



MISFITS IN ACTION

[HTTP://WWW.MISFIT-STUDIOS.COM](http://www.misfit-studios.com)

NEWSLETTER

Here we are, our second newsletter, which means it's time again to discuss what's new with **Misfit Studios**, May's new products, and details on our **June 2014** free PDF giveaway promotion. Read on for details!

WHAT'S GOING ON WITH MISFIT STUDIOS

Last month we announced that we have a new website. It's still not entirely done, but it's getting there. Many of the product entries still to be entered, but at least the whole thing is functional. There is something else that's new, however: Misfit Studios has switched to a new message board.

The first message board used PHPBB, a free message board software that is very popular, but it's continued to break down over the years. Beginning with a plug-in I installed to help delete the dozens of spam bot accounts that registered daily, along with some other plugins that helped reduce the amount of such bots who could apply for accounts in the first place, it seemed each new core upgrade ended up breaking something.

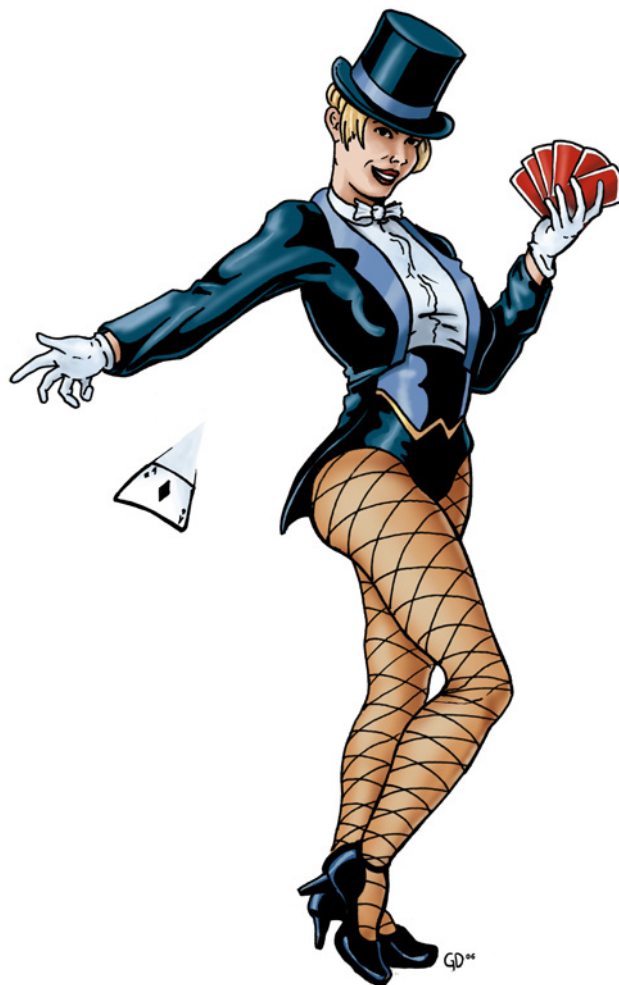
Well, May was the final straw for this when I finally got around to upgrading to the latest security patch. Unfortunately, if there are any compatibility issues with plugins, the software won't let you know until it's too late. I tried using the software's built-in repair function after backing up, but that only made things worse. Unfortunately, the repair attempt had made changes to the forums' database itself, so it was well and truly messed.

To prevent this sort of thing from happening again, we've moved the Misfit Studios message board over to an entirely free hosted service, so now I don't have to worry about updates and the like screwing the board up. You can find it from our website.

And now back to last month's bad news.

Chronicle City still isn't being at all responsive to emails, which means we're getting close to a year since they should have first started the process of getting product out and into game stores. But, here we are, and there's still no product out, and the files I put so much time into preparing to their specifications are still languishing, unused, in their Dropbox account.

You have received this newsletter because you have set your OneBookShelf account settings to allow emails from publishers. If you do not wish to do so, you must change this setting in your account.



Not only is this incredibly frustrating for me, but it also means delays in getting these print products out to you. I'm going to go back to publishing them through Lulu, as that worked out for us rather well in the past. It's a shame, though: we had a lot of good stuff in the works I'd hoped to push through Chronicle City and in to game stores, but I can't keep waiting on other people to get their acts sorted out.

If they end up sorting their delays out, who knows -- we may try the process again in the future. But for the time being, I just can't keep delaying product releases for months on end while I wait for someone else.

MISFIT STUDIOS' NEW RELEASES

In May, **Misfit Studios** released the following products:

SUPERNATURAL SUPERS & METAHUMAN MYSTICS MAGICIAN ARCHETYPE

This release for **Supernatural Supers & Metahuman Mystics** provides you with a new archetype, the **Magician**. A magician is a normal person who has learned the extraordinary skills and tricks of stage magic -- prestidigitation and illusion. No actual magic is involved, yet the feats a magician can pull off often still manage to seem supernatural because they cannot easily be explained. Whatever the reason, the magician has decided to use their talents for more than entertaining an audience.

Includes the a base **magician archetype template** so you can more easily and quickly make magician characters of your own, as well as guidelines on their origins, appearance and personality, tricks of the trade (including **sample tricks** and **sample magician's gear**), how they may be improved, and a number of variations on the basic theme. Rounding out the product are two **new advantages**, two **new extras**, and a sample magician character, **Presto**.

Purchase: [RPGNow](#) ([PDF](#))

BITE ME! PLAYING LYCANTHROPE - YOUR DEFINITIVE LYCANTHROPE GUIDE

Bite Me! Playing Lycanthropes presents rules and advice for playing natural and afflicted lycanthropes in the Pathfinder system, as well as a new and customizable natural shapeshifting race balanced against other advanced races, all written and designed by two-time Ennie-nominee, Robert H. Hudson, Jr.

Everyone knows the story about the character that failed their saving throw and contracted lycanthropy, messing the whole game up. That's because they didn't have this book to help them! Written for players and GMs alike, this is the definitive work on the issues involved in playing and GM'ing for someone who howls at the moon, and how to work with them to create characters and storylines that mean when you tell your story about the guy that contracted lycanthropy.

The response will be "Cool!" instead of "Oh man, I'm so sorry!"

A new race for your **Pathfinder RPG** campaign, natural lycanthropes, offer players and GMs a way to bring lycanthropes into their campaigns from the start without overshadowing other races, and the



extensive discussion of potential issues and ways to handle them will help make games involving lycanthropes easy to run and play.

Within the pages of **Bite Me! Playing Lycanthropes** you'll find:

- A look at natural lycanthrope society, relations with other encountered races, a discussion of alignment and religion, naming conventions for the race, and reasons they go adventuring.
- An advanced race that allows you to play as a natural lycanthrope of virtually any animal species, plus alternate racial traits, subtypes, and feats that allow for further customization of natural lycanthrope characters.
- Race-specific favored class options for all player-oriented core and base classes to allow further customization when gaining new levels besides a simple hit point or a skill point.
- A lengthy, detailed discussion of the issues involved in Playing Lycanthropes—natural or afflicted—and how to work with your GM and fellow players to make playing one a memorable, fun experience for all involved.
- A detailed discussion of the issues involved in running a game where one or more of the players is a lycanthrope—afflicted or natural—and how to work with your shapeshifter players to keep your game on track, your sanity intact, and make certain that everyone remembers the campaign for years to come—in a good way.
- A pair of sample characters showing you the wide range of options available to natural lycanthropes, complete with plot seeds to allow GMs to insert them into a game with ease.

Pick up a copy, and get your shift together!

Purchase: [RPGNow \(PDF\)](#)

DOUBLE TEAM: THE BOGEYMAN VS KNIGHTMARE WILL HAUNT YOUR PLAYERS' DREAMS

Double Team: The Bogeyman VS Nightmare provides two characters for your **Super-Powered by Mutants & Masterminds** games: the villainous master of sleeping horror, the Bogeyman, and a hero, the renegade nightmare, Nightmare.

The Bogeyman was born from existence's first nightmare, and he has haunted the thoughts of every sleeping mortal since. From his home Dream Dimension, this king of night's terror marshals armies of nightmares to plague humanity, seeking a way to increase his power by making the waking world like his own.

Nightmare was once one of the Bogeyman's most trusted agents, until this nightmare attempted terrorizing the dreams of a being whose sleeping thoughts were too benign even for his experienced talents to overcome. Instead, Nightmare was forever changed by the experience and forever after pledged to undo the evils he had previously perpetrated—he became a defender of mortal dreams.

Also included are two **new advantages**.

Purchase: [RPGNow \(PDF\)](#)



EARL GEIER STOCK ART THE AXE MAN COMETH!

This stock art piece from **Earl Geier** depicts a ... rural ... looking gent perhaps best described as the **axe man**. He can be used to depict a simple farmer innocently enough, or the mystery of what may be within his bucket (and hiding behind his eyes) can be played upon to use this image to portray a violent killer.



This purchase includes a **JPG** and a **TIFF** version at **300 dpi**, along with an **EPS** vector version.

All art files are bundled in a ZIP file.

Purchase: [RPGNow \(PDF\)](#)

EARL GEIER STOCK ART GOBLIN DEMON

This stock art piece from **Earl Geier** depicts a horrific **goblin demon** rising up to attack with its vicious claws.

This purchase includes a **JPG** and a **TIFF** version at **300 dpi**, along with an **EPS** vector version.

All art files are bundled in a ZIP file.

Purchase: [RPGNow \(PDF\)](#)



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You must include the artist's copyright statement in all publications using the art under certain terms and conditions. You obtain a license to use the art, but do not own any rights to it beyond that.

PROMOTIONS

Misfit Studios is offering a **free PDF** of our [The Manual of Mutants & Monsters: Infected Zombie](#) to the first three people to email admin@misfit-studios.com. You must provide your name and a legitimate email we can send the download coupon to, and use the subject line "Gimme Zombie Goodness!"

Purchase of a Misfit Studios product is not required in order to win.

ALTERNATE NEWSLETTER ACCESS

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Keep current with what's going on by visiting the [Misfit Studios](#) homepage.

