



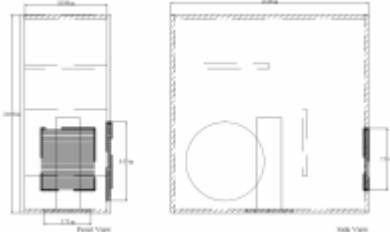
Jason A. Petrasko

A hobbyist programmer, avid gamer, exceptional drinker, and somewhat ok guy. He runs this wicked website.

Projects

- [Obscurity](#) - A tabletop or face-to-face system for playing The Game of Shadows.
- [Karbon](#) - A roleplaying game inspired by Blade Runner and Ghost in the Shell.
- [The Game of Shadows](#) - A roleplaying game set in a mysterious, action-filled, pulp, steampunk Victorian-era England.
- [Wishray Wiki](#) - A wiki for users and friends based on Dokuwiki.
- [Wishray Forum](#) - A forum for users and friends based on SMF.
- [WoodChuck](#) - A simple Java/Groovy framework for text file conversion.

Scratch Area



Investigative Moves For Karbon:

- Scan the collected evidence
- Go of the books
- Interrogate a suspect
- Interview a witness
- Retrieve a person of interest

Site Links

- [Page Orphans/Wanted](#) - A page that shows orphaned or wanted pages for wiki.wishray.com.
- [Gaslight](#) - A feature-rich peer to peer, portable, Java driven online gaming client backed by a wiki and forum. (defunct pages)
- [Games](#) - A private page for my gaming use.

Future Stuff Perhaps?

- [PanzerPlay](#) - A board game about high-school panzer championships, inspired by the anime: [Girls und Panzer](#).
- [Perplexity](#) - A Roleplaying Game about the difficult choices made when colonists encroach upon the dominant species of a distant world.
- [Resonance](#) - A challenging board game focused on fostering both cooperative and collaborative play, about an alien force stomping over the Earth.

From:

<https://wiki.wishray.com/> - **Wishray Wiki**



Permanent link:

<https://wiki.wishray.com/doku.php?id=jasonp>

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