



Planning a New Campaign? Do This First!

Full video link: <https://youtu.be/xE7e-Z2nmOU>

Today we are talking about where our choices come from when we start to create our actual campaign.

- Constraint 1: Rules
 - Important to understand what the rules limit us to.
 - Some things are possible, others are not.
 - D&D = dragons, not Apache attacks helicopters.
 - Bounty Hunter = Sci-fi bounties, not pixies on bluebells.

- Constraint 2: Outcomes
 - What happens when PCs do things, response times, ramifications, laws, the world space.
 - We know the world space, so we know what should happen within that space.
 - Use your world space that you have created – what have you established for yourself in that world and apply that to your campaign idea.

- Constraint 3: NPCs
 - These will be making the plans of the campaign, not us.
 - So, who are these NPCs?
 - The NPCs are the ones reacting within the world space. So, your NPCs need to be solid.

- Constraint 4: Consequences
 - We must consider that there will be HIDDEN consequences and outcomes that we CANNOT know.
 - The campaign should adapt and change as a result of the things that the PCs are doing.

- NPCs come up with plans – GMs merely supervise them, consult with the NPCs, and make sure things happen.



