

# Perpetual Campaigns

## What is a Perpetual Campaign?

It is a Vancouver-based project to offer a reward system for players who attend independent role-playing game tables at our game days and conventions.

*(‘Independent’: non-affiliated to gaming associations like the RPGA.)*

## Why?

To encourage players to try new game systems & have new gaming experiences with stand-alone games by having a reward system making these independent games more attractive.

## How does it work?

- 1- First, a Game Masters should register a free role-playing game session accessible to all (registration open to the public) at our game days & conventions and indicate them as being part of the “Perpetual” system (EX: “The Day the Earth Stood Still” a ‘Perpetual’ **Call of Cthulhu** scenario).

For game days see <http://groups.yahoo.com/group/vancouvergamingguild/>

- 2- The Game Master must be ready to hand out ‘Credits’ to his players. These can be of any form the GM chooses as long as they indicate provenance (having a place to sign the GM’s name is a minimum). Some offer a signed card, others might give a score card for GMs to sign every time you play.
- 3- The GM must give **one Credit per player, per game played at his table.**
- 4- **He must accept Credits coming from other Perpetual Campaign game tables.**
- 5- Game Masters must have a conversion system for these Credits.

We suggest, a small one-time benefit to the player like;

- A re-roll of the dice for the player.
- A +1 bump to a 20-sided dice
- A +5% to +10% bonus to a percentile dice roll
- (Any other marginal benefit that fits your game system, like Action Points for the Mutants and Masterminds game.)

Note: **The GM alone decides what Credits given at his table are worth.**

*That’s all Game Masters need to make their game a part of the Perpetual Campaign.*

*Players only have to keep an eye out for Perpetual Campaign games where they can register into, to gain or exchange their Credits.*

## What games can be part of the Perpetual Campaigns?

- 1- It must be a publicly available, independent game (non-RPGA or other licenses).
- 2- It can be any published or home-made game system.
- 3- There must be a Credit conversion system to give players marginal benefits for their Credit at the game table.

**That’s it!**

*Yes! That’s pretty much it.*

*There are other secondary points or options available. But by now you know all you need to make your RPG session a Perpetual Campaign game.*

## **Do I need to register or ask permission? Do I have to pay? Who manages the campaign? How do I know if I'm doing this right? What if the Credit looks fake?**

Rule #2: Don't worry!

Rule #1: Have fun!

The main goal of the Campaign is to have fun. No one wants to make the system rigid or heavy. **So no registration or fee is required.** Just offer your game publicly as a Perpetual game and have Credits ready.

The lack of rules or person in charge is to make sure Game Masters are able to personalize their game and not worry about our reward system.

- Want to call your Credits "Bumpies" instead? Or make your own score card?

Great! Go ahead. It helps create a unique touch to your game table.

- Your home-brewed universe needs testing?

Do it! Players should look at the Perpetual Campaigns for new gaming experiences and will give you informative feedback if you ask for it (and forgive clunky rules ;-)

- Not sure about a Credit someone gave you?

Does the guy look like a fun player? Yes?

Then take the credit and game on!

[There are some URLs for resources and contacts at the bottom of the page for you.](#)

### **Anything to recommend?**

- Carry around a credit conversion paper you can pass around. Especially if you will offer multiple types of credit conversions or Player Character advancement rules (see below).
- Still don't know what format to make your 'Credit'? Go see the Credit format link.

## **Advanced Perpetual Campaigns**

### **I want to have a long-running campaign!**

You can register your game as "Part 1" to X or whatever suits it. Keep in mind players and their Player Characters will differ from one game to another.

Giving out pre-generated characters maintains a regular cast and reduces time lost to creating new characters. (Important if your game system is lesser-known or unique.)

### **My players want to keep playing their pre-generated character!**

This is where a GM should think if the pre-made PCs he gives out will always be suitable at other game sessions. Only the GM at the table can allow a player to play a pre-made character from another game session or a home-made character.

### **...or players making their own Player Characters.**

You then need to write Character generation rules for players to make home-made PCs.

**Of course your pre-made PCs must be created on the same rules for fairness sake.**

### **Advancing Player Character.**

Eventually a player will want to have his pre-made or home character progress (if your game system allows it). Now GMs must create additional Credit conversion rules for players who want to advance. Typical Credit conversions for D&D could be:

**1 credit = 1000 experience points or 500 gold pieces.**

[It is highly recommended that you make all those rules available publicly \(on the net for example\).](#)

The Vancouver Gaming Guild discussion group (go see the Forum): <http://www.vancouvergamingguild.com/>

Examples of Credit conversion: <http://makeashorterlink.com/?C2F265B37>

Suggested Credit format (the business card) <http://groups.yahoo.com/group/VGGForum/files/%20Fluid%20campaigns/>

Resource-person: [pmykonos@hotmail.com](mailto:pmykonos@hotmail.com)