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Some people science all the rules for the role-playing game Pathfinder, but many, many more don't. Here's a list of the things we screwed up in our relentless search for pathfinder integrity... 17 episodes. 17 episodes since the last time we made a mistake. Or has it been 17 episodes since I admitted the last time we made a mistake? That sounds more accurate. 17 episodes full of battle, where mistakes abound, but we're stupid... Strangely quiet. I have no excuse. It's time to get back in the cart and analyse these mistakes that have not only changed the fabric of the reality of our characters, but there should be lessons for all the new GMS looking for the perfection of Pathfinder like us. Episode 123 is long and with so much time recorded, there are a lot of mistakes to talk about. I'll start with that magic, wobbly wolf, Lexington. When I mentioned that his bite attack was also a traveling ability, it was concluded that I could decide to make a travel attempt instead of biting damage. Here's what the country looks like on my character sheet: scuffle sting +9 (1d6+3, plus trip)Can I get a fool's help with a side of theft, please? That's completely untrue and drastically below the powers of competence. It says right in ability that it's a plus trip, not or a trip. Come on, O'Brien. Not to mention that when Troy's monsters attacked us with a claw attack that says 1d8+11, plus a catch you can be sure Troy is rolling out that damage and then rolling the grip check. Don't pick one or the other. So, for future reference, here's how it really works with our magical wolf: Lexington tries to bite an opponent; Make an attack cylinder. If the attack hits, I can roll a free fight maneuver at that moment to see if I happen to trip up the creature. Aside from the fact that, as Matthew kindly pointed out, Noz is mechanically impossible to stumble, I'll be the one who rolls the check and it fails anyway, so why am I even talking about it? Because when we're stupid, we have to be reminded. Much attention has been thrown on Barron's new teamwork operation, Target of Opportunity, which gives him a free attack as immediate action when one of those allies hits an opponent within 10 yards. So an ally should be within 30 feet of Barron? Or should the opponent be within 30 feet of Barron? Or will I have a 30-foot alliance from the enemy? Or should the opponent be within 30 feet of the Milk Queen? We can ask these questions all day, but there's only one correct answer as it turns out, and that's the opposite of the one Grant says. The correct answer is that Chevron should be within 30 feet of the enemy being hit by his ally. So, Nestor could be 150 feet away and with a successful attack on a creature within 30 feet of Barron, Barron can get shot as an immediate action. If, however, Nestor and Baron are within 150 feet of the target and Nestor hits, Baron might as well sharpen his gun, because he Do it. In episode 123, Barron was about 40 feet away from an opponent that Nistor hit and Grant fired because he was 30 feet away from Nestor, but Grant was stupid. Don't be like Grant when Sir Will and Lexington were swallowed up in the worm of the terrible, Barron desperately fired his dragon gun to kill the creature and prevent him from strangling the pair. A bold gesture, but we're brilliant about some mechanics here that are actually pretty cool. A dragon gun, if I get it right, has the characteristic of a dispersing weapon which means it might fire a cone if the wielder so chooses and if said wielder also loads the weapon with proper dispersal ammunition. The Dragon gun can be used to fire one round at one target (although at a shorter range of just 10 feet). However, when using the Scatter property, Baron will have to perform separate attack cylinders for each target within the cone, all in -2. So, attack roll on the drip, then roll on Sir Will, then roll to Lex... And so on. But you take the good with the bad. We rolled over Grant's hit on Lexington's flat-footed AC, which seemed unfair, but Grant might as well have crit and Lexington permakilled if he landed Nestor Roll, as I like to call it. The Nestor incarnation is when you roll a critical hit against your f***ing spouse animal ally. The lesson is learned here and we'll try to remember that the next time Grant pulls out his dragon gun 60 episodes from now. Although there are other mistakes in this episode, I'll only mention another one because I'm running out of time: critical hits and structures. When the sniffles we fought in 123 were clay-shaped, we considered them structures and although Skid rolled natural number 20 during the battle (some were against the shape of the clay) I declared with resolute confidence and confidence full of our knowledge as actual podcasts that structures were immune to critical injuries and precise damage. Yes, can I please have the chef's salad with the wrong nuts, please? Idiots. The episode was two hours long because we're stupid. If we'd just let skate get his triple review of the damage fan, we'd be out of there in an hour and 10 cool minutes! While liquids are immune to critical injuries, buildings are gone. That was new to me. Apparently, we made a common mistake and were answered with an understandable rule from D&D. 3.5 That buildings are immune to critical hits. In fact, pathfinder changed that rule, and since we're playing pathfinder, we should play by those rules. It's the pathfinder. So, bring it on, Lawali! The next structure we see is getting from moment to death immediately! It's all eager! Let's do it!-JoeMart it wouldn't have been possible without hard work and contributions from Pathfinder rules expert David Stronczek. Thank you, David. Do you have the artistic heredity required to design the first official Keswick Crest?!?! One lucky artist will get the Chosen to represent the Keswick family tweet about merchandise being sold when the new glass cannon site launches! In return, the winner will receive a signed pocket edition of Pathfinder of their choice between the Advanced Player Guide, game guide or Bestiary. More importantly, you will have your work seen by millions* of glass cannon fans all over the world that may lead to standalone design opportunities in the future down the road! Here are the specs: The Keswicks describe their summit as two white griffons, rampaging, on an area. We want to see Kelly's green shield with two Griffins in front of each other and some place, probably underneath, it should say the words of Sir Will's house: to Ward and the Light. Maybe there are hatched roses on the shield? - Maybe there are long words that cross behind him. But if you want to win, it has to be clean, minimalist, subtle, sleek, modern and cool. Something you really want to wear proudly on the city. Here is a very basic example of what the summit could look like if no thought came into it:Entries must be sent glasscannonpodcast@gmail.com with the subject line: Keswick Crest. This is an open deadline, but don't hesitate to get your design as soon as possible. Good luck with your pitches. We can't wait to see what you got! Subtle Printing: By submitting a design to glasscannonpodcast@gmail.com, you agree that your design is completely genuine by nature and does not contain any components under copyright from any other source, including items licensed from stock photography sites. Furthermore, if your design is chosen as the winner, you agree that all rights, including intellectual property, to your design will be automatically provided to the Glass Cannon podcast d/b/a Powerhouse and Tate Productions for any merchandise, in any format, in any media, worldwide, forever. You will continue to be recognized as the author of the work. All designs that have not won the prize will remain the property of their authors.*Thousands here is Sir Wilmette Keswick and Lexington Level 9! There's Della Narn on the 9th floor! There's Nestor Coyne on the 9th floor! There's a closet on the 9th floor! You think you have what it takes to write for the GCP we are on the verge of launching a new site very soon and part of the re-launch is going to include brand spanking, brilliant, new blog! Our goal is to create one center for the growing glass cannon community - a hotbed of gaming culture content and gegs that brings people together all over the world and makes them play. ראיונות בתעשייה, טלוויזיה / סרט / שיחה קומית ועוד - בלוג תותח זכוכית יבנה גשר בין אומת תותח זכוכית ושאר Gamemaster, ותוצר משחקים אחרים ביקורות מוצר, טיפים וטריקים Pathfinder, עם זכוכית תותח פרק סיכומים. עולם המשחקים. But we need content creators like you to make it happen! If you think they meet our mission and impossible high standards, then please email us with a link Blog, tumblr, or website glasscannonpodcast@gmail.com a blog app in the subject line. Please do not send us word documents, resumes or e-mails filled with writing samples! Send us your current blog or start a blog, get a write and send it to us when you're ready. This is going to be an ongoing search process. We need to see that you understand the voice of our brand while you also have your own, unique voice. We need to know that you are committed to creating quality content on a regular deadline basis and you must be social media savvy. If you only have four followers on Twitter, but write like Hemingway - we'll definitely give you a look, but, since only a few people will be brought to the team, we're looking for total packages. It's a rolling deadline. So submit when you are ready, follow the instructions listed above and good luck! Is Sir Wilmette even based on Thal Gerrard? As far as I know, Sir Wilmette is based only on Joe O'Brien himself - a little man, built to be completely ineffective when necessary, and weak to the whims of teenage girls. –Troy saw it in the Show More app

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