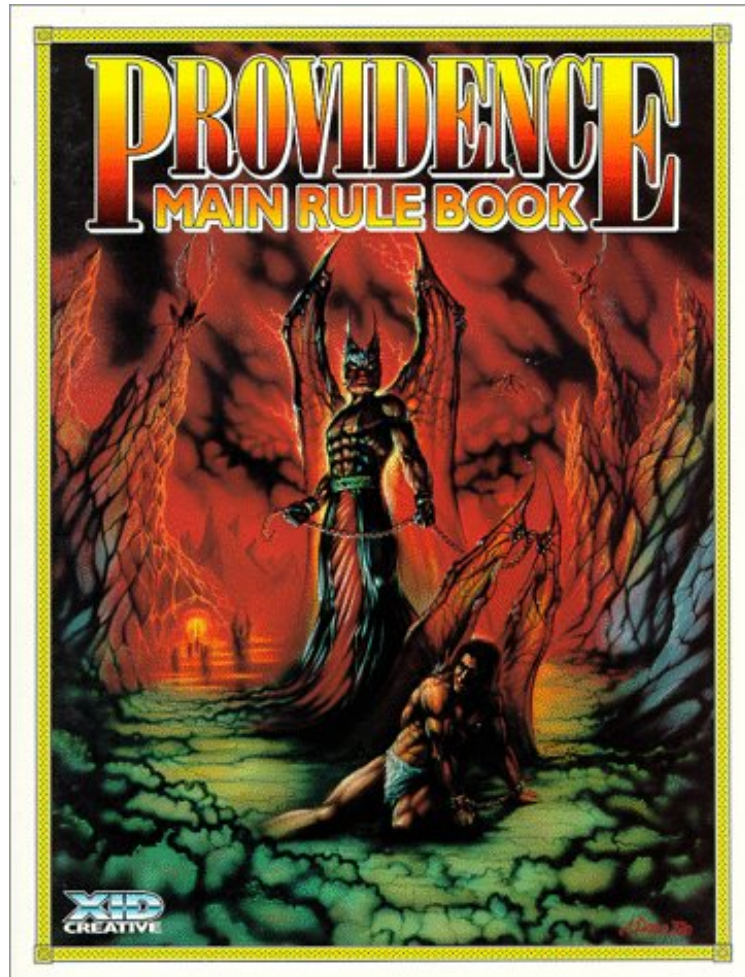


Providence: Main Rule Book

Jeff Mackintosh, Mike Scott Nicolas Jequier
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#6854943 in Books 1997-11-01 Original language: English #File Name: 0968294200264 pages | File size: 69.Mb

Jeff Mackintosh, Mike Scott Nicolas Jequier : Providence: Main Rule Book before purchasing it in order to gage whether or not it would be worth my time, and all praised Providence: Main Rule Book:

1 of 1 people found the following review helpful. A "player friendly" source for endless hours of great fun. By Midwest Book Review Providence is a superbly crafted roleplay game of super powers and magic set in a world of high fantasy and thrilling adventure as players battle between good and evil, right and wrong. Against the seemingly overwhelming forces of chaos stand the hero-player as a beacon of light and sanity. Providence: Main Rule Book is the core title providing all the information necessary to begin a campaign. Included is a character creation system enabling the development of a wide variety of interesting and dynamic characters. A complete description of skills, powers and spells is provided and players will be introduced to the Creative System, the set of basic, advanced and optional rules necessary to fully explore this engaging, entertaining, fascinating game. Also available for this unique gaming universe are Providence: Main World Book providing a detailed examination of the world of Providence

including its inhabitants, geography and history; Providence: The Recognizers which includes the history and organization of Providence's bounty hunters; Providence: People's Knights featuring The Lost Tribes, The Wayfarers, and the Reaver's criminal organization; and Providence: Cliff-spider, The War Citadel, is a complete adventure with a profusion of story threads establishing it as a core source book for gaming adventures. The Providence series is "player friendly" and a welcome source for endless hours of great fun and high adventure. 0 of 0 people found the following review helpful. Easy of Play is Paramount! By Greg Hacke And on that note, XID Creative shines with its release of "Providence: Main Rule Book." The Creative System does all it says and more.- The Creative Engine is a clean and clear skills-based system providing both flexibility in use and character development in play.- System resolution utilizes target number (TN) resolution, providing as many or as few modifiers as the troupe feels comfortable with.- Magic and powers system that, while initially difficult to grasp, is quite fluid once understood.- The Providence world is presented in enough detail to provide a base level of play, very sufficient to get a grasp on. Overall, an excellent game!

This book provides the complete rules system for the Providence role-playing game, providing players with everything they will need to start a game of Providence. Learn how to be a hero again.