

## Series Checklist 27.2.2024

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|--|---|
| <b>#1..... Character Creation v. 1.0</b>   | <b>#29.. Hex Crawling v. 1.0</b>            |
| <b>#2..... Fighter Class v. 1.0</b>        | <b>#30.. Downtime Activities v. 1.0</b>     |
| <b>#3..... Thief Class v. 1.0</b>          | <b>#31.. Economic Modeling v. 1.0</b>       |
| <b>#4..... Cleric Class v. 1.0</b>         | <b>#32.. Party and Retinue v. 1.0</b>       |
| <b>#5..... Wizard Class v. 0.6</b>         | <b>#33.. Name Level v. 1.0</b>              |
| <b>#6..... Demihumans v. 0.5</b>           | <b>#34.. Hero Level v. 0.2</b>              |
| <b>#7..... Experience v. 1.0</b>           | <b>#35.. Planar World v. 0.2</b>            |
| <b>#8..... Tasks &amp; Skills v. 0.5</b>   | <b>#36.. Magic Items v. 1.0</b>             |
| <b>#9..... Combat Rules v. 1.0</b>         | <b>#37.. Some Monsters v. 0.2</b>           |
| <b>#10.. Alignment v. 1.0</b>              | <b>#38.. Working Greyhawk v. 1.0</b>        |
| <b>#11.. Divine Magic v. 0.6</b>           | <b>#39.. Urban Adventures v. 0.5</b>        |
| <b>#12.. Arcane Magic v. 0.5</b>           | <b>#40.. Sanity and Stress v. 1.0</b>       |
| <b>#13.. Hedge Magic v. 0.4</b>            | <b>#41.. The Near Planes v. 0.3</b>         |
| <b>#14.. Force Magic v. 0.3</b>            | <b>#42.. More Oathbound v. 1.1</b>          |
| <b>#15.. Paladin Class v. 1.1</b>          | <b>#43.. Record Sheets v. 0.3</b>           |
| <b>#16.. Ranger Class v. 0.6</b>           | <b>#44.. Basic Coup v. 0.3</b>              |
| <b>#17.. Barbarian Class v. 1.0</b>        | <b>#45.. MotU in Coup v. 0.1</b>            |
| <b>#18.. Druid Class v. 1.0</b>            | <b>#46.. Naval Adventures v. 0.1</b>        |
| <b>#19.. Monk Class v. 0.5</b>             | <b>#47.. Dungeoneering Rules v. 0.4</b>     |
| <b>#20.. Assassin Class v. 0.5</b>         | <b>#48.. Death and Resurrection v. 0.1</b>  |
| <b>#21.. Bard Class v. 0.3</b>             | <b>#49.. Poorhouse v. 0.1</b>               |
| <b>#22.. Witch Class v. 0.4</b>            | <b>#50.. Trading Cards v. 0.2</b>           |
| <b>#23.. Illusionist Class v. 0.2</b>      | <b>#51.. Titles &amp; Kits v. 0.3</b>       |
| <b>#24.. Dreamer Class v. 0.2</b>          | <b>#52.. Necromancer Class v. 0.3</b>       |
| <b>#25.. Divine Cultivation v. 1.0</b>     | <b>#53.. Elementalist Class v. 0.3</b>      |
| <b>#26.. Physical Cultivation v. 1.1</b>   | <b>#54..... Domain Game v. 0.9</b>          |
| <b>#27.. Martial Arts v. 1.0</b>           | <b>#55..... Transformation Magic v. 0.3</b> |
| <b>#28.. Sorcery &amp; Psionics v. 0.3</b> |   |

### Version control scheme:

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|---|---------------------------------------|
| <b>V 0.1</b> <i>planning stage</i>      | <b>V 0.8</b> <i>first draft</i>       |
| <b>V 0.2</b> <i>basic notes</i>         | <b>V 0.9</b> <i>prerelease review</i> |
| <b>V 0.3</b> <i>active campaign use</i> | <b>V 1.0</b> <i>stable</i>            |
| <b>&lt; 0.9</b> <i>development</i>      | <b>▷ 1</b> <i>revision</i>            |

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