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Starting point value allowed for PCs: 200 Especially useful/useless character types: Useful: Armiger, Demon, Tragamor, Sentinel, Healer, Shapeshifter, Necromand Elator, Wizard. Useless: Ruler, Seer, Immutable, Dervish. (Suggestion: provide character templates.) Especially appropriate/inappropriate professions: Gamesman (required) (Suggestion: provide job descriptions.) PC races allowed: Human, Sticky (by permission) Starting wealth: \$1,000 Starting Wealth levels allowed: anything below Wealthy Starting Status levels allowed: 0-2 (minor gamesmen) Starting TIs allowed: 3 Languages available: Human, Shadowperson (requires unusual background) Cultural Familiarities available: Gamesman (includes pawns), Immutables, Magicians, Dervishes, Eesties, Shadowpeople Required advantages, disadvantages, and skills: As per gamesmen templates. Especially appropriate or inappropriate advantages, disadvantages, and skills: Appropriate: Fanaticism (True Game) -15; Magic Susceptibility (Wize-Art) -3/lvl; Destiny (+/-, varies); Spirit Empathy (elementals OR sendings) -5/d Appropriate Patrons (and base value): A particular ruler, wizard, or demesne (10-15); The Immutables (20) Appropriate Enemies (and base value): as above (-20); The Council (-30); The Magicians (-40) pecial Abilities Allowed for PCs • Exotic/supernatural traits: Many allowed see templates. • Cinematic skills: None. • Are PC mages allowed? Y (wizard) General mana level: Normal. Do areas of higher/lower mana exist? Yes. Are any of the spells from Chapter 5 off limits? Use Ritual Path Magic instead of Ch. 5. • Are PC gadgeteers allowed? Y — Are any of the powers from Chapter 6 off limits? Yes, see templates. • Are PC gadgeteers allowed? Y — Are any of the powers from Chapter 6 off limits? No. • Unusual Background cost(s) for these abilities: None except wizard. See templates. • Legal or social restrictions on these abilities: Some abilities require Secrets, Duties, etc see templates. **Urben Notes** Book I optional rules or variants (adv	Starting point value allowed for PCs: _200	Suggested or required reading for players: The True Game by	Sheri S. Tepper (optional)
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DAME & VICENTIAL LANG VI. VALIANIA GUIZAAGA IVIIG. KAHIDAL, IIIULV, MAJA I. *******	Door 2 optional rates of variants (success rons, contour, injury, cic.),		tc) None.