



Camelot Cosmos

By Daniel Jupp



The Camelot Cosmos

Player's Guide

King Arthur's Knights in the Very Far Future

By Daniel Jupp

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Influences & Acknowledgements

I've been gaming for a quarter of a century, so a full list of influences would be pretty exhaustive. The following were, however, particularly deserving of praise in relation to the *Camelot Cosmos*:

Thanks to Stephan O'Sullivan, Robert Donoghue and Fred Hicks for the FATE and FUDGE role-playing systems, and particularly for making these freely available to other game designers.

Thanks to James 'Grim' Desborough of Postmortem Studios for the SWING engine and the sections of this book which are lifted directly from his excellent *Agents of SWING*. I can strongly recommend all of the *Postmortem Studios* products.

The term 'Ascended' for powerful, god-like figures is heavily used in Steven Erikson's *Malazan* novels and these also provide a brilliant example of how to populate a world with convincing, powerful characters (for those wishing to get the Arthurian heroes directly involved).

The division of my Arthurian Ascended into Nephilim, Seraphim and Druidim – and the names of the Druidim – are heavily influenced by the superb *Danse Macabre* RPG by Dean Suter and Christopher Johnstone of *Mythopoetic Games*. All the descriptions are my own and the names are also extant in mythology, but I can heartily recommend all of *Mythopoetic's* products.

The caste system of the Beggars Guild (described more fully in the GMs Book) is inspired by both Indian Untouchables and the Beggars Guild described by Michael A. Stackpole in *Citybook III: Deadly Nightshade* in the *Catalyst Series* by *Flying Buffalo Inc*. All of the *Catalyst* books are excellent sources of adventure seeds and ideas, although once again all of the text and quests presented in my books are original.

Malory and all the other Arthurian writers are of course owed an incalculable debt.

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Book One:

The Rules



What is this Book?

The *Camelot Cosmos Players Guide* is a role-playing setting book designed for use by players of the FATE role-playing system; though it can be easily converted to other systems if required. This book gives all the information players need to create characters and to explore the realms that make up the *Camelot Cosmos*.

The first section describes the rules system being used, and subsequent sections cover the places, personages and other key features of the setting.

A companion volume, the *Camelot Cosmos Games Master's Guide*, goes into even greater detail and describes the setting secrets and game mechanics necessary to create adventures and run games focused on this unique setting.



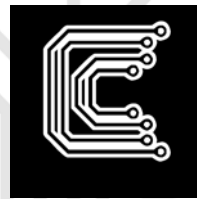
What is Role-Playing?

Role-playing is a game which has often been described as a form of 'collaborative storytelling'. Players take on the roles of imaginary characters, which they have created in order to play the game. These characters interact with an imaginary world (the setting) and a cast of other imaginary people (Non-Player Characters) which are described to them by a single referee known as the Games Master (GM for short). The GM will describe quests and adventures similar to those found in fictional fantasy or science fiction tales, ancient legends, films, TV shows or computer games.

A set of rules (known as a system) helps the GM do this by creating guidelines for describing what happens when characters attempt to perform actions and whether or not these attempts succeed.

In the course of a role-playing game a player might portray a character who is a legendary wizard, a mighty warrior, or a sneaky thief, and most of the time they will do this without embarrassment.

For those of you who haven't tried it before it's surprisingly addictive!



Common Role-Playing Terms

Adventure: A task, quest or mission that the characters have to successfully complete play.

Campaign: An epic adventure in which the characters achieve a major goal. Campaigns are more like films or novel trilogies as opposed to the TV episodes or short stories of an adventure. Campaigns often have a strong central villain with a supporting cast of lesser minions and henchmen.

Character: The imaginary person controlled by a player.

Die: A dice such as a six sided dice (abbreviated as a d6). Most role-playing games use dice to simulate random results, although cards, tokens and other devices have also been used in various RPGs.

Dungeon (Crawl): A dungeon is a underground series of natural or artificial chambers. Characters battle their way through the dungeon collecting loot as they go. This type of adventure dominated early RPGs, and is sometimes called a 'dungeon crawl'. In *Camelot Cosmos* a 'dungeon' might be an ancient cryogenic facility, old technological tunnels, the warrens beneath a fortress or a cave system.

Games Master: The referee or arbiter of the game (abbreviated as GM). The GM describes the setting, plans the adventures and portrays all of the imaginary characters and creatures not controlled by the players.

Initiative: The rules determining which character gets to act first.

Non-Player Character: An imaginary character controlled by the Games Master.



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