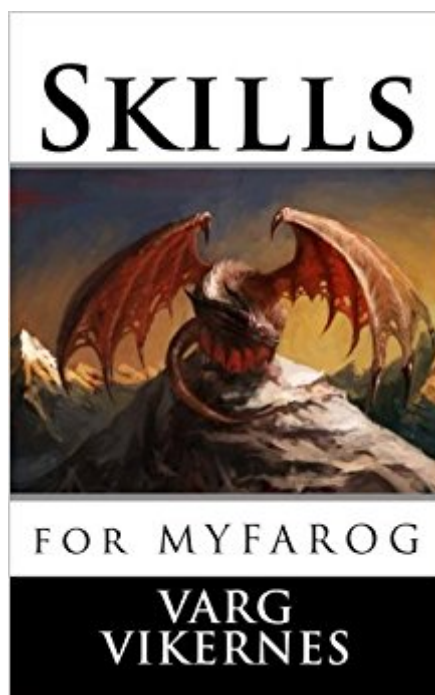


The book was found

Skills: For Mythic Fantasy Role-playing Game



Synopsis

DO NOT BUY THIS BOOK unless you want a separate book for the skills in MYFAROG. This small (5 * 8 inch, 66 pages) book contains the same information about the skills as the core rule book, only with font size 10 instead of 9, for more easy reading. The purpose of this book is to enable myth masters and players alike to fast and easily be able to look up on the skill modifications and skills in general. NB! This second edition of Skills is for v. 2.6!

Book Information

Paperback: 66 pages

Publisher: CreateSpace Independent Publishing Platform (July 14, 2016)

Language: English

ISBN-10: 153530054X

ISBN-13: 978-1535300544

Product Dimensions: 5 x 0.2 x 8 inches

Shipping Weight: 0.6 ounces (View shipping rates and policies)

Average Customer Review: 3.5 out of 5 stars 3 customer reviews

Best Sellers Rank: #1,347,518 in Books (See Top 100 in Books) #74 in Books > Science Fiction & Fantasy > Gaming > Shadowrun

Customer Reviews

What I like most about this booklet is that it has the Disclaimer not to buy it, if you already have the Core Rule book, unless you wish to have the skills section separately. That is a classy, consumer conscious move on the part of the author. As for the skills themselves, they are a mix of standard Fantasy RPG staples, along with a number of social, musical - theatrical, folklore based skills. I have several of the MYFAROG books already, and they are of high quality in construction. Their only drawback is that they are chock full of detail and information and if you try to take it all in in big pieces, wow that really takes a lot of discipline. From my understanding the current Core Rules version 2.4 is a lot more streamlined than the original. I have no doubt that future installments will continue the trend of "sometimes less is more". The author also encourages the reader / potential player to use only the parts that they wish. Which is yet another consumer friendly bit of advice. I'm adding this to my cart, not because I need it, but because I like to support authors and projects that are consumer friendly. The game system itself I would give between a 3.75 - 4.0 stars overall, for a unique system and the high quality of the books.

Best RPG I've ever seen

Wut iz up !? I love playing board games... my favorites include Donald Trump The Board game, Caitlyn Jenner's 'Operation', and Hillary Clinton's 'Benghazi Extravaganza' but lately the guys at my local comic book store have been talking about For Myfarog game... I just don't get it, the creator of the game is some Swedish guy that lives in France... he has practically no cult following because MTV and VH1 don't play his music... and he gave up on playing music so now he sells board games... talk about tough economy LOI!! But anyhow... I felt out of place at my local comic book store because all the guys were playing this game and they all had to be atleast 40, with dirty clothes, dreadlocks, and lacked oral hygiene! Stay away from this one folks.. and stick with Dick Cheney's 'Kill for the thrill' or Bill Clinton's 'Orgy Islands'

[Download to continue reading...](#)

Skills: for Mythic Fantasy Role-playing Game Game of Thrones: 100 Question Trivia Game For True Fans (Epic Fantasy Series, Game of Thrones Books, Game of Thrones, Fantasy Books) (Epic Fantasy, Fantasy ... TV, TV Guide, Game of Thrones Book) MYFAROG - Mythic Fantasy Role-playing Game Travels & Treasures: for Mythic Fantasy Role-playing Game Deus ex machina: for Mythic Fantasy Role-playing Game Curses & Gifts: for Mythic Fantasy Role-playing Game Men & Monsters: for Mythic Fantasy Role-playing Game Spells & Favours: for Mythic Fantasy Role-playing Game Deathstalkers II: The Fantasy-Horror Role-Playing Game [Playing the Enemy: Nelson Mandela and the Game That Made a Nation[PLAYING THE ENEMY: NELSON MANDELA AND THE GAME THAT MADE A NATION] By Carlin, John (Author)Jul-01-2009 Paperback GURPS Fantasy Bestiary reprint (GURPS: Generic Universal Role Playing System) GURPS Fantasy Folk *OP (GURPS: Generic Universal Role Playing System) The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between! Mechwarrior: The Battletech Role Playing Game The Complete Masks of Nyarlathotep (Call of Cthulhu Role Playing Game Series) Random Encounters: Volume 1: 20 Epic Ideas to Try in Your Role-playing Game Random Encounters Volume 4: 20 ADDITIONAL epic ideas for your role-playing game Random Encounters Volume 2: 20 MORE epic ideas for your role-playing game Random Encounters Volume 3: 20 FURTHER epic ideas for your role-playing game Stargate SG-1 Role Playing Game: Core Rulebook (d20)

[Contact Us](#)

[DMCA](#)

Privacy

FAQ & Help