

## Setting

Title: \_\_\_\_\_

Summary: \_\_\_\_\_

\_\_\_\_\_

Location: \_\_\_\_\_

Date: \_\_\_\_\_

Red (Historical Inertia) . . . . .1    2    3    4    5

Gold (Talent Intertia) . . . . .1    2    3    4    5

Blue (Lovely Pointlessness) . . . . .1    2    3    4    5

Black (Moral Clarity) . . . . .1    2    3    4    5

Number of Talents: \_\_\_\_\_

Distribution of Talents: \_\_\_\_\_

Point range: \_\_\_\_\_

Role of Talents: \_\_\_\_\_

\_\_\_\_\_

## Rules Variants and House Rules

Dice rules: \_\_\_\_\_

\_\_\_\_\_

Combat rules: \_\_\_\_\_

\_\_\_\_\_

Superpower rules: \_\_\_\_\_

\_\_\_\_\_

Willpower rules: \_\_\_\_\_

\_\_\_\_\_

Other rules: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Characters

Who are the player characters? What is their role in the world?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

How and why do they wind up working together?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Do they have any overall goals or motivations as a group?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

What obstacles keep them from achieving their goals?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

How do they relate to the non-Talent world?

\_\_\_\_\_

\_\_\_\_\_

How do they relate to other Talents?

\_\_\_\_\_

\_\_\_\_\_

Archetypes allowed, disallowed or required: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Superpowers allowed, disallowed or required: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_