



# Campaign Handout



**Campaign Name**

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**GM**

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**Planned Length**

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**The Other Hundred Points**

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<b>Action</b>	○ ○ ○ ○ ○ ○ ○ ○ ○ ○	<b>Military</b>	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
<b>Exploration</b>	○ ○ ○ ○ ○ ○ ○ ○ ○ ○	<b>Romance</b>	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
<b>Intrigue</b>	○ ○ ○ ○ ○ ○ ○ ○ ○ ○		

<b>Number of PCs:</b>	<b>Hero Point Total:</b>
<b>Max HP per Character:</b>	<b>Maximum Trait Level:</b>
<b>Unavailable Backgrounds:</b>	<b>Unavailable Hubris:</b>
<b>Unavailable Virtues:</b>	<b>Unavailable Nations:</b>
<b>Unavailable Fencing Schools:</b>	<b>Unavailable Magics:</b>

<b>Important Allies:</b>	<b>Starting Location:</b>
<b>Important Skills:</b>	<b>Starting Charter:</b>
<b>Important Advanced Knacks:</b>	<b>Starting Wealth:</b>
<b>Important Villains:</b>	

**Important People the Characters Should Know:**

  
  
  

**How the PCs Met/Are Meeting:**