Notes for 0.11

We're nearing the mechanical completion point for Alpha, which I hope to reach in the next month or so. Skills and disadvantages are finally defined, the skeleton of crafting is there, and I was able to add in the "combat options" I mentioned before. I also changed a few things and increased the numbers of a bunch of Advantages, because getting 5 extra BP is basically nothing. Testing will of course follow in the next few weeks. I heartily recommend genning a few throwaway characters and fighting a monster or something with them, it's quite fun.

Here's what's missing to make Alpha "mechanic complete":
1. Finished Crafting Rules.
2. More Disadvantages(suggestions highly welcome!)
3. Qualities for settings
4. Filling out the Weapon & Armor charts
5. An actual definition of Consensus -1 & an introductory "What Is A Bastard?" section detailing the intended mode of play.
6. Figuring out layout now will likely make Beta much easier to "fit in". In that mold it may be time to start the wiki.

Framework for Beta stuff was put in too, and I have a lot more stuff roughly sketched that needs to only be finished. Looking at where we are I'm actually mad stoked – We should be able to start rounding up nerds and doing serious testing almost as soon as I get back. As always, feedback would be appreciated.