

Vote for what you'd like to play

Not actually a working poll yet, but some ideas from the rulebook-

CAMPAIGN TONE

Morality: (3.2) Some cross over between Good vs. Bad

Votes: 1 / 2 / 3¹⁾ / 4²⁾ / 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 shades of gray

Realism: (3.4) Mostly Realistic

Votes: 1 / 2 / 3³⁾ / 4⁴⁾ / 5

(1) Very Melodramatic; (2) Pulp; (3) Neutral; (4) Realistic; (5) Extremely Realistic

Outlook: (3.1) Successes balanced by failures

Votes: 1 / 2⁵⁾ / 3⁶⁾ / 4 / 5⁷⁾

(1) Everything works out - Very Optimistic; (2) Almost everything works out; (3) Successes balanced by failures; (4) Successes are rare; (5) Almost nothing works out - Horror

Seriousness: (3.8) More serious than light-hearted

Votes: 1 / 2 / 3⁸⁾ / 4⁹⁾ / 5¹⁰⁾

(1) Very light-hearted - campaign plays for laughs; (2) Almost everything works out; (3) Seriousness balanced by light-hearted; (4) More serious than light-hearted; (5) Almost entirely serious

Continuity: (4.125) Mostly serial, more enforcement of campaign continuity

Votes: 1 / 2 / 3¹¹⁾ / 4¹²⁾ / 5¹³⁾

(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

Importance of the PCs: (3.125) Players are as important as anyone else

Votes: 1 / 2¹⁴⁾ / 3¹⁵⁾ / 4¹⁶⁾ / 5

(1) Players are the most important characters in the world; (2) Players are celebrities; (3) Players are as important as anyone else; (4) Some NPCs are more important; (5) Most major events are the result of others

Points/Power Level: (2) Young adults

Votes: 1¹⁷⁾ / 2 / 3¹⁸⁾ / 4 / 5

(1) Young folk; (2) ... (5) Already heroes, highly skilled or champions.

Magic Level: (2) Mid low

Votes: 1¹⁹⁾ / 2 / 3²⁰⁾ / 4 / 5

(1) Low; (2) ... (5) High Powered/High Fantasy

Magic Ubiquity: (3) Average

Votes: 1 / 2 / 3²¹⁾ / 4 / 5

(1) Rare; (2) ... (5) Ubiquitous

Tech Level: (3.5) Post Renaissance

Votes: 1 / 2 / 3²²⁾ / 4²³⁾ / 5

(1) Stone Age; (2) Standard near-medieval Fantasy (3) Renaissance / Steam / Complex Clockwork; (4) Modern; (5) Future

Tech Ubiquity: (4) Common place

Votes: 1 / 2 / 3²⁴⁾ / 4 / 5²⁵⁾

(1) Rare; (2) ... (5) Ubiquitous

Character Sheets : (2.5) Explained numbers

Votes: 1²⁶⁾ / 2 / 3 / 4²⁷⁾ / 5

(1) Fully detailed high number content spreadsheet²⁸⁾ ... (5) Descriptive text only

Also: 1 vote for medium to high fantasy in any of the published settings. 1 vote for the [Bas-Lag setting](#) of [China Mieville](#) and/or a little surreal, a little weird, things are generally a little magical but the variations are myriad and a new style of magic or a new use could appear around any corner.

The votes are split between those that voted before the setting was chosen and those that voted after, so some results are less relevant than others.

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1) 6)

4 votes

2) 10) 11) 14) 17) 18) 19) 20) 21) 22) 23) 24) 25) 26) 27)

1 vote

3)

3 votes

4) 8) 9)

2 votes

5) 7)

0.5 vote

12) 15)

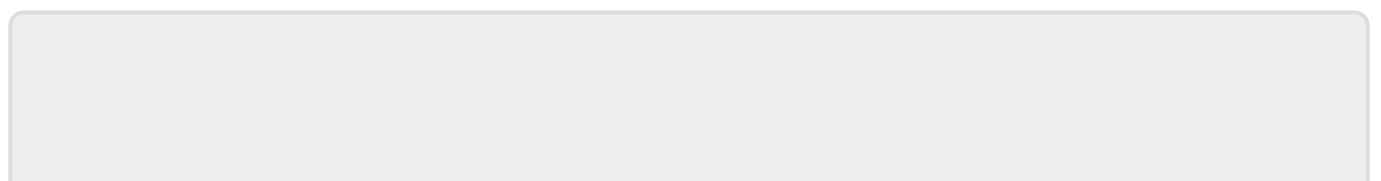
3.5 votes

13) 16)

0.5 votes

28)

the default for Hero System games



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