

Player Driven Campaign – Campaign Mastery Hot Sheet

1. ESTABLISH THE BIG PICTURE

- Create power blocs, factions and NPCs (called factions hereon) with vested interests.
- Determine what these interests are.

- Create opposing factions.
- Determine what their motives are (i.e. being blackmailed, greed, targeting wrong enemy).

- Create campaign briefs for your players with this information.
- Have players use these briefs to determine their character backgrounds.
- If PC backgrounds already exist, reconfigure your campaign using this information using the steps above.

- Optional: Run a series of one-on-one sessions with players to work through the past history of their characters, and how the different factions and campaign history have influenced them.

- Check PC backgrounds against campaign factions - does everything mesh? If not, fix contradictions.

2. GENERATE RUMOURS

Generate two lists of rumours:

Type 1) what is actually happening.

Type 2) what the general public thinks is happening.

Do this by:

- Start with a true statement describing an event.
- Break it into short, declarative sentences.
- Wash each sentence through a "Chinese Whispers" process 2d6+2 times (use exaggeration and hyperbole).
- Each washed sentence = 1 rumour.

- Make 10-20% of rumours Red Herrings - deliberately-false rumours spread by factions to deceive.
- Make 10-20% of Red Herrings into Pink Salmon - rumours that seem like Red Herrings but aren't.

- Pre-load characters with washed rumours.

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3. GENERATE PROPAGANDA

- Create things factions are saying that play up or play down their activities and motivations, or to assign blame for something to their enemies.
- Turn some of these items into rumours using the *wash* process.
- If a rumour will not be believed by a PC because their opinion is coloured by their existing relationship with the source, that rumour should be rephrased as a conspiracy theory.
- Intersperse rumours randomly with the others and handout to players.

4. DETERMINE NEXT ACTIONS

- For each faction, note their next step or action. Every faction should always be trying to bring advantage to themselves and disadvantage (or discomfort) to their enemies.
- Execute these actions as the PCs take their actions.
- Scale faction broad actions down to determine what the local events are the PCs will see, first-hand, based on where the PCs are and where they intend to go next.
- Note when actions become apparent to the faction's opposition, and how long they will actually take to complete.
- Determine actual enemy responses.
- Come up with six possible reactions in the form of rumours, ranging from the improbable to the near-certain for each faction.
- Wash* rumours a few times.
- Pick the actual reaction that will take place.
- Determine if uninvolved factions now get involved because they perceive an opportunity or a threat.
- For each new faction entering the fray, run through the complete process, starting with determining motives.

5. REPEAT

- Repeat and an interactive campaign will emerge.
- Each reaction becomes a new action in a never-ending game of chess.
- Stagger outcomes of actions, making some brief and opportunist, and others subtle, preplanned, and long-term.
- To keep campaign administration manageable, have no more than two factions act or react between game sessions.
- Take player theories and ideas and decide whether or not they are better than your own, either by GM fiat or INT check. If so, use them.
- Roleplay rumours so character *and* players believe them or consider them plausible.