

Styles

- Low Fantasy (historic fantasy RPGs)
 - For either the entire setting, or just the PCs - magic is rare or difficult or dangerous or all three. Day-to-day life is the usual adventure, friends in the local village are important, the PCs will rarely change the world. Tasks are usually accomplished through normal non-magical means.
- Medium Fantasy (Harn, and MERP)
 - As above, but less rare, only hard or harmful. Magic using characters aren't unheard of, but they're still rare. PCs may be caught up on country-changing events.
- High Fantasy (D&D and Rolemaster)
 - Magic is fairly common, even in the wildlife. Random encounters may occur. PCs tend to have very little attachment to NPCs and change the course of nations in a fairly sociopathic manner.
- Steampunk (Girl Genius)
 - Technology and magic. May be either dark or light in nature with wackiness. PCs tend to only socialise with NPCs of equal valour and skill.
- New Weird (Perdido Street Station)
 - Like steampunk, but with a more cyberpunk/political/mildly horrific feel.

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