

Dawn of a New Age

Campaign Questionnaire

By Roberto Micheri

Hello my friends! This is the much anticipated (dreaded?) questionnaire for our new supers campaign, Dawn of a New Age. Here I intend to put forth some expectations of the type of campaign I'm planning to run based on our previous conversations, and to ask for your feedback on the elements, tone and types of adventures you would like to participate in during the campaign. I'd appreciate if you can respond to this document in writing, either as a hard copy or an electronic copy through Facebook or my sunglar@hotmail.com e-mail.

I would like to give special thanks to DarkTouch who responded to a blog post I wrote in Stargazers' World about Superhero Campaign Questionnaires and was kind enough to share one he had written on his blog (<http://darktouch.net/>). I took his ideas, mixed them with mine and came up with the following questionnaire.

Campaign Expectations & Assumptions

The campaign will begin about a week after the incident detailed in the Dawn of a New Age fiction piece I recently gave each of you. Early in 2011, in a world not unlike ours, an unexplained incident caused a global catastrophe, all electronic equipment ceased to function for a few minutes and chaos ensued. Accidents and loss of life reached unprecedented proportions. This, combined with a series of unexplained natural disasters, has left the world in a state of unease. The world has picked up the pieces but not everything is as it was before. A small portion of the population has begun to manifest strange hitherto unknown powers. How will people react when their neighbor or family members can suddenly fly? How will the masses respond to a person turning into fire and exploding? How will governments deal with bulletproof criminals? It is indeed the dawn of a new age... But will it be a time of hope or the age of nightmares?

Here are some general details about the campaign:

- The campaign will begin in the east coast of the United States of America.
- Characters do not have to be from the USA, but need a reason to be there at the beginning of the game.
- Characters must at least speak English or have a power to compensate.
- Your character must be human, there are no known aliens or "weird" races, sentient machines or robots could be a possible character concept but be sure to discuss it with the GM.
- You must have at least one power or ability that goes beyond what an "exceptional" human could do. They do not have to be flashy, obvious or immediately noticeable, but you have powers a normal human being does not.
- We will be using the Mutants & Masterminds 3rd Edition rules, as they appear in the DC Adventures RPG.
- Characters will be created at Power Level 10 and have 150 starting power points.

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Tone & Type of Campaign

1. What tone would you like the campaign to have? (please select one)

- Gritty – powers are looked upon with suspicion, their presence causes concern and social upheaval; government institutions take actions to limit or control the use of such powers. (Example: The 4400)
- Dark – supers are viewed with distrusts and fear, people with powers are a prosecuted minority, but some recognize the responsibilities or opportunities these powers bring and decide to do something about it. (Example: The X-Men)
- Secret – the existence of powers is undeniable but the spread and impact of these powers is covered up by governments and those who use these powers find themselves caught in a web of lies, secret government conspiracies and black ops. (Example: SHIELD, Checkmate)
- Realistic Heroic – superpowers change the way people live, but the extent and influence of these powers is tempered by the realities of the modern world. Governments regulate and control their use, those who follow the rules become media darlings, and those who do not are hunted and prosecuted. (Example: The Ultimates, the Marvel Universe after the Civil War storyline)
- Four Color Heroic – those with powers decide to use them openly, for good or ill, and while their role and what to do about these super powered beings may be part of the social discussion, their adventures are larger than life and globe spanning. Heroes are cheered on, villains are reviled, and while governments keep a close eye on them supers establish their own agenda. (Examples: Justice League, both the comics and cartoon series, The Avengers)
- Cosmic – super powered beings are truly beyond the control or influence of the institutions of this world. Their powers change the Earth and the way we live. They shape the world to their image and soon their influence spreads beyond this world. (Example: The Authority)

2. What type of characters would you like to play? (please select one)

- Normal people with superpowers, no spandex, no mask. People with powers may attempt to hide their identities but it will become increasingly difficult in our media obsessed society.
- Soldiers or agents, people with super powers are members of organizations, private or governmental, and function within their limits and their support. Uniforms or code names, when used at all, are typically utilitarian.
- Realistic, inspired by heroes and villains of comics and movies people dress up but their uniforms are put together from existing materials and their adventures are more down to earth.
- Four Color heroes, supers wear spandex, capes, masks, power armors and the grab common in superhero stories and patrol the city from the rooftops.

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3. What typical elements of superhero stories would you like to see in the campaign?

- Yes No Indifferent: Government super agencies
- Yes No Indifferent: Criminal secret societies
- Yes No Indifferent: Time travel as a story element
- Yes No Indifferent: Lost worlds (valleys populated by dinosaurs, underwater cities)
- Yes No Indifferent: Lost societies (underground cultures, solar system colonies)
- Yes No Indifferent: Super technology
- Yes No Indifferent: Supers as the objects of media attention
- Yes No Indifferent: Supers as a prosecuted minority

Others (please elaborate): _____

4. What types of adventures would you like to play?

- Yes No Indifferent: Fighting real world crimes (robbery, purse snatchers, bank robbers)
- Yes No Indifferent: Fighting super crime (foiling the plan to mind control the mayor)
- Yes No Indifferent: Rescue those in dangers (floods, fires, etc.)
- Yes No Indifferent: Battling other super powered beings
- Yes No Indifferent: Battling evil secret societies or corporations
- Yes No Indifferent: Fighting the oppression of government or other figures of authority
- Yes No Indifferent: Fighting creatures or beings from other worlds or realities
- Yes No Indifferent: Time travel adventures

Others (please elaborate): _____

Specific Questions about your Character

These are some general questions about your character to get a better idea of whom you are thinking of playing. Don't worry about mechanics right now, think of the concept. Feel free to be as brief or elaborate as you need to be. If you don't have a specific answer to a particular question feel free to leave it unanswered.

1. Who is your character? Where is he or she from? How old? What does he or she look like?
2. What sort of shape are you in physically? Are you strong? Can you move fast? Do you get sick easily? Overall how does this affect your appearance? Are you muscle bound, scrawny or average?

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3. How about mentally? Are you smart, really smart? What about common sense or intuition? Do people like you? Are they drawn to you?
4. What of your combat abilities? Were you in the military? Do you have any martial arts training? Can you handle a gun? Does all your skill lie in your ability to duck under a table really fast?
5. What about Schooling? Beyond the basic stuff that most people know, what can you do? What have you been trained to do? Computers? Science? Plumbing? Sports? How about other extracurricular activities?
6. Those blessed, or cursed, with powers began to manifest powers after the worldwide incident. What are you powers?

Final Thoughts

Well that covers a lot of ground and that's ok. I'd like to know what your expectations are so feel free to elaborate or to add any additional details you can think of. Remember this will be a group effort and more than likely not everybody will like the same things. I'll read all the questionnaires and try to come up with ideas that meet most of the criteria and satisfy everybody. I'd like to discuss the results of the questionnaire with you before the campaign begins.

Thanks for your time and effort... Anything else you'd like to add?
