

# Character Stable

These are the PCs and henchmen that are regularly controlled by a player. The rules state that players may control more than one character, and can even operate as one of their PC's henchman while their PC is away.

The number of allowed characters may vary between campaigns. In our Geb campaign, we use these rules:

- Players may create another PC if the total number of PCs is less than 3, or if the total number of PCs and henchmen is less than 5.<sup>1)</sup>
- Players who have played for less than 2 earth months are always limited to 3 PCs (though # of henchmen is still only limited by CHA).

TODO: More info on how this works in practice.

<sup>1)</sup>

We played the first 2.5 Earth years of the campaign with a simple 5 PC cap, but found that players had too many options and coverage once the game got rolling and there were a lot of henchmen and resources.

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