

THE QUESTIONNAIRE

As a more narrative approach to campaign setup, I thought we could discuss the following list of questions together as a group.

1. Do you want to play Heroes or Villains?

2. What Power Level do you want the campaign to focus on?

- ☐ Pulp Heroes (e.g. *The Shadow*, *Green Hornet*)
- ☐ Street Level (e.g. *Spider-Man*, *Daredevil*, *Nightwing*)
- ☐ 4-Color/Supers (e.g. *X-Men*, *Deadpool*, *Doom Patrol*, *Teen Titans*)
- ☐ Epic/Planetary (e.g. *Superman*, *Storm*, *Justice League*, *Avengers*)
- ☐ Cosmic/Multiversal (e.g. *Green Lanterns*, *Silver Surfer*, *Captain Marvel*)

3. What sort of tone should our campaign have?

- ☐ Gritty Realism (e.g. *The Dark Knight*, *The Boyz*)
 - ☐ Realistic Action/Humor (e.g. *MCU*, *Avengers*, *Iron Man*, *The Flash*, *Green Lantern*)
 - ☐ Heroic/Optimistic Action (e.g. *Astro City*, *My Adventures with Superman*, *Spider-Man*, *The Justice League*)
 - ☐ Comedic Surreal (e.g. *Teen Titans Go!*, *The Incredibles*)
 - ☐ Underground/Secret Heroes (e.g. *League of Extraordinary Gentlemen*)
 - ☐ Something Else? (e.g. *Batman The Animated Series?*)
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4. Background of the World and of Supers: Like any good narrative we should have some context for how Supers fit into the world. This can help shape how the

world reacts when a meteor comes falling out of the sky, or aliens invade through a portal.

- a. What types of origins are there for powers? Magic, Natural Affinity, Mutation, Science, Technology, Alien.
- b. Is there a universal power source or individual origin stories?
- c. When did super powered beings first appear in this world and how did the world react?
- d. How do governments view Supers in general?
- e. Do governments use superpowered beings? Openly or secretly?

5. The City: Most superhero stories take place in major metropolitan areas. These cities can be real places like New York City, or San Francisco, or fictional analogs. From the gritty noir sprawl of Gotham, to the shining optimism of Metropolis or Central City, these cities become characters of their own.

- a. Where in the world does our campaign primarily take place? America? East Coast or West?
- b. Is it a real or fictional city?
- c. What kind of city is it? How would you describe it?
- d. Name our city!
- e. What are at least 3 major landmarks in the city?

NOTE

Our story may take the group to other places, or even other dimensions, but this City will always be home.

6. What types of antagonists and problems are you interested in addressing?

- ☐ Real world crimes (robbery, purse snatchers, bank robbers)
- ☐ Super crime (foiling the plan to mind control the mayor)

- ☐ *Major Disasters (floods, fires, etc.)*
 - ☐ *Super Powered ArchVillains/Masterminds*
 - ☐ *Aliens or beings from another dimension*
 - ☐ *Magic, Gods, and Demons*
 - ☐ *Oppressive/Corrupt Governments*
 - ☐ *Criminal Secret Societies or all-powerful Corporations*
 - ☐ *Others:* _____
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7. Check any of these common superhero tropes you like to see in the campaign:

- ☐ *Heroes mistaken for bad guys*
 - ☐ *The fallout of super-powered combat on society*
 - ☐ *Revealed secret identities*
 - ☐ *Secret Lairs and Bases*
 - ☐ *Time travel as a story element or plot device*
 - ☐ *Lost worlds (valleys populated by dinosaurs, underwater cities)*
 - ☐ *Lost societies (underground cultures, solar system colonies)*
 - ☐ *Super technology*
 - ☐ *Supers as the objects of media attention*
 - ☐ *Supers as a persecuted minority*
 - ☐ *Others:* _____
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