

CHAMPIONS CAMPAIGN GROUND RULES SHEET

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 vs. Bad; (4) There is little distinction between good and bad;  
(5) Morality is always in shades of gray
- Realism: 1 / 2 / 3 / 4 / 5
- (1) Very Romantic; (2) Romantic;  
(3) Neutral; (4) 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 is made to tie the adventures together; (2) Mostly episodic, with some continuing stories;  
(3) Some long stories and some episodic ones; (4) Mostly serial, some enforcement of campaign continuity;  
(5) Entirely serial — everything must fit into the storyline

PHYSICAL WORLD (DESCRIPTION)

CHARACTER BUILDING GUIDELINES

- (1) Starting Points for PCs: \_\_\_\_\_  
Max points from one Disadvantage Category: \_\_\_\_\_
- (2) Maximum Disadvantage Points for PCs: \_\_\_\_\_
- (3) Characters automatically have Characteristic Maxima disadvantage at no point value: YES / NO
- (4) Characters can carry normal technology (weapons, etc.) at no point cost: YES / NO

Power Levels	Beginning Range	Maximum
Attack Powers		
Defense Powers		
Skill Rolls		

CAMPAIGN RULES

- (5) Combat Uses Hit Locations Chart YES / NO
- (6) Knockdown Rules Used YES / NO
- (7) Long-Term Endurance Rules Used YES / NO
- (8) Limited Push YES / NO

HOUSE RULES



CHARACTER REQUIREMENTS

Skills	Required / Not Recommended / Disallowed?	Requirements / Notes
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	

TALENTS & POWERS

	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	

DISADVANTAGES

	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	
	R / N / D	