

FANTASY

TABLE
STAGE



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Sponsors



Introduction



Fantasy as a genre explores wondrous places, grand kingdoms, magical realms, and dark dungeons. There are various kinds of folk of all shapes and sizes, with features and lifespans that stoke generational collaboration and conflicts. There are heroes of good, and villains of evil.

You are: a hero, on the way to becoming one, or a support from the communities that bolster their journey. You and your companions are all integral to not only maintaining peace, but to ensure and enrich the lives of the future. By your actions and inspiring others, that future will come.

Setting

The Glimmerlands are a landscape of wintery frost: obelisks of quartz and crystal “glimmer” trails of aurora into the sky, the trees are evergreen or autumnal, and their maple trees are uniquely fantastical. Each red leaf not only resembles but exudes the heat of flame, their sap glowing like embers along the veins of these trees.

The capital of the Glimmerlands, Emberton, is a long established city in the very heart of the landscape. It holds the largest obelisk in its centre, engraved with the names of warriors and leaders responsible for its founding and continuation since time immemorial. This same site of history hosts the greatest concentration and source of Arcane magics.



Aurora is not simply light in this world, it carries the Faesands. Each grain of sand represents uncountable time-liberated and multi-dimensional worlds of the Fae creatures. Their magic extends into and is shared with the residents of the Glimmerlands.

Of these residents, one kind in particular is responsible for the pollination of Ember Maples. The population of Clay Bees in Ceramsh collect Pollen Cinders to create their ceramic hives, a home for themselves and their Kiln Queen. Though it also results in a delicacy: Glimmer Syrup, coveted across the lands. Ceramsh is not a static place, it is a marshy biome on the back of a ceramic golem that strides across the winterscape, signaling each change of seasons depending on where you find it.

Game Materials

1. Player Sheets.
2. Pencils and Erasers.
3. Polyhedral Dice: d20, d4, d6, d8, and d12, one of each.
4. Player Miniatures or representations of them (board game tokens, coins, plastic chips).
5. A Square Grid.

1.

2.



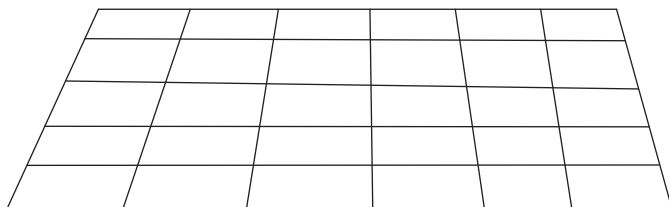
3.



4.



5.



Checks

When trying to do something, you will stop and **CHECK** how well your character does so:

1. Roll a twenty-sided die.
2. Add your appropriate **ATTRIBUTE MODIFIER**.
3. If given, add a **BONUS MODIFIER**. The Game Master will decide based on the situation.
4. You may use an **INSPIRATION** for yourself or a companion to reroll the twenty-sided die.

The person organizing and leading the storytelling for your group is the Game Master. They will introduce the settings you explore and the challenges you will face. Some challenges will have a number value that the **CHECK** must meet or exceed to be a success! This number is called a **DIFFICULTY CHECK (DC)**, representing the **DIFFICULTY** of the **CHECK**.

A **BONUS MODIFIER** is used when a situation outside a character's **ATTRIBUTES** would affect the **CHECK**. The Game Master has the final say on applying this.

INSPIRATION may be used for yourself or a companion, but must fit the **COMMUNITY IDENTITY** chosen during Character Creation.

Sometimes, there will be other dice used to measure the effectiveness of an attack's damage or other actions. These are rolled after a successful **CHECK**, and notated as: **dX**.

The "**d**" represents that it is a die.

The "**X**" will be a number, and represents the number of faces on that die.

For example, A **d4** will be a four-sided die and a **d8** will be an eight-sided die. The die for a **CHECK** is a **d20**!

Player Sheet

Player

Player Sheet

Character

6.

Name

Pronouns

1.

Community Identity



Inspiration

CURRENT
MAX

HEALTH POINTS

10 +CON +WIS +Healing dX

5.

HIT DC

10 +DEX +½ ARMOR dX

The "d" represents that it is a die.

The "X" will be a number, and represents the number of faces on that die.

Backpack & Notes

6+.



2. ATTRIBUTES

+
-

STRENGTH

+
-

INTELLIGENCE

+
-

DEXTERITY

+
-

WISDOM

+
-

CONSTITUTION

+
-

CHARISMA

Name

Pronouns

You will need:

4

8

12

Sometimes:

6

3. MASTERY RANKS

Single Target Range

Area of Effect Range
Arcane does not follow Move

Arcane



+INT

Single Target hit 2×
Two Targets hit 1×
Weapons ignore Move

Weapons



+STR

Has Unique Interactions

Single Target Range
Tools follow Move in Range

Tools



+DEX

4. TRAINING RANKS

Range
Raise one companion's Hit DC

Armor



+CON

Range
Recover one companion's HP

Healing



+WIS

You always have ½ of your Move dX per turn
Extra Move, may avoid Arcane or Tools

Move



+STR

Sneak



+CHA

A result of 5+ brings a companion to 1HP

Will



+CHA

1
2
3

Ranks

4

Ranks

8

Ranks

12

Character Creation

To create the character that will join your group of companions, follow these steps:

1. Create your **COMMUNITY IDENTITY**.
2. Choose your **ATTRIBUTE MODIFIERS**.
3. Choose your **MASTERY RANKS**.
4. Choose your **TRAINING RANKS**.
5. Fill in any blanks based on your chosen **MODIFIERS** and **RANKS**.
6. Name your character, and **MASTERY** and **TRAINING** equipment.

Your **COMMUNITY IDENTITY** is a word or short phrase that describes how you fit into the world. Examples of **COMMUNITY IDENTITY** include: Town Mother, Water Well Guard, Forest Ranger, or Big Barkeep.

The more evocative the **IDENTITY**, the easier it will be to craft and play the character! When using **INSPIRATION** to reroll a failed **CHECK**, it must align with your **IDENTITY**. Start with three (3) **INSPIRATION**.

ATTRIBUTE MODIFIERS are added to your **CHECKS**, **ACTIONS**, and **REACTIONS**:

STRENGTH	[STR]	Athletics, Intimidation, WEAPONS , MOVE
DEXTERITY	[DEX]	Acrobatics, Sleight of Hand, TOOLS
CONSTITUTION	[CON]	Resilience, HEALTH POINTS , ARMOR
INTELLIGENCE	[INT]	History, Investigation, Nature, ARCANE
WISDOM	[WIS]	Animals, Insight, Perception, HEALING
CHARISMA	[CHA]	Deception, Persuasion, SNEAK , WILL

When you create your character assign each **ATTRIBUTE** with a value from the following array, once each: +4, +3, +2, +1, 0, -1.

A higher value represents a greater aptitude in the chosen **ATTRIBUTE**, while low or negative value represents weaknesses and flaws. Use these values to shape who your character is!



Ranks

RANKS measure the range of possible effect, with a **RANK** number and relative **dX**.

UNTRAINED	RANK 1	d4
TRAINED	RANK 2	d8
MASTERED	RANK 3	d12

Masteries

MASTERY RANKS are your effectiveness and impact in using the **ARCANE**, **WEAPONS**, and **TOOLS**. They represent your life's intersection with the major disciplines in this fantastical world. For each **MASTERY**, choose whether you are **UNTRAINED**, **TRAINED**, or **MASTERED**. Each **MASTERY** gets a unique training level.

ARCANE	+INT	Magical Spells, Ritual Invocations, Channel Nature
WEAPONS	+STR	Swords, Hammers, Spears, Flails, Quarterstaves
TOOLS	+DEX	Lockpicks, Bows, Blunderbuss, Cooking Pots

Trainings

TRAINING RANKS are your effectiveness and impact reacting with your **ARMOR**, **HEALING**, and **MOVE**. They measure the range of possible resistance, recovery, or avoidance your experience provides. For each **TRAINING**, choose whether you are **UNTRAINED**, **TRAINED**, or **MASTERED**. Each **TRAINING** gets a unique training level.

ARMOR	+CON	Shields, Health, Plate Mail, Scale Mail
HEALING	+WIS	Potions, Nature Magic, Accelerated Recovery
MOVE	+STR	Running, Climbing, Swimming, Jumping

Captain Dalia stood fortuitously against the wild raid on Emberton, her Onyx arm glinting with its own light and the steel of arrows embedded in it.



Additional Blanks

HEALTH POINTS (HP) 10 +CON +WIS +HEALING dX maximum value

HIT DC 10 +DEX +1/2 ARMOR dX maximum value

SNEAK +CHA If you lower **TOOLS** and **MOVE**'s RANK by 1, gain this **TRAINING**.

WILL +CHA If you lower **ARCANE** and **HEALING**'s RANK by 1, gain this **TRAINING**.

A **MASTERY** or **TRAINING RANK** lowered for **SNEAK** or **WILL** may not go below **UNTRAINED**.

If you are targeted by an **ARCANE**, **WEAPONS**, or **TOOLS ACTION**, it must meet or exceed your **HIT DC** to deal damage to you.

This is a **DIFFICULTY CHECK** to be **HIT**.

If your **HEALTH POINTS (HP)** reaches 0, roll your **HEALING** or **WILL**.

A result of 5+ brings you back to 1 **HEALTH POINT**.

Otherwise, you are defeated.

Finally, name your character and their equipment.

They are now ready to join their companions!



Conflict & Objectives



If you and your companions enter a hostile encounter, a heightened social encounter, or environmental impasse, time slows into a **CONFLICT**! While in **CONFLICT**, time is represented in organized turns where all characters and the environment impact the resolution of the **CONFLICT**. By defeating foes or tackling **OBJECTIVES**, you overcome the **CONFLICT**.

Environments may be represented by a square grid.

A conflict has:

1. **INITIATIVE ORDER**.
2. **1 ACTION** for you, each of your turns.
3. **1 REACTION** for you per round, refreshed at the start of your turns.
4. $\frac{1}{2}$ **MOVE dX** maximum value for you, each of your turns.

Initiative Order

INITIATIVE ORDER is decided by rolling a **DEXTERITY CHECK**.

Play starts with who rolled the highest taking their turn, and continuing in order of highest **CHECK** to lowest **CHECK**.

If you share an **INITIATIVE ORDER** with a foe, you get priority.

Objectives

CONFLICTS have an ultimate goal that must be discovered over the course of several rounds, or is understood from the beginning. This may involve escaping a cavern, stopping a room from flooding, or breaking into a vault.

To develop these discoveries and understandings, there may be points of interest called **OBJECTIVES**. Using **ACTIONS** on these points of interest and to fend off enemies, you and your companions will hopefully reach your goals!

EASY	DC 5	6 "HP"
MEDIUM	DC 10	12 "HP"
HARD	DC 15	18 "HP"

"A towering figure has been seen wandering since the fall of The Crown of Dew.
No one has lived to tell the tale of who or what that figure was up close."



Actions

Your **MASTRIES** in **ARCANE**, **WEAPONS**, or **TOOLS** impact the **CONFLICT**. This may deal direct damage or advance progress on **OBJECTIVES**. For **ACTIONS**, roll one **CHECK** then your **RANK dX** for effectiveness!

ARCANE Single Target hits within (**RANK** × 3) spaces.
Area of Effect (3 × 3) hits within (**RANK** × 2) spaces.
ARCANE does not follow targets that **MOVE**.

WEAPONS Single Target hits twice, within adjacent spaces.
Two Targets hit each once, within adjacent spaces.
WEAPONS follow targets that **MOVE**.

TOOLS Usable on adjacent spaces, with unique interactions.
Single Target hits once, within (**RANK** × 2) spaces.
TOOLS follow targets that **MOVE** if still within range.

Reactions

Your **TRAINING** in **ARMOR**, **HEALING**, and **MOVE** may **REACT** on yours or others' turns for additional effects. ***SNEAK** and ***WILL** are optional. **REACTIONS** roll your **TRAINING RANK dX** to determine its effectiveness.

ARMOR Raise **HIT DC** of one companion within (**RANK**) spaces until your turn.

HEALING Recover one companion's **HP** in (**RANK** × 2) spaces.
May **REACT** at 0 **HP**.

MOVE Move extra spaces.
May be used to avoid **ARCANE**, sometimes **TOOLS**.

***SNEAK** Add a d6 +**CHA** to your **ACTION dX**.

***WILL** Roll a d6 +**CHA**.
A result of 5+ brings a companion back to 1 **HP** if at 0.

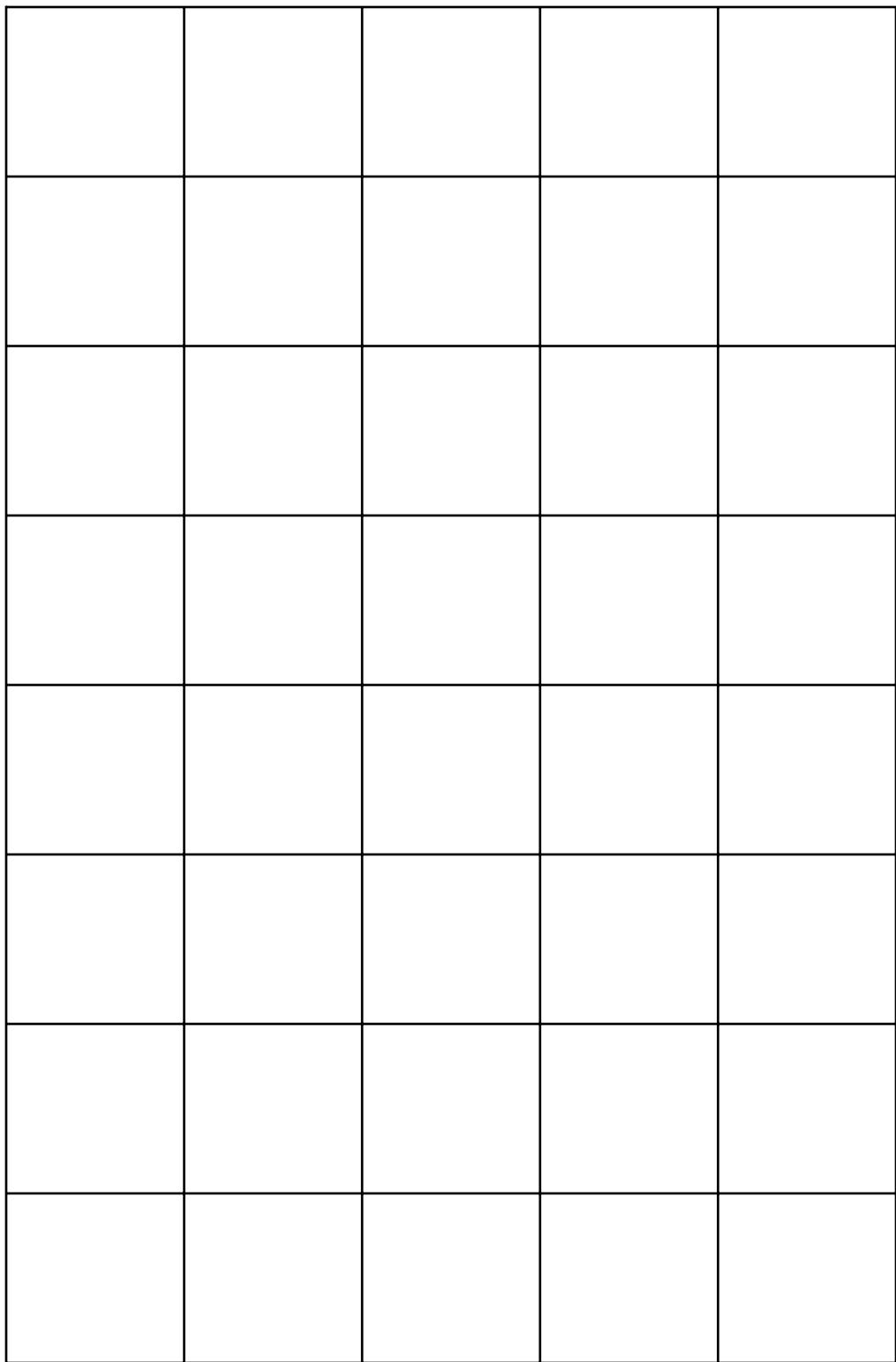
Movement

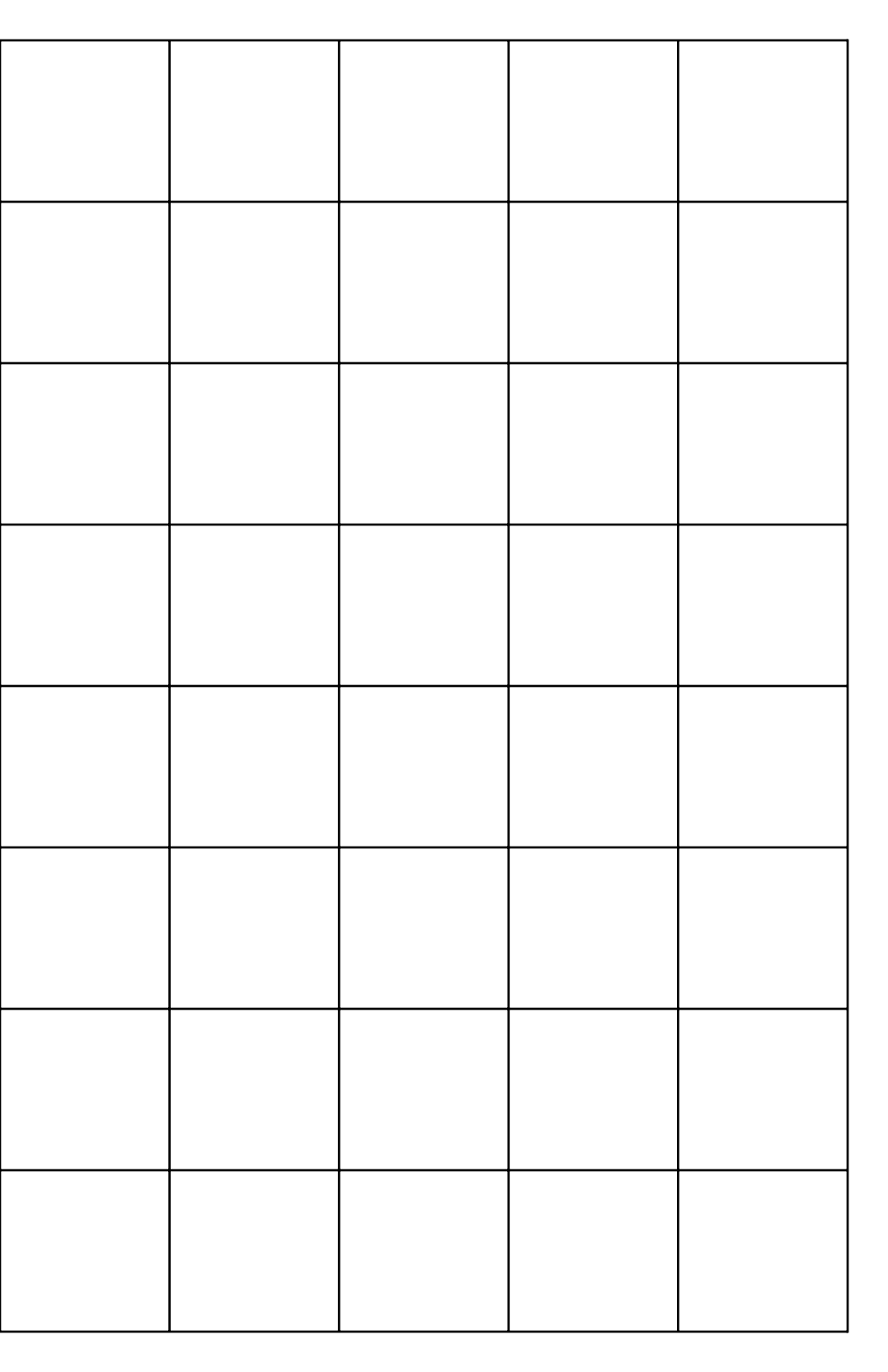
You always have ½ of your **MOVE** per turn to move around the grid. This is based on the maximum value of the **MOVE RANK** die.

UNTRAINED d4 becomes 2 SPACES

TRAINED d8 becomes 4 SPACES

MASTERED d12 becomes 6 SPACES





Game Mastering

If you have been inspired to lead your own stories using this game system, we have some steps you can follow to create your own Table Stages!

1.

Decide a Setting! You're free to use the Glimmerlands from our show, or create one inspired by your favorite media. Exact details are not important, as long as you're sharing stories with friends that excite everyone involved.



2.

Bring the Setting to a planned or spontaneous hangout! This game can be played with one (1) Game Master and two to five (2-5) players. Short stories can take anywhere from 15-25 minutes, and are a fun ice breaker.



3.

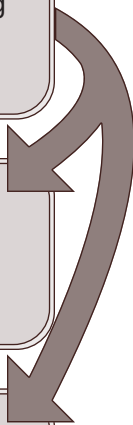
Create a challenge for your players to explore or overcome! These can be inspired by popular word puzzles, interacting with a funny character voice you wanted to try, or sharing a combat encounter that seems fun.

3a.

If you would like to run your own **CONFLICT** encounters, feel free to use the **OBJECTIVES** (p.9) and the following **ENEMY GENERATOR** and **BESTIARY** to customize and curate whatever fits the Setting and group you're with!

3b.

If any players are unfamiliar with tabletop roleplaying, or using a pencil and paper is not possible, simplifying the game to only the **d20** and no player sheet is okay! Sharing stories and having fun are the most important.



Enemy Generator

To create enemies that will face your players, follow these steps:

1. Choose its **ATTRIBUTE MODIFIERS**.
2. Choose its **MASTERY RANKS**.
3. Choose its **TRAINING RANKS**.
4. Fill in any blanks based on its chosen **MODIFIERS** and **RANKS**.
5. Name your enemy, and its **MASTERY** and **TRAINING** equipment.

Attribute Modifiers

When you create your enemy assign each **ATTRIBUTE** with a value from the following array, once each: +3, +2, +1, +1, 0, 0.

EASY -1 in 2 different **ATTRIBUTES**.

MEDIUM +1 in an **ATTRIBUTE**.

HARD +2 in 2 different **ATTRIBUTES**.

Masteries

For **MASTERY RANKS**, choose whether you are **UNTRAINED**, **TRAINED**, or **MASTERED** based on difficulty.

EASY One (1) **MASTERY**, at **TRAINED**.

MEDIUM One (1) **MASTERY**, at **MASTERED**.

HARD Two (2) **MASTERIES**, 1 at **TRAINED** and 1 **MASTERED**.

Trainings

For **TRAINING RANKS**, choose whether you are **UNTRAINED**, **TRAINED**, or **MASTERED** based on difficulty. **SNEAK** or **WILL** may be chosen, without lowering ranks. If it has no **MOVE**, it has a minimum 3 Movement.

EASY Two (2) **TRAININGS**, 1 at **UNTRAINED** and 1 **TRAINED**.

MEDIUM Two (2) **TRAININGS**, 1 at **TRAINED** and 1 **MASTERED**.

HARD Three (3) **TRAININGS**, 2 at **TRAINED** and 1 **MASTERED**.

Bestiary

Crystal Rat (Easy)

Name

Weapons

+STR

Mastery +ATT Notes

Mastery +ATT Notes

Move

+STR

Training +ATT Notes

Sneak

+CHA

Training +ATT Notes



Training +ATT Notes



Autumn Wolves (Medium)

Name

Weapons

+STR

Mastery +ATT Notes

Mastery +ATT Notes

Move

+STR

Training +ATT Notes

Will

+CHA

Training +ATT Notes



Training +ATT Notes

"I suspect the lifeblood of Ceramsh may carry more than its coveted taste..."
 An observation by Calilah Vanderbilt, seeing a moving jar in her waves.



Ceramic Slime (Medium)

Name

Arcane

+INT

Mastery +ATT Notes

Mastery +ATT Notes

Armor

+CON

Training +ATT Notes

Healing

+WIS

Training +ATT Notes



Training +ATT Notes



Kiln Queen (Hard)

Name

Tools

+DEX

Mastery +ATT Notes

Arcane

+INT

Mastery +ATT Notes

Armor

+CON

Training +ATT Notes

Move

+STR

Training +ATT Notes



Healing

+WIS

Training +ATT Notes

Name

Mastery    +ATT Notes

Mastery    +ATT Notes

Training    +ATT Notes

Training    +ATT Notes

Name

Mastery    +ATT Notes

Mastery    +ATT Notes

Training    +ATT Notes

Training    +ATT Notes

+

-

STRENGTH

+

-

DEXTERITY

+

-

CONSTITUTION

+

-

INTELLIGENCE

+

-

WISDOM

+

-

CHARISMA



CURRENT MAX

HEALTH POINTS

10 +CON +WIS +Healing dX



HIT DC

10 +DEX +½ ARMOR dX

Training    +ATT Notes

+

-

STRENGTH

+

-

DEXTERITY

+

-

CONSTITUTION

+

-

INTELLIGENCE

+

-

WISDOM

+

-

CHARISMA



CURRENT MAX

HEALTH POINTS

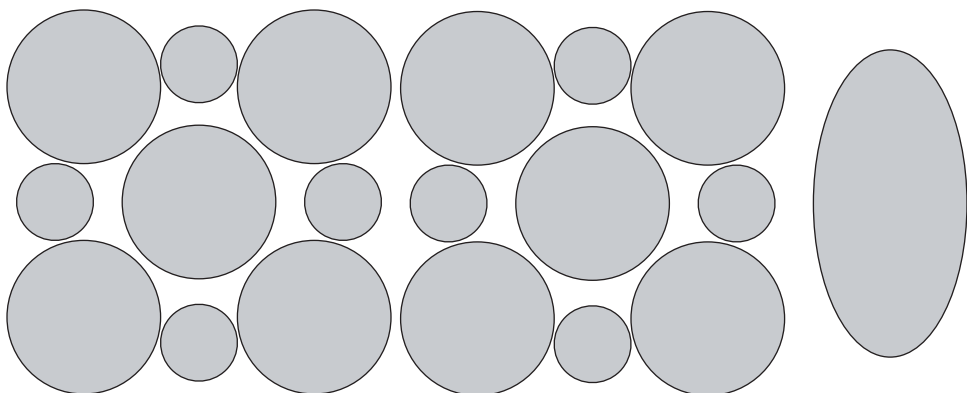
10 +CON +WIS +Healing dX



HIT DC

10 +DEX +½ ARMOR dX

Training    +ATT Notes



Name

Mastery    +ATT Notes

Mastery    +ATT Notes

Training    +ATT Notes

Training    +ATT Notes

Name

Mastery    +ATT Notes

Mastery    +ATT Notes

Training    +ATT Notes

Training    +ATT Notes

+

-

STRENGTH

+

-

DEXTERITY

+

-

CONSTITUTION

+

-

INTELLIGENCE

+

-

WISDOM

+

-


CHARISMA



CURRENT MAX

HEALTH POINTS

10 +CON +WIS +Healing dX



HIT DC

10 +DEX +½ ARMOR dX

Training    +ATT Notes

+

-

STRENGTH

+

-

DEXTERITY

+

-

CONSTITUTION

+

-

INTELLIGENCE

+

-

WISDOM

+

-

CHARISMA



CURRENT MAX

HEALTH POINTS

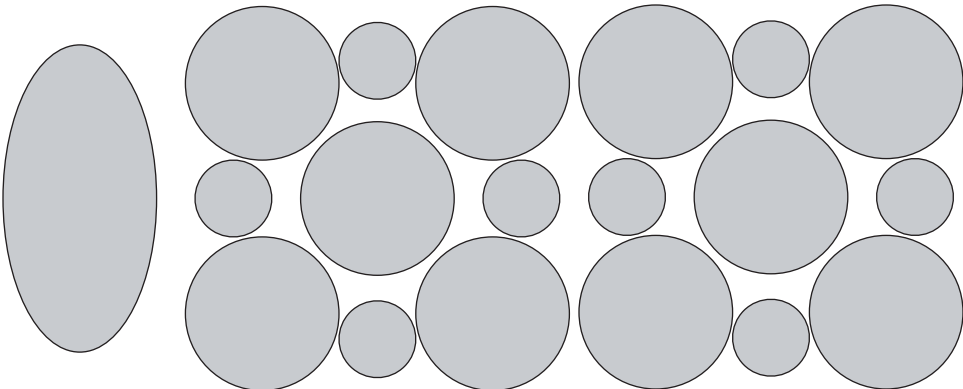
10 +CON +WIS +Healing dX



HIT DC

10 +DEX +½ ARMOR dX

Training    +ATT Notes



Player Sheet

Character



Player

Name

Pronouns

Community Identity



Inspiration

CURRENT

MAX

HEALTH POINTS

10 +CON +WIS +Healing dX

HIT DC

10 +DEX +½ ARMOR dX

The "d" represents that it is a die.

The "X" will be a number, and represents the number of faces on that die.

Backpack & Notes

ATTRIBUTES

<div><div>+</div><div>-</div><div>STRENGTH</div></div>	<div><div>+</div><div>-</div><div>INTELLIGENCE</div></div>
<div><div>+</div><div>-</div><div>DEXTERITY</div></div>	<div><div>+</div><div>-</div><div>WISDOM</div></div>
<div><div>+</div><div>-</div><div>CONSTITUTION</div></div>	<div><div>+</div><div>-</div><div>CHARISMA</div></div>

Name

Pronouns

You will need:

4

8

12

Sometimes:

6

MASTERY RANKS

Single Target Range

Area of Effect Range

Arcane does not follow Move

Arcane

+INT

Single Target hit 2*

Two Targets hit 1*

Weapons ignore Move

Weapons

+STR

Has Unique Interactions

Single Target Range

Tools follow Move in Range

Tools

+DEX

TRAINING RANKS

Range

Raise one companion's Hit DC

Armor

+CON

Range

Recover one companion's HP

Healing

+WIS

You always have ½ of your Move dX per turn

Extra Move, may avoid Arcane or Tools

Move

+STR

Sneak

6

+CHA

A result of 5+ brings a companion to 1HP

Will

6

+CHA

Ranks

1

2

3

4

8

12

Player Sheet

Character



Player

Name Pronouns

Community Identity



Inspiration

HEALTH POINTS

CURRENT MAX

10 +CON +WIS +Healing dX

HIT DC

10 +DEX +½ ARMOR dX

The "d" represents that it is a die.

The "X" will be a number, and represents the number of faces on that die.

Backpack & Notes

ATTRIBUTES

+

-

STRENGTH

+

-

INTELLIGENCE

+

-

DEXTERITY

+

-

WISDOM

+

-

CONSTITUTION

+

-

CHARISMA

Name Pronouns

You will need:

4

8

20

12

Sometimes:

6

MASTERY RANKS

Single Target Range

Area of Effect Range
Arcane does not follow Move

Arcane

4

8

12

 +INT

Single Target hit 2*
Two Targets hit 1*
Weapons ignore Move

Weapons

4

8

12

 +STR

Has Unique Interactions

Single Target Range
Tools follow Move in Range

Tools

4

8

12

 +DEX

TRAINING RANKS

Range
Raise one companion's Hit DC

Armor

4

8

12

 +CON

Range
Recover one companion's HP

Healing

4

8

12

 +WIS

You always have ½ of your Move dX per turn
Extra Move, may avoid Arcane or Tools

Move

4

8

12

 +STR

Sneak

4

6

 +CHA

A result of 5+ brings a companion to 1HP

Will

4

6

 +CHA

Ranks

1 2 3

4 8 12



Are there Critical Successes and Failures?

Critical Successes where a CHECK shows a d20 value of 20 or Critical Failures where a CHECK shows a d20 value of 1 may exist! They allow for expressing great moments of fortune or misfortune respectively. Include these if it will add to the fun of play or story. Tall tales are built on the seemingly impossible being done, and often the difference between each try is the luck on our side.

Are the Attribute examples their only use?

Under STRENGTH, it lists Athletics, Intimidation, WEAPONS, and MOVE. These are meant to list examples of skills alongside mechanical keywords in this game system. The difference is in their formatting. If the word is in basic formatting, it is an example meant to inspire or imagine other similar uses (STRENGTH can be Grappling, Breaking, or Carry Capacity). Mechanical keywords are highlighted to show their importance and for mechanical clarity.

How many Masteries and Trainings do I get?

You get access to all MASTERIES and TRAININGS, the difference between characters is their ability in each. The three levels of ability are UNTRAINED, TRAINED, or MASTERED. One character might have TRAINED WEAPONS and UNTRAINED TOOLS where another had TRAINED TOOLS and UNTRAINED WEAPONS. SNEAK and WILL are unique in that, after choosing MASTERIES and TRAININGS, you may lower a pair of them to gain access to these TRAININGS.

Where and how do I name equipment?

In Backpack & Notes on the Player Sheet, you can list the kinds of equipment your character would have to perform their skill CHECKS, ACTIONS, and REACTIONS. For example, If your character has a high CHARISMA what helps them deceive others? Do they have a disguise, a secret compartment in their sleeve? MASTERED ARCANES could be a spellbook or enchanted item. TRAINED ARMOR could be a medium sized shield.

Can I move diagonally on the square grid?

Decide together with the Game Master and other players, so all characters have the same option. Common options include: only moving in cardinal directions, diagonal movement only blocked by enemies and walls, or all diagonal movement is okay.

Special Thanks

The foundations for Table Stage comes from a line of experiences, from mentors, groups, places, and friends, that I continue to carry with me. Storytelling and its various forms have always resonated deeply with me, enough that the practice continues its lineage through all the work I do.

My heart is full in thanking City Centre Musical Productions, Georgetown Globe Productions, LVLUP GAMES, Norry's Coffee, One More Multiverse, Thought Rot Theatre, Vanier College Productions, Brian Goldenberg, Chizuko Kobayashi, Dino Vespa, Edwin Duero, Estrellita Aguinaldo, Jade Jager Clark, Josie De Leon, Julia Butenko, Nana Ishizeki, Scott Beaudin, Sean Connolly, Shaquan Lewis, Aikin Gorospe, Alex Eng, Alex Moon, Alexandre Chu, Arthur Drew, Ayame Sekiguchi, Cindy Wu, Dushan Nanthakumar, Elizabet Karapetian, Faith Joy, Faith Makumbi, Hanya Salloum, Jacob Wilson, Jojo Thebodeau, Jordan May, Kait Stollery, Ker Flores, Perseus Rebello, Rachel Kellum, Rika MC, Salmaan Lodhi, Simran Grewal, Trimaine Blake, Wil Crothers, Wruk Tran, my parents, my collaborators and sponsors, and the readers and viewers of this show.

May having this booklet extend the lines of story and people to yourself and yours, and thank you for sharing your time.

Matthew Sabido

Inspirations

Game Design *Dungeons & Dragons 5th Edition* (Wizards of the Coast, 2014 & 2024), *Pathfinder 2nd Edition* (Paizo, 2019), *Tales From Myriad* (Carson Daniel, 2024), *Fabula Ultima* (Need Games, 2023), *Dreams of no Sleep* (Shu Initsu, TBD).

Setting Aesthetic & Style *I am Setsuna* (Tokyo RPG Factory, 2016), *Xenoblade Chronicles* (Monolith Soft, 2011), *Horton Hears a Who!* (Dr. Seuss, 1954), *Radiata Stories* (tri-Ace, 2005).

Show Design *Dimension 20* (Dropout, 2018-present), *Dungeons & Dragons: The Immersive Quest* (Vibrant, 2024-present), *Homegrown* (Thought Rot Theatre, 2021).

