Campaign Rules

# Introduction

Inquisition campaigns are a series of games with progression, storytelling and some roleplaying. One Player will be the Game Master, playing the adversary and providing context and story.

# Changes to the normal rules

Every Player starts with just 20 Points to spend. After each game, they gain additional Points to upgrade their characters and recruit new ones.

Enemies can adapt as well. The Game Master may build a completely different army for every game.

Additionally, the GM may use special traps, unique enemies or immersive missions to keep the campaign fun and interesting.

# Game Continuity

After a game, all used, consumable items are removed from the characters. Dead characters are removed entirely. However, players may attempt to rescue the gene seed to preserve their legacy.

# Player Progression

After every game, each Player gains 20 Points to spend. Characters may be promoted, only the point difference to the higher rank must be paid.

When buying different weapons, armor or gear, the old ones are discarded with no points refunded. Skills, spells or class trees/traits that are once learned cannot be unlearned or changed.

# Traps

# Enemies

# Missions

# Special Rules

### Preserving gene seed

When an allied character falls in battle, players may attempt to rescue their gene seed to preserve their legacy. Move a character within 5cm of the fallen comrade and spend your action phase to extract the gene seed. If the character survives the game, the fallen character’s player gains points equal to the points spent on the character’s rank.