



Campaign Handout



Campaign Name

GM

Planned Length

The Other Hundred Points

Action	○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Military	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Exploration	○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Romance	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Intrigue	○ ○ ○ ○ ○ ○ ○ ○ ○ ○		

Number of PCs:

Hero Point Total:

Max HP per Character:

Maximum Trait Level:

Unavailable Backgrounds:

Unavailable Hubris:

Unavailable Virtues:

Unavailable Nations:

Unavailable Fencing Schools:

Unavailable Magics:

Important Allies:

Starting Location:

Important Skills:

Starting Charter:

Important Advanced Knacks:

Starting Wealth:

Important Villains:

Important People the Characters Should Know:

How the PCs Met/Are Meeting: