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A tool for Games Masters and Players alike, Ultimate NPCs: Skulduggery is a collection of fully fleshed-out characters to populate your game world. Occupying the seedy tap-houses and criminal underbelly of civilization, you'll find a variety of thieves, assassins and mercenaries within, each with the backstory and statistics necessary to run.

Skulduggery is slowly hitting mailboxes, the PDF having hit inboxes a few weeks back. My physical copy has not arrived and I wanted to judge that in my review, especially as the company is new and an unknown to me. Skulduggery is a page PDF with the last nine pages including two blank pages? Included are thirty different NPCs, each given statistics for level 1, 4, 8, 12, 16, and These are evenly divided between good, neutral, and evil alignments. After the unique named NPCs, the book provides several generic NPCs, like those at the back of the Monster Manual, with five each of brigands, ruffians, swindlers, assassins, and bandits, while three each of the brigand, ruffian, thief, bandit, and assassin bosses. Wrapping up the book are over thirty new items that are a combination of magic and mundane, and a dozen new spells. The Good The art is excellent. Each named NPC has a unique background. Typically around half a column. The NPCs all make use of the personal characteristics that were added to 5e, and come complete with personality traits, bonds, flaws, and ideals. Many of these are even unique to the NPC rather than just being traits previously published. These backgrounds try their best to be generic, and should be able to fit into most any setting. Each named NPC is also provided with roleplaying notes with suggestions for how the character will act. Many have adventure hooks as well. Filling out some of the page space is a small little story or short narrative, further fleshing the backstory and motivations of the character. This provides a nice, elegant way to introduce either the group or the NPC in a campaign. Following the groups, each of the three sections has a table of its ten associated NPCs, listed with their class, alignment, background, occupation, and page. This is handy for quickly rolling an NPC randomly, or for when you need a scoundrel fighter. While a book of non-player characters, the assorted good and neutral NPCs are very useful as quick PCs, replacing a dead character for a session or serving as the character for a guest player. The generic NPCs at the back are all pretty decent. Plus, at the start of the chapter are some pre-built encounter groups, so you can easily produce a random encounter with some bandits or thieves. This feels unnecessary; this extra detail should have just been worked into the background or roleplaying notes. If you need to explain an ideal or bond, then that trait should be rephrased. This is especially noteworthy as each NPC only has a single personality trait: Not a huge error, but sadly it is probably the least significant rules errors in the book. There are numerous small formatting errors. Spells and magic items are italicized, as has been the format since 3e magic is in italics but mundane items are also italicized making them appear magic. Unique magic items and equipment is not referenced in the stat blocks but contained in a small text box following the stat blocks. The Ugly The math is off in places. Dice averages are wrong throughout the book, as the author rounded up for weapon damage 1d6 becomes 4 instead of 3. In the named NPCs I noticed a couple instances of inaccurate hit points. There are other small errors in the stat blocks. A potentially divisive complaint now: Related to copying PC powers, there are almost no custom rules traits in any of the NPCs, and they very much are just characters right out of the book, and when changes are made these are small. These are not individuals, but generic pregenerated PCs with solid backgrounds. The book does not even make use of multiclassing or feats to vary the characters. Arguably, using the full PC rules does allow a guest player to be as effective as any other character, and these characters to more easily port from NPC to PC status. However, the greater complexity of the characters makes them more difficult to run on the fly, both for the DM and a player grabbing one cold. NPCs simply do not require the same level of complexity or breadth of abilities as Player Characters, especially in terms of background features, non-combat options, skills, saving throws and abilities usable with a bonus actions abilities. It would have been easier to make this multiattack and include the reference to the bonus action offhand attack there. Or omit other bonus action features and just include a single offhand attack in multiattack. While complaining about the formatting using class features, two named NPCs use superiority dice. The general arrangement of traits in the stat blocks is awkward. Few monsters have more than a half-dozen traits see the flesh golem for a trait

heavy monster , but those that do then to have their biggest traits at the top generally the active ones , and the rest sorted alphabetically. The NPCs in this book have their traits sorted by race, background, and the class features in level order. This can bury important traits in the middle of the stat block. NPCs use proficiency based on the CR not their class levels, so these classed NPCs have a higher than expected hit rate, which will skew their damage and, based on the monster design rules, should also have increased their CR, which does not seem to be taken into account. However, not all the characters are suited to all levels. In contrast, the abandoned youth living on the streets works fine as a level 1 and 4 rogue but less so as level 16 and The new spells lack class spell lists. So they exist but no characters can select them. Some of the spells are just poor. And unlock is just knock but a level lower and less noisy. However, the PDF has no bookmarks, which is pretty basic formatting to include and makes the PDF much harder to use at the table. The PDF I received is also missing the covers. I was informed that the PDF had been quickly updated to include both covers and bookmarks. So good on Nord Games for that. Despite not having registered an account, I was able to quickly sign-up and require the updated file, which does indeed have a cover and bookmarks. The random encounter table on page 5 is useful, but asks for a d30, which is just plain weird. The formatting is inconsistent. But it varies from section to section, with at several instances of the short fiction having some paragraphs indented and some not indented. Of course, since she uses straight PC rules, she lacks the innate Hit Dice of a doppelganger and its darkvision. But for some reason Read Thoughts is a trait not an action. Lastly and most egregiously, the book includes subclass content that was not released in the SRD, such as the Arcane Trickster, the Assassin, and the aforementioned Battle Master. This book is in flagrant violation of the Open Game Licence and, by extension, copyright laws. The Awesome As I mentioned at the start, the book looks amazeballs. This goes so much beyond just the page background and character art. There are lots of small details in the background of pages: These are often specific to the character, and every page looks just slightly different. This is excellent and whomever did the layout of this product did a fantastic job. The book starts with a two-page spread atop the legal, credits, and table of contents. This is not only beautiful but crams in over a half-dozen characters from the book in a single scene. The generic NPC swindlers contain a list of sample cons. And the start of the section has a random table of preferred scams. These are a pretty cool addition. Each generic NPC section begins with a table of random possessions, which is handy and makes these NPCs potentially more than just a random encounter. The pages have some nice heft, the glue seems sturdy, and the cover is a good thick stock but not too stiff. The paper is a nice, professional glossy paper. Overall, the presentation is really good and makes for a very impressive product. Final Thoughts Sadly, I cannot recommend this product. On the surface it looks amazing. It is a very pretty book. But like the rogues that populate it, looks can be deceiving. But even if I ignore the mechanics, having NPCs with names and backstories can be extremely useful, so I do not regret my purchase. However, even ignoring that issue there are other complaints: But all that is before getting to the fact this product violates the Open Gaming Licence by copying Closed Content not found in the 5. To be brutally honest€! this product feels like an early Third Edition 3rd Party Product released during the OGL glut, an amateur product by untested designers and writers, albeit one with modern layout and slick production values. The numerous other formatting errors and mathematical mistakes show a lack of attention to detail that is still extremely worrisome. More time and dedicated focus will almost certainly yield a superior product. And it might allow the product to follow 5e design tenets more tightly, not feeling obligated to match the Pathfinder version as closely. However, my interactions with individuals at Nord Games has been uniformly positive, and they do seem to have an honest desire to make good RPG products, being active on forums and addressing complaints on Kickstarter. Plus, while this was their third Kickstarter it was their first book Kickstarter, and they managed to get the rewards close to their estimated date comparable to more seasoned publishers like Kobold Press. Shameless Plug If you liked this review, you can support me and encourage future reviews. The PoD copy is available on Createspace and Amazon. The final book features almost two-hundred pages of advice on making your own fantasy world.

2: d20Pro Marketplace

\$10 - Ultimate NPCs: Skulduggery Medium Level Card Pack (available to backers at a softcover or hardcover level only) in 5th Edition, Pathfinder, or Swords & Wizardry game System. A collection of all the characters from the book at levels 8 and 12, totaling 60 cards.

Please log in to add or reply to comments. Jack I May 12, 2: Their arms are too small for me to see otherwise. The raptors have the same name of attack but they have feet and hand claws and tyrannosaurid feet are not exactly meant to be used like raptor feet are. Not a complaint just clarification of DM combat narrative, getting kicked by a multi-ton dinosaur is gonna hurt no matter what their feet are supposed to be used for. Chris H May 14, 4: Flavor-wise, bear in mind that part of the XXX grapple with the tyrannosaurs could be them sinking in the meat-hook claws on their short, but very powerful, arms. Thanks for the review! Jacob D September 23, 4: If one is newer, how can I tell which one? Chris H September 23, 9: Jacob D September 23, 6: This is great for printing. Isabel B September 08, 1: Isabel B September 08, 2: Chris H September 10, 1: Reviews - May 11th, Great hand drawn illustrations, avoids the "normie" dinosaurs like they have in the monster manual. The attacks of the creatures feel thought out with special attention given to unique abilities and fighting styles Raptor Prey Restraint espi [I always like bringing an interesting theme to a campaign or encounter and the level of intricacy, and extended lore explored, allows me to create some really interesting scenarios. It shows that the author has a passion for the subject, as the descriptions and abilities of the dinosaurs all feel accurate to scientific knowledge of the animals. The hand dr [

3: Contact the Ultimate Bestiary: Revenge of the Horde! New 5E Monsters! team on BackerKit

Description. This product comes as 3 files including a Low Level, Mid Level, and High Level zip. Low Level includes 30 level 1 and 30 level 4 characters from Ultimate NPCs: Skulduggery, while Mid Level includes 30 level 8 and 30 level 12 characters, and High Level includes 30 level 16 and 30 level 20 characters.

How many times have you spent valuable time pre-game building a fantastic NPC from scratch, only to have the players pass by the tavern he or she was located? The book has 30 uniquely designed characters at levels 1, 4, 8, 12, 16, and 20. This gives maximum versatility for minimal cost and shelf space. Why did we choose levels 1, 4, 8, 12, 16, and 20? Well, it seemed to us that these specific levels allow for the maximum options for the Game Master or player, with the minimum amount of pages. This allows for maximum value and versatility at a minimum price! We have many other books with characters of different themes currently in development. Each will be published on a regular schedule to keep the content new, exciting, and diverse in your game! These guilds are a great addition to any adventure, adding both role playing material, plot points, and inspiration for quest lines. This will be an excellent resource to create gangs of thieves, groups of ruffians, and gaggles of brigands to populate the taverns throughout your realms. Each of these NPCs will have unique stats, skills, fighting styles and personalities. This will further flesh out personality traits, intentions, and motivations of various characters, thereby inspiring encounters in your game! Well what good are unique NPCs without some equally unique spells? Plus these spells are designed around trickery, charming, illusion, and all manner of techniques that will aid any discerning rogue, ranger, criminal, and alike. This includes general use of the character as well as general ideas of how to best incorporate the character into your game, as well as specific quest ideas. We will add encounter tables to the Generic NPCs section of the book that allow you to quickly generate groups of NPCs at specific challenge ratings to best suit the player group. We all love artwork, and color artwork is even better! We will go through and have all of the artwork for Generic NPCs colored! We will also add color artwork for items and spells! We can do it! This way your players can look their adversaries in the eye before they roll for initiative! Ideal for PDF backers! Skulduggery Files for your d20pro system! Available in 5th Edition and Pathfinder! Skulduggery Files for your Fantasy Grounds system! Get all of the generic NPCs from this book in one convenient pack of cards complete with artwork and stat blocks! A collection of all the characters from the book at levels 1 and 4, totaling 60 cards. The character artwork is on one side of the card while the stat block is on the other. Perfect for storytelling by providing visual aids for players and perfect if combat breaks out by providing stat blocks for game masters! A collection of all the characters from the book at levels 8 and 12, totaling 60 cards. A collection of all the characters from the book at levels 16 and 20, totaling 60 cards. Risks and challenges All of the characters are well designed and finalized, and all of the artwork for the book is complete. That really only leaves stretch goals and production as the two variables that could delay us. We will be finishing the additional content unlocked by stretch goals as we achieve them, and we will be working with a printer with a good track record for on time delivery and excellent quality books. Questions about this project?

4: Game Master's Toolbox (5e) Full Inventory from Nord Games - Noble Knight Games

Ultimate NPCs: Skulduggery is a page PDF with the last nine pages including two blank pages (?), two pages of legal, and five pages of backer names, for roughly pages are content. Included are thirty different NPCs, each given statistics for level 1, 4, 8, 12, 16, and

Skulduggery , Ultimate NPCs: Warfare presents a collection of 30 fully fleshed-out characters to populate your game world. How many times have you been put on the spot in the middle of a game and needed to generate one or more highly detailed and well thought-out NPCs? How many times have you spent valuable time pre-game building a fantastic NPC from scratch, only to have the players pass by the tavern they were located in? Ultimate NPCs solves all of these issues as well as a great deal more! The book is packed with exciting, versatile and dynamic character builds that can be used in a myriad of different ways in 5th Edition format. The book has 30 uniquely designed characters at levels 1, 4, 8, 12, 16, and 20. This gives maximum versatility for minimal cost and shelf space. Why did we choose levels 1, 4, 8, 12, 16, and 20? Well, it seemed to us that these specific levels allow for the most options for the Game Master or player, with the least amount of pages. This allows for maximum value and versatility at a minimum price! Rest assured, then, that these books are very much part of an on-going series. We have multiple other books with characters of different themes currently being conceptualized! Get all of the generic NPCs from this book in one convenient pack of cards complete with artwork and stat blocks! A collection of all the characters from the book at levels 1 and 4, totaling 60 cards. The character artwork is on one side of the card while the stat block is on the other. Perfect for storytelling by providing visual aids for players, and perfect if combat breaks out by providing stat blocks for game masters! A collection of all the characters from the book at levels 8 and 12, totaling 60 cards. A collection of all the characters from the book at levels 16 and 20, totaling 60 cards. Skulduggery card decks offered at a reduced rate from their price on DriveThruRPG , exclusively for Kickstarter backers. Skulduggery and Ultimate Bestiary: Revenge of the Horde, we want you backers to help us build the book you want! As we approach our stretch goal levels, we will hold polls to determine the order you want the stretch goals unlocked! These guilds are a great addition to any adventure, adding both role playing material, plot points, and inspiration for quest lines. This will be an excellent resource to create groups of professional soldiers, press-ganged militia, rapacious mercenaries, and high-born knights to populate the battlefields and war camps throughout your realms.

5: www.enganchecubano.com - Nord Games - The Largest RPG Download Store!

Ultimate NPCs - Skulduggery (5E) This book was written to be a resource to Game Masters and Players alike. It contains a wealth of information for developing plot points, character behaviors, histories, guilds, and many other valuable assets designed to aid in the running and playing of fantasy role playing games.

6: Fantasy Grounds - Ultimate NPCs: Skulduggery (5E) :: Free Steam Key & CD Key â€¢ www.enganchecubano.com

We're running a Kickstarter campaign to fund the first printing of Ultimate NPCs: Skulduggery, a huge collection of both named and generic NPCs to use in your game! Check out the project page for more information.

7: Ultimate NPCs: Skulduggery Pathfinder Generic NPC Cards - Nord Games | www.enganchecubano.com

About www.enganchecubano.com www.enganchecubano.com provides Fantasy Grounds - Ultimate NPCs: Skulduggery (5E) key & free steam keys just for the cost of simple surveys that should be completed in just several minutes.

8: Project Updates for Ultimate NPCs: Skulduggery for 5e, Pathfinder and S&W! on BackerKit Page 1

ULTIMATE NPCS SKULDUGGERY pdf

Game Master's Toolbox. Game Master's Toolbox Step into the tavern. Ultimate NPCs: Skulduggery The rooms are warm (ish), and the rates are low.

9: Ultimate NPCs: Skulduggery Pathfinder Character Cards Low Level - Nord Games | www.enganchecub.com

Chris Haskins and Ralph Stickley answer questions about their latest book Ultimate NPCs: Skulduggery, designed for 5th Edition, Pathfinder, and Swords & Wizardry.

Fat a cultural history of obesity From the Horses Mouth (Sabrina The Teenage Witch) Adjectives in english list Call of duty big red one manual Wild-west cowboys versus cheese-eating surrender monkeys : some problems in comparative approaches to hat The foundation cases : Furman v. Georgia and Gregg v. Georgia Hacienda Mar Monte, Pebble Beach What is graffiti? Deep learning with tensorflow Olfactory learning in later life ESRI Map Book, Volume 19 In the Image of God (The First-Born of Egypt : Volume 6) Interindividual Behavioural Variability in Social Insects (Westview Studies in Insect Biology) The influence of genetically variable CYP246 on tobacco dependence and smoking behaviour A commentary on St. Pauls Epistles to the Galatians Developing application protocols (APs using the architecture and methods of STEP (Standard for the Exchan American critical essays on the Divine comedy. Dsc 1616 user manual The Divine Architect Gas situation in the ECE region around the year 1990 Jesus of Nazareth, divine man of war Reading the Shape of the World Communications and power Devils dictionary. British labors rise to power An elegiac poem, on the death of that celebrated divine, and eminent servant of Jesus Christ, the late Re New York insomnia My baby brother needs a friend Linguistic semantics an introduction by john lyons Tahir ul qadri book on hazrat ali Check and Double Check Phonics 7.3 De betekenis van ontzag 100 Barneys neighborhood Playway to English Level 2 Class audio CDs Lady midnight cassandra clare Rubert and the Dragon Sweets Government aid to higher education The Art of the Chinese Cookery Literary and philosophical essays: French, German, Italian v.33. Das Heilige Grab, das Heilige Kreuz, Jerusalem und das Heilige Land : Wirkung, Wandel und Vermittler hoch