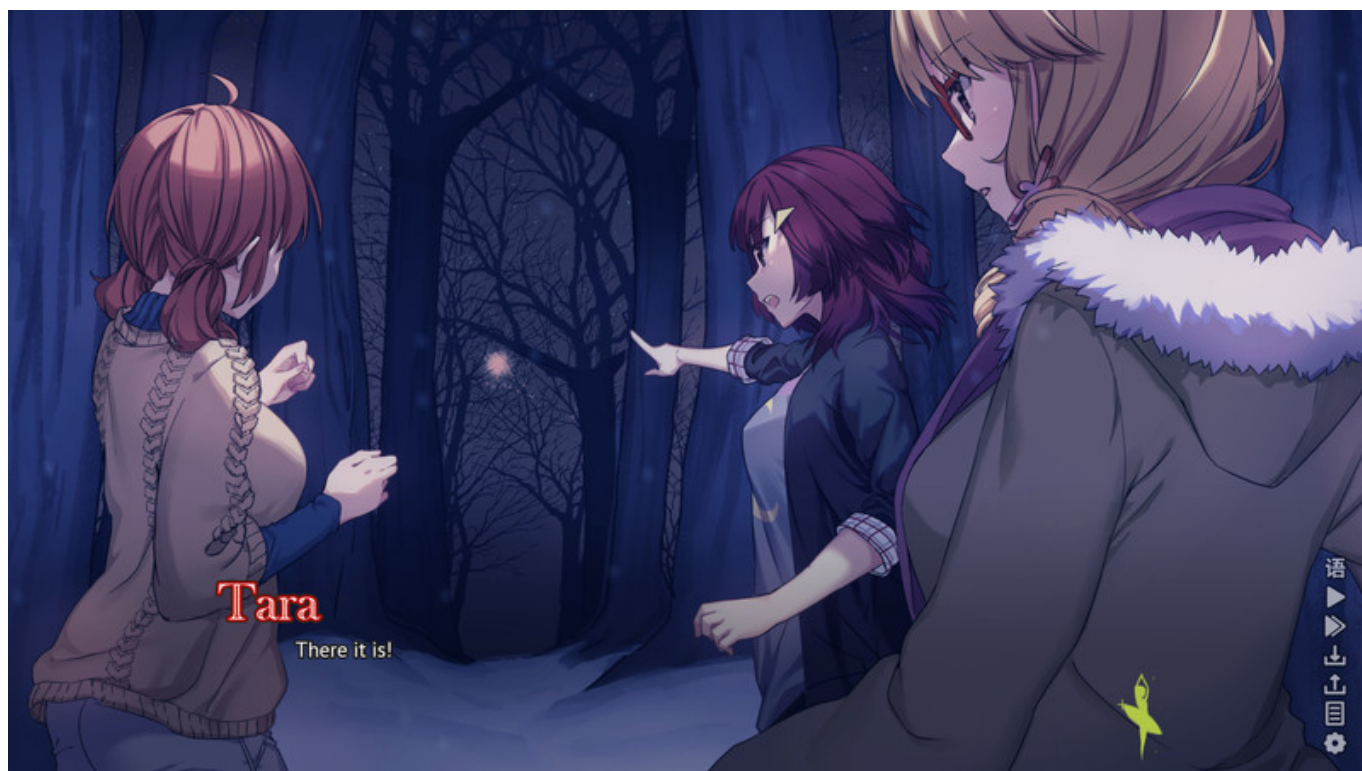

Food Monster And Animals Memory Match Torrent Download [key Serial Number]



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About This Game

Food Monster and Animals Memory Match game is a classic board game, which help you develop your memory skills.

Playing this matching game will help you improve your recognition while having fun.

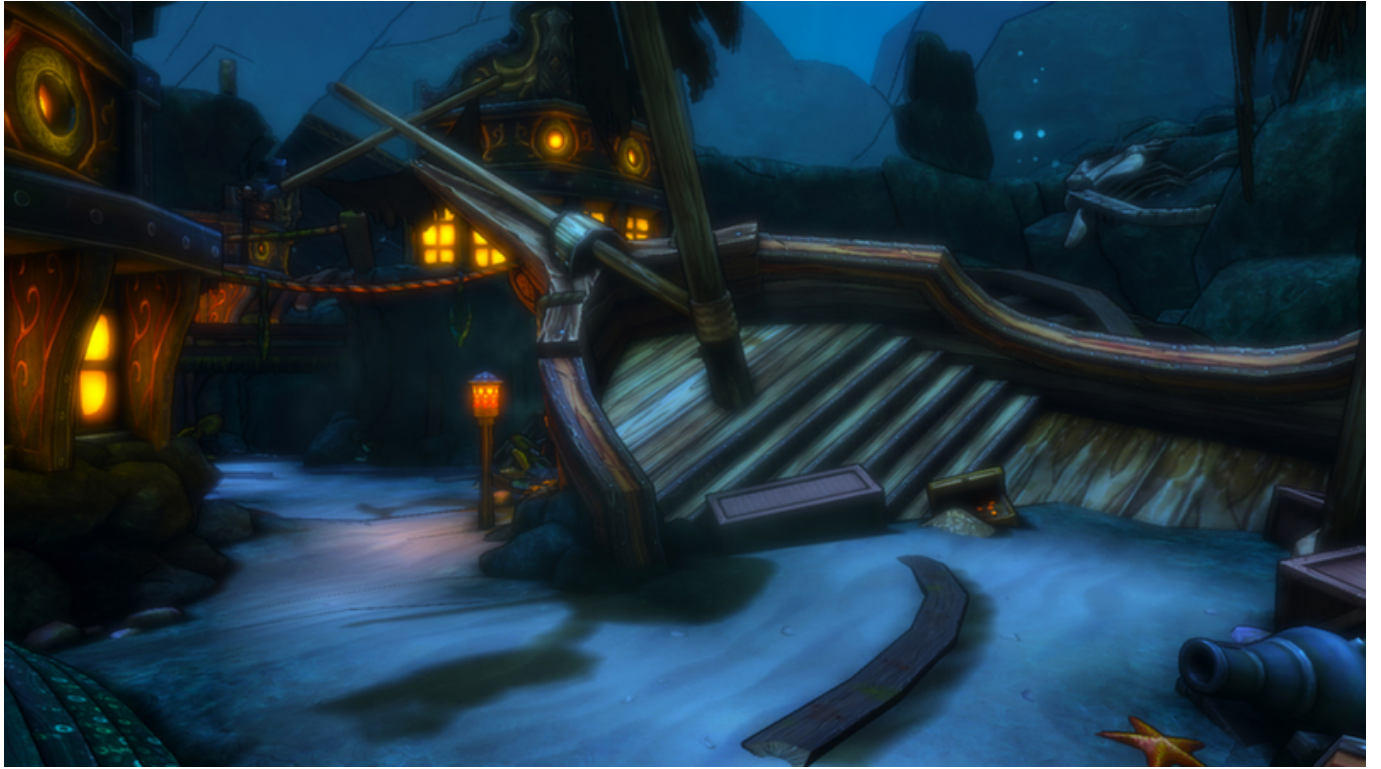
If you have remembering problems, quickly distracted and unable to concentrate, you should practice memory and concentration. To achieve excellent academic results, you will ensure that your memory is properly developed.

Title: Food Monster and Animals Memory Match
Genre: Adventure, Casual, Indie, Simulation, Sports, Strategy
Developer:
Memory Match
Publisher:
Memory Match
Release Date: 30 Jan, 2018

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English





Fantasy Grounds

Chapter 1: Expanding Characters

- Expanding Characters and Attributes
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- Attribute Modifiers
- Attributes and Conditions
- Attributes Expanded
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Chapter 4: Non-Player Characters

- Non-Player Characters Defined
- The Tyranny of Rules
- Adherents
- Henchmen
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Chapter 4: Non-Player Characters

ADHERENTS

The adherent is a class- or a non-class-based NPC who the characters encounter and interact with but who are created and played entirely by the Castle Keeper. The list of adherents is inexhaustible, but might include the following: priests of orders, commoners, soldiers, barkeepers, guardsmen, shopkeepers, smiths, etc. The adherent is an essential tool for the Castle Keeper to explain, facilitate, or hinder an adventure. The CK most commonly uses them in role-playing scenarios where players are attempting to find information or are building relationships for future gain. CKs should use them at all levels of play.

CREATING THE ADHERENT

The Castle Keeper needs to determine what type of adherent the adventure needs: transient or permanent. Transient adherents work in brief encounters with the characters. Permanent adherents are those meant to be long-standing NPCs the characters will interact with over a number of gaming sessions. Use the following guidelines for non-class-based adherents. If, for some reason, the adherent is class-based, use the creation rules outlined for henchman to create them. For adherents who are guardsmen, scouts, men-at-arms, or similar combat-oriented professions, refer to Table 4.17 Hirelings to determine their hit dice and abilities. Both types of adherents share the following statistics:

Primary Attributes: Adherents do not generally receive primary and secondary attributes at all. If the CK wishes to give them primary attributes, then he may certainly do so at his own discretion. To do so, follow the rules outlined for monsters in *Monsters & Treasure* under *Saves* on page 5 of that book, allowing them mental and physical attributes categories only.

Hit Dice: Generally, adherents have a d4 HD, though Castle Keepers may want to give some transients a d6 or even a d8, depending on circumstances.

Alignment: Adherents are almost always neutral, unless the adventure or scenario calls for a specific alignment.

Weapons: Unless they are class-based, adherents are not trained in the use of nor have any real knowledge of weapons. If forced to fight and their morale holds up, they fight using whatever they can get their hands on. They always fight at a -4 unless the CK specifically targets them as being proficient in a particular weapon. For example, a halberdier is proficient in the use of a halberd, but cannot pick up a military pick and wield it effectively.

Armor: Unless class-based, the adherent cannot wear armor of any type unless the CK specifically allows it.

GM [TAB] Drag

0
Health

A1 A2 A3 A4 A10 A11 A12

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