the negative point. If you receive a negative influence point, go to roll, and roll a critical failure (1) putting you at a roll of 0 you get a roll called 'Calamity.' During a 'Calamity' roll your character faces a turn of fate worse than a critical failure, and could even lead to death in some way shape or form.

Dungeon Master Advice & Notes

Please Read Carefully

It has come to my attention that teamwork is becoming a real struggle, I would highly recommend taking your time when playing the game and focusing more on teamwork. I know you all have your own agendas, ideas, and more, but it just makes the story become worse and worse when you have everyone destroying everything or not working together. Kind of defeats the purpose of playing as a group, if you don't work as one. Take your time, discuss strategies, take everyone's ideas, and then formulate a plan, I would recommend electing a group leader and don't jump to conclusions so easily.

Another thing that is not only getting on my nerves, but also on the nerves of other players is the side conversations. I know it is fun to make jokes and talk to those around you on different matters, but you have to remember that with so many people there is going to be a lot of noise if side conversations pop up all the time. Nobody minds if you whisper details of something next to you, or engage in a roleplaying scenario (I have something to add to the RP scenarios). I would just ask you all to kindly please stop talking over one another, try to remain silent during a person's turn. Although a player has to announce details they learn, everyone should still be listening to get a sense of what is going on. I read some notes from various players and a lot of players were missing information and details of the game elements solely due to them not hearing or paying attention due to side conversations. So again, please refrain from openly engaging side conversations during another player's turn.

Role Playing scenarios are a HUGE thing in this game, props to Mike, Sabena, and Chase for their excellent work with RPing, you need to kind of either wait your turn or if it is kind of heat of the moment raise your hand that you want to RP. This kind of relates to the side conversations, but we had people try to engage in RP but ended up getting drowned out due to so many voices. Be calm, and take your time.

My only other tip is to try and not waste your checks, we had people checking out stuff such as a pair of shoes in the middle of combat, just to use up that check slot. Not to mention using perception like a mad freak. In reality a person wouldn't stop to check someone out in the middle of a battle scenario, so please refrain from wasting your checks when you don't need to use them as it wastes time.

Patch Notes Spoiler
If You Read All of The Patches, Here Is Your Reward

+5 GP
+2 HP Potions
+Del-Goron Information

Del-Goron

- **15ft high**
- **Figurine model is accurate description**
- **4 different special attacks**
- **2 magic attacks**
- **55HP +3ATK Shield**

If you read every word of the patch notes, and I mean every word please be honorable, message in the D&D Council saying “Sorry Deran.”