

DOMINUS

RISE OF THE STREETBORN — GURPS CAMPAIGN GUIDE

GENRE PROGRESSION

Low Fantasy → Urban Power Struggle → Mythic Divergence

PLAY STYLE

Strategy, Infiltration, Martial Arts, Psychology

CAMPAIGN TONE

Brutal Realism, Layered Corruption, Inner Conflict

CORE TECH LEVEL

TL2 (Classical Imperial Rome Equivalent)

"A descent into the brutal machinery of Rome, where one may claw toward criminal power, political influence, or the distant whisper of divinity — if they survive long enough to choose."

CAMPAIGN ARC OVERVIEW

AGE	ARC NAME	CORE THEME	ENTRY REQUIREMENT
8–14+	The Dirt & The Blade	Brutal survival, identity formation	Mandatory Start (65 CP)
13–20+	Blood & Echoes	Arena combat, syndicates, Rome politics	Underworld survival or arena fighter
18–30+	Masks of Power	Factional control, revolution, literacy	Literacy + PIP Mastery + Alliances
28–40+	Mythic Divergence	Soul combat, god-engine rebellion	300+ CP, 10+ yrs, 3 breakthroughs

ACT I: THE DIRT & THE BLADE (VILLAGE PHASE)

STARTING CHARACTER TEMPLATE

Starting Budget: **65 CP**

Creation Guidelines:

- No formal template:** Use GURPS child benchmarks adjusted for raw potential.
- Quirks (1–3):** Must hint at inner uniqueness (e.g., *Statue Whisperer*, *Dream-Seer*, *Trauma Pattern*).
- Skills:** Crude or improvised. Standard: *Brawling (DX+1)*, *Streetwise (IQ)*, *Merchant (IQ-1)*, *Observation (Per)*, *Fast-Talk (IQ)*.
- Avoid:** High-tier combat advantages. Focus on grit, social stealth, and survival instincts.

ECONOMIC MINIGAME: STREET LEVEL

Survival depends on manipulating the local ecosystem of profit and fear:

- Illicit Operations:** Establish black-market trading or pit fights among orphans.
- Village Taxes:** Known operations are taxed up to 30% by local lords or headmen.
- Influence Rolls:** Use *Merchant*, *Fast-Talk*, or *Diplomacy* to control public perception.
- Bribery:** Guard checks depend on Reaction + Skill rolls.
- Metrics to Monitor:** Fame, Stealth, and Corruption meters.

VILLAGE KEY EVENTS TABLE

Roll 1d6 weekly or per downtime period during Act I to generate village events:

ROLL	EVENT NAME	MECHANIC / NARRATIVE IMPACT
1	Patrol Visits Village	Guards enforce tax checks. Requires Stealth, Fast-Talk, or Bribery.
2	Merchant Dispute	Opportunity for extortion, mediation, or black-market market manipulation.
3	Rebellion / Riot	Chaos in the streets. High physical danger; opportunity to plunder or gain fame.
4	Cult Infiltration	Forbidden cultists arrive. Unlocks <i>Hidden Lore (Forbidden Cults)</i> hooks.
5	Noble Notices Profits	High risk of extortion or sudden patron adoption if managed properly.
6	Gladiator Scout Offer	Combat skill-based evaluation. Direct path hook to Act II Arena combat.

ARC I: SUGGESTED CHARACTER DISADVANTAGES

Disadvantages reflect streetborn hardship and serve as primary narrative hooks to fund initial 65 CP builds:

CORE THEMATIC DISADVANTAGES • Poverty [-10 to -20]: <i>Struggling [-10]</i> or <i>Poor [-15]</i> reflects street orphan status where every copper coin requires blood or deceit. • Social Stigma [-5 or -10]: Options include <i>Minority Group [-5]</i>, <i>Outcast [-10]</i> (runaway slave/orphan), or <i>Criminal Record [-5]</i>. • Debt [-10 or -15]: Inherited debts from ruined parents or aggressive loan sharks. • Enemy [-10 or -15]: Local gang boss (6 or less) [-10] or Corrupt Guard Captain (9 or less) [-15].	PSYCHOLOGICAL & METAPHYSICAL • Bad Temper [-10]: Volatile reaction to perpetual injustice. • Callous [-5]: Desensitized to street violence and cruelty. • Code of Honor [-5 or -10]: Street Fighter's Code [-5] or Gang Loyalty [-10]. • Secret (Singular Soul) [-5]: Ancient spiritual resonance hidden inside. • Disturbing Voice [-10] / Unnatural Feature [-1]: Strange echoes or unsettling eye glints hinting at metaphysical depth.
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ACT II: BLOOD & ECHOES (ROME & ARENA PHASE)

Target Character Points: **125–175 CP** | Age Range: 13–20+ Years

CITY MECHANICS & MILESTONES

- **Fame vs. Stealth Meter:** High Fame grants public favor and gladiatorial prestige but eliminates social stealth, drawing political assassins and high tax burdens.
- **Political Influence Points (PIPs):** Earned through gang dominance, debt holdings, or arena victories. PIPs can be spent to buy off guards, secure trials, or fund legal businesses.
- **Literacy & Oratory:** Gaining Latin literacy unlocks scholarly, legal, and Senate routes.
- **The "Coma Event" (Optional):** A near-fatal trauma leading to a dreamscape quest. Grants 20–30 CP upon spiritual recovery, allowing players to shed old mental disadvantages and acquire advantages like *Indomitable*, *Fearlessness*, or *Luck*.

ACT III: MASKS OF POWER (URBAN POWER STRUGGLE)

Target Character Points: **175–250 CP** | Age Range: 18–30+ Years

ENTRY REQUIREMENTS & FOCUS

- **Gates:** Latin Literacy + PIP Mastery + Established Factional Influence.
- **Peak Human Status:** Characters at 250 CP represent legends of Rome—supreme gladiators, crime lords, or master rhetoricians.
- **Attributes:** IQ/Will/Per pushed to 14–15; DX/ST/HT pushed to 16–17.
- **Advantages:** High Status, Very Rich, Charisma 3+, Absolute Fanaticism (Followers), Combat Sense.

MAJOR MILESTONE CP AWARDS

- **Faction Control:** Securing a major criminal syndicate or senate bloc: **+20 TO 30 CP**
- **Revolution / Coup:** Masterminding a successful city rebellion: **+30 TO 50 CP**
- **Philosophical Mastery:** Mastering an elite martial art or rhetoric school: **+10 TO 20 CP**
- **Escalating Corruption:** Obsessions warp into Fanaticism; enemies expand to Emperors and secretive cults.

ACT IV: MYTHIC DIVERGENCE & THE SINGULARITY

Target Character Points: **300+ CP** | Age Range: 28–40+ Years (Optional Endgame)

ENDGAME CRITERIA GATES (CUMULATIVE)

Mythic elements are never forced—they must be earned by satisfying **all** gates:

- Survive at least **10+ in-game years**.
- Reach **~300 Character Points**.
- Journal **3+ psychological/visionary breakthroughs**.
- Defeat a deity NPC (200–2000 CP) via realm-based combat.
- Solve a metaphysical paradox (e.g., *"Why do only statues remember my name?"*).

COSMIC MECHANICS & GOD-SLAYING

- God Templates:** Gods possess 200–2000 CP, specific Realm domains, Energy Sources, and exploitable flaws.
- Metaphysical Advantages:** Unlocks Energy Reserves (Soul), Soul Blasts, True Regeneration, Cosmic Power, Spirit Form.
- God-Slaying Reward:** Slaying a deity awards **+50 to 100+ CP** and absorbs core essence.

THE COSMIC REVEAL & ENDINGS

- The Architect Reveal:** Gods are power batteries for AI Architect machines driving reality. The PC is the core singularity.
- Final Ending Choices:**
 - Self-Sacrifice:* Multipolar Divinity.
 - Architect Merge:* Rewrite Source Code.
 - Mortal Rebirth:* Ancient soul, zero power.

ARCHETYPE ADAPTATION PATHWAYS

How core campaign scaffolding adapts to player character concepts:

ARCHETYPE	ARC I FOCUS	ARC II PROGRESSION	ARC III PEAK
Scholar / Prophet	Simple Lore, Observation	Literacy, Scriptoria, Philosophy	High IQ, Oratory, High Status
Merchant Prince	Merchant, Black Market	Trade Routes, Guild Influence	Very Rich, PIP Dominance
Thief / Crime Lord	Streetwise, Fast-Talk, Stealth	Syndicate Enforcer, Lockpicking	Shadow Network, Coup Leader
Barbarian / Gladiator	Brawling, Pit Fighting	Arena Champion, Guard Captain	Max ST/DX/HT, Martial Mastery

