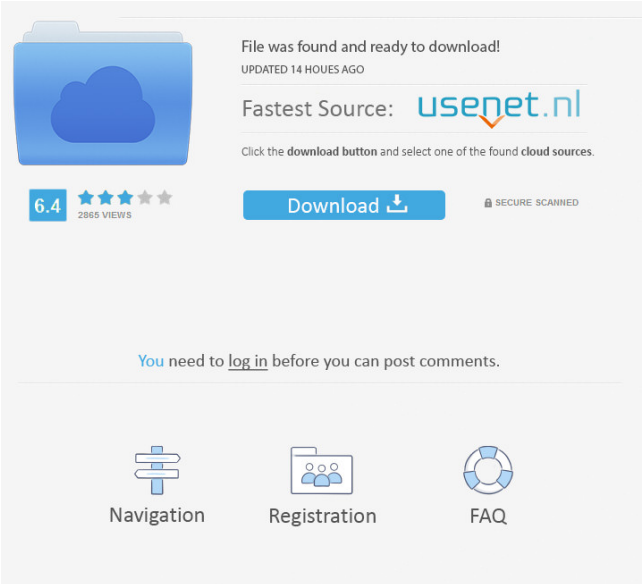


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External links Williams Jr. Fundamentals of Applied Dynamics, MIT Fundamentals of Applied Dynamics (MIT) Book at Internet Archive Category:1937 births Category:Living people Category:Massachusetts Institute of Technology faculty Category:Massachusetts Institute of Technology alumni Category:American engineers Category:Harvard University alumniThinking about the lack of class-based options for ARGs, I began to wonder what would happen if, instead of doing something like Class Orders or Fencing Orders, players in the campaign could have ordered their own Mystery Boxes, and they could have, say, poisoned or poisoned and blinded the others. Suddenly, a new direction was opened up. I have the idea of creating a series of archetypes. For the sake of being complete, I have chosen, from the list of archetypes from Neux & Scribe, the ones I like the most. Mystery Boxes will be a universal mechanic to combat the lack of class-based options for ARGs. As much as I like the Class Orders and Fencing Orders, they are a workaround. Mysteries of the Deep are the new direction. I see the archetypes in the following order: Assassin: The Assassin is a source of permanent damage and chaos in a group. A single Assassin can be the end of the game. The Assassin can use Dexterity-based techniques to inflict deadly wounds and an Army of Assassins can be devastating. Warrior: The Warrior is a source of resistance to death and chaos in a group. A single Warrior can be the end of the game. The Warrior has the most options and versatility of any archetypal class. Cleric: The Cleric is a source of healing and a source of defense in a group. The 2d92ce491b