



Praxitar

Jeremy Banka | Tempest Games

**Wayfarer is a card-based,
strategic fantasy battle game.**

Wayfarer

Problems with Paper & Pencil

\$20



\$50



\$50



\$50



DUNGEONS & DRAGONS®

CHARACTER NAME _____

LEVEL & CLASS _____ RACE _____ PLAYER NAME _____

EXPERIENCE POINTS _____ ALIGNMENT _____ BACKGROUND _____

STRENGTH **DEXTERITY** **CONSTITUTION** **INTELLIGENCE** **WISDOM** **CHARISMA**

INSPIRATION **PROFICIENCY BONUS**

Strength (Str) _____ Dexterity (Dex) _____ Constitution (Con) _____ Intelligence (Int) _____ Wisdom (Wis) _____ Charisma (Cha) _____

SAVING THROWS

Acrobatics (Dex) _____ Animal Handling (Wis) _____ Arcana (Int) _____ Athletics (Str) _____ Deception (Cha) _____ History (Int) _____ Insight (Wis) _____ Intimidation (Cha) _____ Investigation (Int) _____ Medicine (Wis) _____ Nature (Int) _____ Perception (Wis) _____ Performance (Cha) _____ Persuasion (Cha) _____ Religion (Int) _____ Sleight of Hand (Dex) _____ Stealth (Dex) _____ Survival (Wis) _____

SKILLS

PASSIVE PERCEPTION

ARMOR CLASS **MAX HP** **TEMP HP**

CURRENT HIT POINTS

HIT DICE

SUCCESSSES **FAILURES** **DEATH SAVES**

INITIATIVE **SPEED** **VISION**

NAME **ATTACK** **DAMAGE** **RANGE** **AMMO** **USED**

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

INVENTORY & EQUIPMENT

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Card-based, strategic fantasy battle game.

Assemble your character.



CHARACTER

Wayfarer

A card-battle game for tabletop adventures.

Assemble your character.



CHARACTER



HELD ITEM

Wayfarer

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CHARACTER



HELD ITEM



OUTFIT

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CHARACTER



HELD ITEM



OUTFIT



ACTIONS

Wayfarer

Market

\$130M - Hobby Dice and Card Games

\$45M - Roleplaying Games

ICv2 (Geek Culture Business Analysts)

Market

Product

- **"LEGO" Product Model**
 - Returning customer base
 - Low initial price point
 - Lots of desirable expansion content
 - No gambling



Market

Costs

- Game Development (In-house)
- Art and Visual Design (In-house)
- Production (Outsourced)
 - \$5.40 per \$20 retail deck
 - as low as 99¢ in volumes of 500+
- Distribution and Sales



IP

- Distinctive visual style
- Deep color-coding system
- Integrated Icon and Font system

Wayfarer

Competition

- D&D and MtG
- Unique "Middle Ground" between these.
- Versatility is a significant value for players.



Team

Currently: Me.

- Need Marketing
- Possibly need salespeople



Timeline

1. Ready for initial sales to playtesters Week 1 of Next Term.
2. April 6 - Gamestorm Playtesting (Vancouver)
3. April 21 - Just-A-Game-Con Playtesting
4. Launch crowdfunding campaign in June.



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**Ask: Introductions to
marketers, event organizers,
etc.**

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