

# To Be Announced

**System:** Fantasy Hero for the Hero System 5th edition revised.

**Starting:** Soon, here

## Now being played online

The game is being played on this wiki

Go to the [.session](#)

## Introduction

The premise behind this campaign is that it is a more traditional fantasy game, following closer to the Fantasy Hero rules with less breaking of convention and less on-the-fly player generated plot such that the GM is flying by the seat of his pants :)

The setting is [Kamarathin](#).

I encourage interactivity. An aloof GM is a boring GM. The only criteria for the game is what I mentioned above.

- [Player Commitment](#)
- [Player Roles](#) - deprecated for an online game.
- [Styles](#)
- [Settings](#)
  - [Kamarathin Coins](#)
  - [Kamarathin Equipment](#) - from updated documents sent to my by [Jason](#)
  - [Kamarathin Weapons](#)
  - [Kamarathin Armour](#)
- [Previous Campaigns](#)

## Player stuff

- [Voting](#)
- [Characters](#)
  - [races](#)
  - [professions](#)
  - **Example Characters** (from the Clairon Barony campaign)
    - [Glahn](#) - a Tursh town guard
    - [Mancell](#) - a Tursh hedge wizard
    - [Sazur Sachaerusaskad Enaraikad](#) - a Simeret mercenary
    - [Thortodd](#) - a Tursh druid of the Old Faith

## Downloads of Interest

From the Hero Games website-

- **Intro to the HERO System** A three-page PDF introduction to the HERO System. It contains a summary of the basic rules needed to play, and makes a good handout/reference for newcomers to the system.
  - [http://www.herogames.com/get/HRO\\_int.pdf](http://www.herogames.com/get/HRO_int.pdf)
- **Two-Page Combat Summary** A two page PDF summarizing the rules and mechanics for combat in the Hero System.
  - <http://www.herogames.com/get/Two-Page%20Combat%20Summary.pdf>

## Hero Designer files

The writers of the Kamarathin setting have created files - templates, packages etc - for the creation of characters in Hero Designer (a java based character creating utility). I'm mirroring them here to reduce any bandwidth problems from their site.

- [HD Files](#)

## GM stuff

- [Images](#) - the look of this namespace
- [Paper Models](#) - deprecated as the game is now online only
- [The Everchanging Book of Names](#) - the Kamarathin setting book includes guidelines on how to use this random name generating program for each culture.

---

Go back to [fantasy\\_hero](#)

From:

<https://curufea.com/> - **Curufea's Homepage**

Permanent link:

<https://curufea.com/doku.php?id=roleplaying:hero:tba:start>

Last update: **2009/09/01 18:37**

