

WANTED! STARTUP CO-FOUNDER

The Tavern is looking for a Co-Founder (CGO - Chief Gaming Officer) to embark on a never before achieved technological adventure.

We use the latest Unreal Engine 5 MetaHuman magic and live motion capture in a browser-based web app that redefines in-character-roleplaying. You and your group will finally look & feel like the heroes you are whilst playing your favorite TTRPGs together online!

For months, we have been evaluating the technical and financial viability in our labs, and things are looking very promising! But many challenges await and we need you to join our party as the third co-founder to overcome them!

If you have reached level 5+ in your professional career, are truly passionate about Pen & Paper Games like D&D, can summon your forces remotely for 2 or more days per

week during the next months and could imagine going full time as soon as financing is secured: Then roll for initiative and send an email with a short intro and a link to your portfolio or linkedin to hello@thetavern.online In a video call we'll get to know each other, tell you more about the adventure and show you our latest prototype.

Imagine unleashing your creative and programming spirits to bring amazing heroes, villains and monsters alive! All whilst working amongst a party of like-minded fellows and knowing that your work brings joy and fun to thousands of adventurers. Join us now!

Visit www.thetavern.online for more information.

Ferdinand Werthwein, Germany, January 2024

UNREAL ENGINE 5 GAME DEVELOPER

Human, all genders, chaotic good

Armor Class 15 (natural armor)

Hit Points 72 (10d8 +10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	17 (+3)	15 (+2)	14 (+2)

Damage Resistance nonmagical attacks

Condition Immunities petrified, exhaustion

Senses truesight 60 ft.

Languages common language, C++

Strength of the Bunch: Working with your team gives all members a +3 bonus on all dexterity checks & saving throws.

ACTIONS

C++ Multiattack. *Melee Attack:* +5 to hit, reach 5ft., *Hit:* 15 (2D10 +4) piercing damage. You can easily attack game mechanics and create a character builder in this secret language. You also have experience with game releasing and patching or possess connections to friendly creatures from other planes to support you if necessary.

Summon Creatures. You use your wondrous, unreal magic device to summon prebuilt fantasy creatures as 3D illusions. The summoned creatures look good on all kinds of hardware and only a successful perception check (DC 17) will let others recognize the illusion.