

Campaign Planning Helden

GM: Koschi, Reto, Stefan
Players: Koschi, Reto, Stefan
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Campaign name:	Helden
Starting year:	1291
Rate game time passes:	1 Adventure (~Month)/ Gamesession
Genre:	Sword and Scorcery (GURPS Fantasy p. 7)
Realistic or cinematic?	Cinematic
Humorous or serious?	Humorous
Puzzles and mysteries or combat and adventure?	Combat and Adventure
Death is common and permanent or death is rare or easily remedied?	Death is easily remedied
Are there multiple planes of existence?	Yes
General theme of the campaign:	Hack, Slash and Beyond

Campaign Background

Campaign's base city, nation, empire, or planet (Provide a map):	Bergheim
Society/government type:	Feudal
Control Rating:	3
Exceptions to general CR:	The Wilderness
Tech level:	3
Exceptions to general TL:	Maybe there are Dwarfs with Guns?
Brief description of important neighboring powers, political/economic situation, etc.: determined by the GM who creates the adventure.	This remains to be
Required reading for players:	Basic Set
Suggested reading for players:	Dungeon Fantasy, Low Tech, Magic, Fantasy, Banestorm, Martial Arts, Powers: Divine Favors

Information for PCs

Starting point value allowed for PCs:	260
Disadvantage limit:	-50, -5 Quirks
Especially useful character types (Provide Templates):	Fighter, Thief, Wizard
Especially useless character types (Provide Templates):	Scholars and such
Especially appropriate professions (Provide job descriptions):	Mercenary, Healer, Wizard
Especially inappropriate professions (Provide job descriptions):	
PC races allowed (Provide racial templates):	High Elf, Wood Elf, Mountain Elf, Half-Elf, Dwarf, Halfling, Gnome
Starting wealth:	1000
Starting Wealth levels allowed:	None
Starting Status levels allowed:	None
Starting TLs allowed:	3
Languages available:	Common
Cultural Familiarities available:	None
Required advantages, disadvantages, and skills:	Combat Reflexes, One of Daredevil, Luck, Serendipity, +2 HT, +2 HP
Especially <i>appropriate</i> or <i>inappropriate</i> advantages, disadvantages, and skills:	See Dungeon Fantasy
Appropriate Patrons (and base value):	None at the start of the game
Appropriate Enemies (and base value):	None at the start of the game

Special Abilities Allowed for PCs

Exotic/supernatural traits:	Ask your Co-GMs what's allowed
Cinematic skills:	Ask your Co-GMs what's allowed
Are PC mages allowed?	Yes
General mana level:	Normal
Do areas of higher/lower mana exist?	Yes
Are any of the spells from Chapter 5 off limits?	Does not apply, we are using RPM from Monster Hunters
Are PC psis allowed?	No
Are any of the powers from Chapter 6 off limits?	Ask your Co-GMs what's allowed
Are PC gadgeteers allowed?	Yes

Are there special limits on gadgeteering?

Gadgeteer may not produce Items for fellow adventurers, unless they buy Unusual Background (Gadgeteer Friend).

Unusual Background cost(s) for these abilities:

10 CP

Legal or social restrictions on these abilities:

None

Other Notes

Book 1 optional rules or variants (advantages, disadvantages, skills, etc.): None at the Moment

Book 2 optional rules or variants (success rolls, combat, injury, etc.): None at the Moment

