

# CAMPAIGN GROUND RULES

## GENERAL DESCRIPTION

## IMPORTANCE OF THE PCS

## CAMPAIGN TONE

### Morality 1 2 3 4 5

- |   |   |   |
|---|---|---|
| 1) Good vs bad is black & White                     | 2) Good vs bad is mostly clear-cut                | 3) Some cross-over between good and bad |
| 4) There is little distinction between good and bad | 5) Morality is always in ambiguous shades of gray |   |

### Realism 1 2 3 4 5

- |                      |                        |            |
|----------------------|------------------------|------------|
| 1) Very romantic     | 2) Usually romantic    | 3) Neutral |
| 4) Usually realistic | 5) Extremely realistic |            |

### Outlook 1 2 3 4 5

- |  |                                |  |
|--|--------------------------------|--|
| 1) Everything works out—very optimistic! | 2) Almost everything works out | 3) Seriousness balanced by light-hearted |
| 4) More serious than light-hearted       | 5) Almost entirely serious     |  |

### Continuity 1 2 3 4 5

- |  |   |  |
|--|---|--|
| 1) Episodic—no effort to connect stories         | 2) Mostly episodic, some connection                   | 3) Some long stories, some episodic ones |
| 4) Mostly serial, some enforcement of continuity | 5) Entirely serial—everything must fit into storyline |  |

## PHYSICAL WORLD (Description):

## CHARACTER BUILDING GUIDELINES

Starting Points for PCs: \_\_\_\_\_

Matching Complication Points: \_\_\_\_\_

Characters have Characteristic Maxima: YES / NO

Characters can carry ordinary tech without paying points: yes / no

Active Cost Cap: \_\_\_\_\_

CV Limits: \_\_\_\_\_

Skill Roll Limits: \_\_\_\_\_

Attack Powers: beginning DCs: \_\_\_\_\_

Maximum DCs: \_\_\_\_\_

Defense Powers: beginning pts: \_\_\_\_\_

Maximum pts: \_\_\_\_\_

## CAMPAIGN RULES

### Other Optional Rules Used:

Hit Locations: YES / NO

Knockback: YES / NO

Knockdown: YES / NO

Bleeding: YES / NO

Impairing and Disabling: YES / NO

Long Term Endurance: YES / NO

Limited Push: YES / NO

Wounding Rules: YES / NO

Critical Hits: YES / NO

## HOUSE RULES:

**EVERYMAN SKILLS:**

**UNAVAILABLE SKILLS AND TALENTS:**

**POWERS REQUIRING GM PERMISSION:**

**COMPLICATIONS REQUIRING GM PERMISSSION:**

**ADDITIONAL NOTES:**