**Campaign Planning**

GM:

Players:

Date:

Campaign name:

Starting year:

Rate game time passes:

Genre:

Realistic or cinematic?

Humorous or serious?

Puzzles and mysteries or combat and adventure?

Death is common and permanent or death is rare or easily remedied?

Are there multiple planes of existence?

General theme of the campaign:

Railroad or Sandbox:

**Campaign Background**

Campaign’s base city, nation, empire, or planet (Provide a map):

Society/government type:

Control Rating:

Exceptions to general CR:

Tech level:

Exceptions to general TL:

Brief description of important neighboring powers, political/economic situation, etc.:

Required reading for players:

Suggested reading for players:

**Information for PCs**

Starting point value allowed for PCs:

Disadvantage limit:

Especially useful character types (Provide Templates):

Especially useless character types (Provide Templates):

Especially appropriate professions (Provide job descriptions):

Especially inappropriate professions (Provide job descriptions):

PC races allowed (Provide racial templates):

Starting wealth:

Starting Wealth levels allowed:

Starting Status levels allowed:

Starting TLs allowed:

Languages available:

Cultural Familiarities available:

*Required* advantages, disadvantages, and skills:

Especially *appropriate* or *inappropriate* advantages, disadvantages, and skills:

Appropriate Patrons (and base value):

Appropriate Enemies (and base value):

**Special Abilities Allowed for PCs**

Exotic/supernatural traits:

Cinematic skills:

Are PC mages allowed?

General mana level:

Do areas of higher/lower mana exist?

Are any of the spells from Chapter 5 off limits?

Are PC psis allowed?

Are any of the powers from Chapter 6 off limits?

Are PC gadgeteers allowed?

Are there special limits on gadgeteering?

Unusual Background cost(s) for these abilities:

Legal or social restrictions on these abilities:

**Other Notes**

Book 1 optional rules or variants (advantages, disadvantages, skills, etc.):

Book 2 optional rules or variants (success rolls, combat, injury, etc.):