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AFFILIATES

Game Master's Guide

While most of the necessary information for a game of *Affiliates* can be found in the standard *Player's Guide*, a few extra levels of detail are useful if a game master (GM) wants to run a suspenseful campaign. After all, sometimes the characters find themselves in over their heads, and it's more fun if their players don't know all the pitfalls first.

This guide contains a detailed timeline for the Smythe bloodline and rise to power, notes on starting a campaign, and stats and background information for most of the major NPCs (ally and adversary). It also outlines rules for poisoning, disarm, damage to weapons, tracing and a few other things that are more in the GM's purview than that of the player.

