

Vincent Baker

Game Designer



- Otherworlds RPG
- Attack on Titan X Magic
- MTG: Warfare
- Borderlands: Social Game

Otherworlds

Choose your weapons! A fun adventure across various worlds for those who love shooting and looting with a streamlined tactical game.



Events

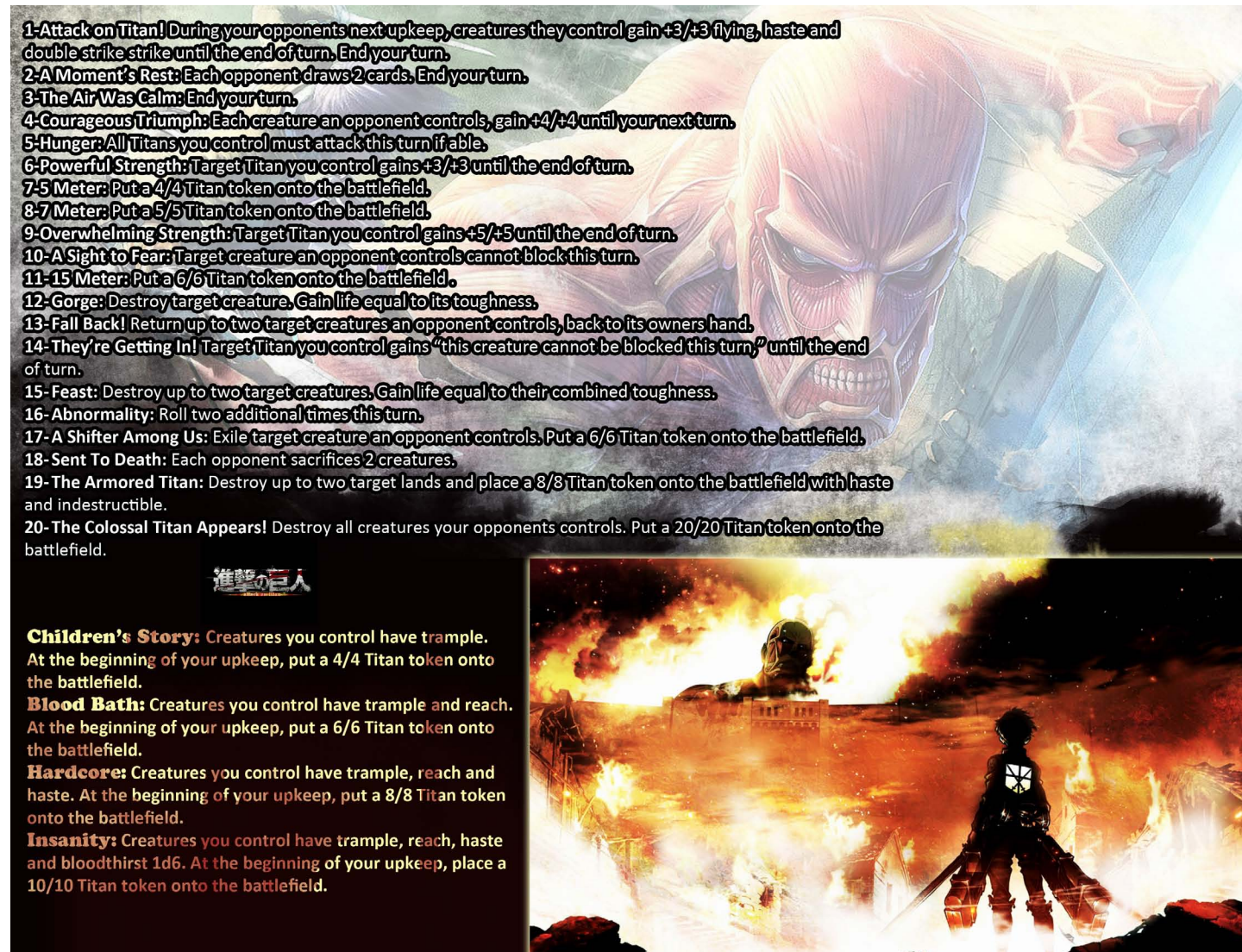
I've hosted over a hundred gaming events this past year for dozens of different people.

OCT 26		All Hallows Eve Planet Comics in Anderson, South Carolina 2:00pm You went	
OCT 19		Spirits Awaken Planet Comics in Anderson, South Carolina 2:00pm You went	
OCT 12		Edge of Kholis Planet Comics in Anderson, South Carolina 2:00pm You went	
OCT 05		Terror In Tombstone Planet Comics in Anderson, South Carolina 2:00pm You went	
SEP 28		Pixelhate Planet Comics in Anderson, South Carolina 2:00pm You went	
SEP 21		Otherworlds: Harmony Planet Comics in Anderson, South Carolina 2:00pm You went	



Attack on Titan X MAGIC


In this game inspired by the popular anime "Attack on Titan," players can use their **Magic** deck to take on the titans in this first ever crossover of Attack on Titan and Magic. Players will be provided a deck if they do not have one or may play as the Titans against my personal decks.



1-Attack on Titan! During your opponents next upkeep, creatures they control gain +3/+3 flying, haste and double strike until the end of turn. End your turn.
2-A Moment's Rest: Each opponent draws 2 cards. End your turn.
3-The Air Was Calm: End your turn.
4-Courageous Triumph: Each creature an opponent controls, gain +4/+4 until your next turn.
5-Hunger: All Titans you control must attack this turn if able.
6-Powerful Strength: Target Titan you control gains +3/+3 until the end of turn.
7-5 Meter: Put a 4/4 Titan token onto the battlefield.
8-7 Meter: Put a 5/5 Titan token onto the battlefield.
9-Overwhelming Strength: Target Titan you control gains +5/+5 until the end of turn.
10-A Sight to Fear: Target creature an opponent controls cannot block this turn.
11-15 Meter: Put a 6/6 Titan token onto the battlefield.
12-Gorge: Destroy target creature. Gain life equal to its toughness.
13-Fall Back! Return up to two target creatures an opponent controls, back to its owners hand.
14-They're Getting In! Target Titan you control gains "this creature cannot be blocked this turn," until the end of turn.
15-Feast: Destroy up to two target creatures. Gain life equal to their combined toughness.
16-Abnormality: Roll two additional times this turn.
17-A Shifter Among Us: Exile target creature an opponent controls. Put a 6/6 Titan token onto the battlefield.
18-Sent To Death: Each opponent sacrifices 2 creatures.
19-The Armored Titan: Destroy up to two target lands and place a 8/8 Titan token onto the battlefield with haste and indestructible.
20-The Colossal Titan Appears! Destroy all creatures your opponents controls. Put a 20/20 Titan token onto the battlefield.

進撃の巨人

Children's Story: Creatures you control have trample. At the beginning of your upkeep, put a 4/4 Titan token onto the battlefield.
Blood Bath: Creatures you control have trample and reach. At the beginning of your upkeep, put a 6/6 Titan token onto the battlefield.
Hardcore: Creatures you control have trample, reach and haste. At the beginning of your upkeep, put a 8/8 Titan token onto the battlefield.
Insanity: Creatures you control have trample, reach, haste and bloodthirst 1d6. At the beginning of your upkeep, place a 10/10 Titan token onto the battlefield.



MTG: Warfare

Warfare is an exciting and new interactive way to play the most popular tcg; Magic: The Gathering! In this game format, players will not need to bring their own cards, as all cards are played from a singular deck, in a deck building fashion.



Emblem

At the beginning of your upkeep, discard your hand.

At the beginning of your draw step, draw seven cards.

If you would draw a card while your library has no cards in it, shuffle your graveyard into your library.

You may cast spells from your hand without paying their mana costs.
You can't play basic lands.

Discard a basic land from your hand.
Add to your mana pool one mana of any color that land could produce.

Pay the mana cost of a card in the lineup: Put that card into your graveyard. Activate this ability only any time you could cast a sorcery.

②, Put the top card of the non-basic land library into your graveyard.
Activate this ability only any time you could cast a sorcery.

Emblem - Warfare



Warfare Format: Vincent Baker
Emblem Concept: RatherSallad

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A Borderlands themed game based on the popular Werewolf social game. Tales From The Borderlands: Social Games will have player's having absurd amounts of fun as they try to con their way out of being killed by bandits!