

May 30th, 2022

Shawn Dixon

- Yo I'm going to make a sourcebook for how I run the Dragon Ball Isekai cause it was fun and I'ma use it for pirate campaign
- It's just not gonna have modifiers in the thousands, but it's gonna be really flexible where you can just learn a bunch of skills
- I'ma call it Free Flowing
- https://docs.google.com/document/d/1muwbNHYxxJMb4JXPOCKRWR0_Q2Rai1fIN0qUq1qb-hc/edit?usp=sharing

May 31rst, 2022

Shawn Dixon

- Ok I figured out how I want the Free Flowing system to work for the most part
- You'll start off with your stats and a hit dice decided by your con modifier. You'll also get your starting equipment and gold based on what background you choose.
- Leveling up will give you the normal goodies like proficiency bonus and hit dice, but the main thing will be that the higher level you are the more skills you can learn. Some skills will have a level requirement to learn, like in a mmr
- I'm currently on to modifying races slightly for Free Flowing

June 1rst, 2022

Shawn Dixon

- I think what I'm going to do for the equivalents of wizard and sorcerer magic is that wizard spells will be innately stronger and use less components but sorcerer magic will still kinda have metamagic and you can dump more mana to just not use components
- I know that I'm making components important again, but it fits this time and I will make components a lot more straightforward instead of needing chicken dust to cast feather fall

Michael Cook

- Yeah seems pretty good I mean some of it was a little asinine with all getting bat poop for fireball or whatever

Shawn Dixon

- I think what I'll do is that you can buy a simple components pouch at a store, it'll have something akin to charges and you can expend a charge for a low level spell, more for higher, stuff like that

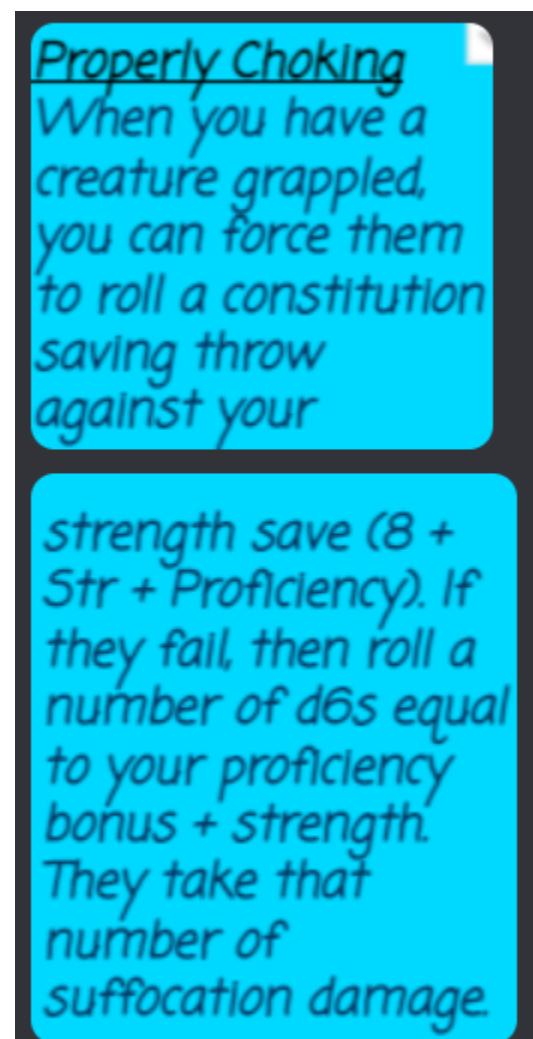
June 2nd, 2022

Shawn Dixon

- Yo I've finally figured out how I really wanna organize things and I think it's finally working.
- Also the final level requirement for skills will be level 15 instead of level 20. After level 15, pretty much every skill in the game is fair game if you go out of your way to learn the stuff for it.

June 3rd, 2022

Shawn Dixon



Shawn Dixon

- I like how the martial skills are starting to differentiate
- The universals are all the basic ones like extra attacks and weapon proficiencies and fighting styles,

- but I've started to make strength skills more so revolve around grappling and dexterity skills revolve around doing shit fast like quickly dashing or quickly throwing a dagger

Dakota Pepper

- Can't have str martial be all grapple tho
- What if someone wants to wield a buster blade or something?
- Call it "oversized expert"

Shawn Dixon

- Most likely being able to use a huge buster blade will go under two handed weapon proficiencies, which you can learn universally
- str isn't all grapple, it's just that I really wanted to improve on grapple from dnd and make it actually viable
- there's still stuff in str like being able to flex through damage, being able to throw shit bigger than you, having additional critical die on a crit
- oh and choking

June 8th, 2022

Shawn Dixon