

(Read now) Conflict Roleplaying Core Rules

## Conflict Roleplaying Core Rules

Mark Matthew Scott

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#5686101 in Books 2009-11-15 Original language: English PDF # 1 11.02 x .26 x 8.271, .64 #File Name: 0982450702122 pages | File size: 42.Mb

**Mark Matthew Scott : Conflict Roleplaying Core Rules** before purchasing it in order to gage whether or not it would be worth my time, and all praised Conflict Roleplaying Core Rules:

2 of 2 people found the following review helpful. The next big thing in Role Playing gaming By Maria Conflict Roleplaying is the only strategic role playing game of its type. You have 10 rounds to complete your mission as a team. There are at least ten different games, each one totally different from the last. Maps are sold separately but are wonderfully laid out and easy to understand. The rules to the game are very simple, which are smoothly compatible to the Pathfinder Core hand book. It also comes with pre made characters already to go. I have played this game many times since I received it, I find it highly enjoyable. Truly is the next big thing in Role Playing games. This was written by Robert Connors 1 of 1 people found the following review helpful. Combat just got better By Happy Shopping Conflict role playing is serious fun. Nothing says a good time like a match of capture the flag with a 7th level

wizard. I'm looking forward to getting a team together and plowing through other teams at a tournament.

This book presents an intense and thought-provoking new way to roleplay. Conflict is a team-based system of tactical roleplaying. This table-top RPG pits your team of friends against another group of players in objective-driven competitions. Character slaying isn't the only thing Conflict offers. These matches are about tactics, strategic planning and a new way to have fun with the game you already love. This system is fully compatible with the Pathfinder Roleplaying Game Core Rulebook. This table-top RPG system is uniquely designed for competitive, team vs. team roleplaying which includes: The Battlepoint System For ensuring game balance among characters and levels. Match Types Different objectives, challenges or scenarios that make each match surprisingly unique. Map Elements Magical devices that hinder opposing teams or enhance your teammates. Conflict Laws Rules that dictate character classes, environmental handicaps or player interactions. Team Feats Feats that grant bonus and special abilities to teammates when they compete together. Pre-generated characters for immediate play with multiple spell lists or worn weapons for each character. Passcards Templates to adjudicate player characters hidden movements and actions. This book also contains the framework needed for GMs to create their own designs of any of the following: Conflict-Compatible Maps | Conflict Laws | Map Elements | Character Building