

I take offense

Posted by urkhert - 2008/05/07 21:38

i dont play 3.5, so that d20 does nothing for me!

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Re:I take offense

Posted by Goat - 2008/05/07 21:43

Damn... direct that to Gnome. What do you want it to say?

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Re:I take offense

Posted by urkhert - 2008/05/07 21:46

hmm, that is a good question.
maybe
"your one stop forum for all your RPing needs!"
or
"home of the great and complete bad ass URKHERT!"
or
"(insert witty quote here)"

i got nothing.

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Re:I take offense

Posted by Goat - 2008/05/07 22:08

Done.

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Re:I take offense

Posted by Gnome - 2008/05/08 19:29

Lamers, I love D20 system.

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Re:I take offense

Posted by urkhert - 2008/05/09 01:57

that is because you have not experienced the glory that is other.

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Re:I take offense

Posted by Goat - 2008/05/09 14:44

What are the improvements over the d20 system?

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Re:I take offense

Posted by urkhert - 2008/05/09 16:45

the system white wolf uses is much more open ended.
d20 relies heavily on combat, where as a WoD game can go an entire campaign with little to no combat.

that and world of darkness is made to be more of a social game.

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Re:I take offense

Posted by Gnome - 2008/05/09 19:44

The groups I've always played with have all leaned more heavily towards the hack'n'slash game play, where the D20 rocks!

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Re:I take offense

Posted by Goat - 2008/05/10 15:17

That does take a lot less talent. In any game you should always encounter someone who is better, faster, stronger and harder and hacking and slashing said person would result in death. You'll have to use some social skills to tell him to look over there and then some stealing skills to steal his lucky charms.

If you don't have conflicts that can't be solved by violence it's going to be really, really lame.

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