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Shadows of brimstone forbidden fortress character sheet

Looking at the view bench on Neocities, it seems more than a few people found this site by chance/random. I thought it was time to write a post about what this thing is, how/why I make it, what to do if there are problems with it, and what my future plans are for it. However, if you just want to jump to your character page, you can do so by clicking Character Sheet in the top nav. What is this site even for? This site is built to be used with the board game Shadows of Brimstone. That game looks pretty cool. But why would you build a web page to help play a boardgame? Excellent question! Here are a few reasons: The game uses about 1.5 million counters while playing, and requires several local forests worth of paper to track stats during an adventure. It looked like there might be a better way. With all the character sheets, counters, cards and scratch pads, you quickly walk out of the room on the table for new card tiles to be added as each adventure progresses. I'm a computer programmer, and I could, so I did. (Also: I've never used React, and turns out it's pretty cool.) Okay - that's why. What about how? This site uses a technology called React. It was developed by Facebook as a way to create fast, flexible and highly interactive web applications. At its core, it's really just a javascript library, but it also has a completely different design methodology for HOW you build modern web pages. This also means that some older web browsers may not be able to fully use the site, or break it in strange ways. Sorry :(So my character sheet is in the cloud? Negative. I wanted this thing to be as standalone as possible, so all data is stored directly on whatever machine you access it. It uses something called LocalStorage. Other websites use that space to use your preferences, username, address, etc. I use it to store your character information. This also means that if you clean your cache on your web browser, you will also lose your character page. But why is there no storage button? I have to save! Because of how React works, if you make a change, and can see that change on the screen, it's already saved. Everything is saved automatically due to the underlying structure of the application. UPDATE: When you edit items, you'll see a storage button. This is to prevent someone from accidentally losing a lot of work that an item it doesn't work on my machine/tablet/phone/smartwatch! Currently, I'm only testing against the latest versions of Chrome on Windows and iOS. There are a lot of different browser combinations out there, and since it's just a side project of mine, I can't take the extra time needed to test it all out. That said, if you and there is still a problem, you can have some bad data stored in your character page. You can try to clear it here: WARNING: WARNING: it will delete your character page! So when are you going to add cool new things? Currently, this site is very alpha (not even all functional has been created, much less tested). Hopefully in the next week or so I'll be able to get the last big pieces in place: Add items, abilities, and unequal/mutations to the character sheet. Pull the stat bonuses from the items (etc.) to automatically update the character sheet based on what is being equipped. (Stats will be colored to let you know they are affected) Building calculators to help with adding gold and experience (e.g. d6 x 50 gold/15xp+5 x hits) What I won't do is adding a database of maps, character base metrics, or character capability upgrades. Those things are all FlyingFrog property. Anything else? Yes! A special thanks to Klutz over at BoardGameGeek for all their work makes amazing character skin images for this game! Also: Friends don't let friends play as the Drifter. Ever. A few weeks back, I took a retrostrosting look at the value of all the Kickstarter projects I've been involved in over the past year. That has turned into a bit of a monster, lying no room for me to muse on what comes next. The plan was to look at the Kickstarters next I thought about backing - unfortunately, by the time I wrote the article, all those campaigns had ended. Instead, it's another reflection: what drew me to those campaigns, and what ended up putting me off. Forbidden Fortress First on - Shadows of Brimstone: Forbidden Fortress. I was alerted to Shadows of Brimstone during Massive Darkness reservations. Another game that sits fun before precision rules-crafting, SoB was cited as a great way to do character progress and an engaging overall campaign. I examined the already released Shadows of Brimstone games: 2 core sets and many extensions in a Strange West neighborhood. I managed to get hold of one - finally. Many fans online though show me the chance to late-promise for the intercompatible, standalone, Samurai-themed version, due out in early 2018. Even after I had just picked up the Western version, I was still tempted by the pseudo-Japanese option. Samurai, Monsters, options to play as an Instant Union (fox-person) or an umbrella-wielding Geisha. Have a monkey as an ally. What's not to like? Positively aside though, the Forbidden Fortress Kickstarter was a hard sell. For one thing, the CS options range from very large to many, very, large — and the 'smaller' option doesn't include the Kistune, the Geisha or the Monkey! The Kickstarter promises great value: based on the publisher's estimates, get $125 your $375 worth of things, or $350 gets your $835 value (plus exclusives, of which there are more at the higher level, of course). Huge savings! ($200ish and 480ish) If you buy everything later. But it begs the question — do you need everywhere as many things as the promise includes?? Savings at a fictional total are irrelevant. If the game needs just a single core and one extension, then overspending on hundreds of extra digits is a bad deal, not a good one. Additionally, even if all the things contribute to the gaming experience, and you need it all, $350 is a hell of a lot of money. It would immediately make Shadows of Brimstone one of the most expensive games I own, behind only a very select list of titles played for hundreds and hundreds of hours over many years. It's a lot of pressure to put on a game, to justify a bigger spend than Arkham Horror or Mansions of Madness, all in one fell swoop. Cost aside, the Wild West Shadows of Brimstone Kickstarter is a nightmare: long delays and poor communication seem to be taken as standard, and many things haven't delivered, years after the base game hit retail. Frustration I'll eventually overcome, but if the game arrives 3 years late then we're back in the Apocryfy scenario, where I might not want to play games of that ilk anymore. After each scenario, you have a travel opportunity, then visit this town, with 7 different places to visit, and a variety of events and items available from each one. Having spent much of October assembled miniatures, I managed 3 sessions of Shadows in November. The in-between character leveling stuff really shone, but the scenarios themselves were... Fine. We've got some bad luck, made some rules mistakes. Some issues seem to have been generally recognized as lacking, and should be fixed in the next iteration. It seemed to really need Class Sheets to keep up with things, and I didn't. Overall, while I'm still positive about the game, it didn't grab me in the way it needed to if I was going to spend that kind of money. Ultimately, that would always be a stretch: a very expensive project, from a company with a poor track record for CS delivery. The game had to be something truly exceptional, and at the end of the day, it just wasn't quite poignant enough. Technically, I could still change my mind (it's still open to backers right now), but I don't expect me to. Legs? The other big Kickstarter I looked at was too many legs. It's a game that frustrates me up and down for much of 2017. My thoughts on too many bones have so scope of mine that they type their own spin-off article [into a wonderful Freudian, I originally described those thoughts as expensive]. For those who don't have the time to read the other piece, Too many legs are made by a company called Chip Theory Games, which makes very expensive games in very small print runs, and just sells directly. There was a one-off opportunity to get it from GQ back in June, but I was slightly blinded that and missed my chance. October saw a Kickstarter a stand-alone extension, promising a more cost-effective entry point. And a guitar-wielding playable character! Unfortunately, this more cost-effective was still not cheap - £53+ shipped to try the game. That's a lot of money for a tasting. Getting a 'proper' playing experience (which the forums tell me is at least 1 more playable character than the number of players) I have to pay extra for add-ons, at which point I would have been better just to shell out for the full-size game in the first place. Ultimately, while it is (apparently) a very good game, the huge amount of expenses, and the possibility of ending with something that feels half-baked, and should further investment to be pleasantly playable was too much of a deterrent. They unlock a fair number of odds and end up during the campaign, but not enough in the directions of actually improving game-playing options. $100 for something that might just have been a tassel was too much, and this one ended up as a no, too. In for a pound, Dollar I had something for the first time recently — backed a Kickstarter project for $1. A fair number of projects seem to have this option. Pay $1 for email updates and access to the Promise Manager – an option to upgrade and get the bits you want at a later point. The reasons for $1 peddling are simple: minimal cost and extra time (either to save or simply decide if you want it). After stumbled upon the project at the 11th hour, it gave me a chance to stay part of something I wasn't ready to fully promise. The main downside to the $1 promise is that you don't help get the game funded or unlock stretch goals. However, this particular project was for a second printing + an extension: already well funded, and no stretch goals left. The game in question was Folklore: The Affliction., another title that promised an RPG in Board-Game form, probably somewhere between Shadows of Brimstone and Gloomhaven. The game looks very good: fantastic art, a dark, enterembling theme. The Victorian-era Gothic Horror trope looked well done, with just the faintest hint of a steam-punk twist (although the mock-Transylvanian accent on the KS video voice-over was pretty painful). The mixture between wide-angle campaign and zoomed miniature combating was also attractive. There were some obstacles to backing down. First, the games mentioned above: Shadows of Brimstone and Gloomhaven are both really interesting-looking games that I'm just starting to scratch the surface of. Even allowing for a 9-month wait, do I have time to play it? The second problem was a wealth of complex pledge levels. The base game, of course, is the starting point, but where to deal with add-ons? The big box extension adds playable characters look like a must, but there's also plenty extensions that add cards to decks, and will improve replayability. Improve. The narrative focus of the game, the books that allow you to create your own adventures also seem very useful. This 2nd push of the game comes with Cardboard stands to keep the cost down. As a painter, though, I want the miniature (now a separate box). Lastly, there is the incredibly distinct miniature to represent ghost characters (unlike many games, character death in Folklore is only a limited obstacle to continued participation in the campaign). For now, I'll m all over mule, happy in the knowledge that I bought myself more time to think, and very willing to spend the single dollar I doled out if I decided not to follow through. Expanding Gloom Gloom from Kilforth is a fun review game I picked up just before the summer, and who had an October Kickstarter for a second push/some extensions. I wasn't so melted about extra encounters, but the prospect of new Hero classes and Races (unlocked via stretch goals) was much more interesting. I was planning on letting this one pass, but on the last day of the campaign we had a very pleasant session with some variant rules that made the game shine, and I jumped on. It was just £21, which felt very affordable. Pirates! By contrast, I decided to pass the new extension for Battle for Greyport. The appeal was pretty clear: Steampunk Pirates. Because Steampunk Pirates. Another one I picked up as a review, Greyport is a fun little game (it's since hit 10 sessions), but at the end of the day, it doesn't get massive amounts of play, and in all honesty, there's plenty of content in the original box that we haven't gotten yet. The incentive to back up the Kickstarter on this was also pretty limited as it looks like the box will be available at retail next year, by which time I'll have a much better feeling of whether the game is going to be played in the long-term, and it could pick up with some store credit anyway. Closing Thoughts Overall, I think a lack of time will be what keeps me from backing up (m)any of these projects - Kickstarters tend to come and go inside a window which means that, if I don't already expect it, by the time I made my decision, it's too late. Add to that the sheer epic scale of many new projects and it's a case of finding both money to play the game and time to it. I'm not too worried about all of this, even though I'm not finally backing anything else for a while: as I mentioned in the recent Kickstarter review, I had many KS projects on the road, and even more down the path of monster game to keep me busy. Occupied.

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