

ROLL & PLAY

Campaign Builder

Players: _____

RPG System: _____

Campaign Length: _____

Key Themes: _____

Create universes, missions and spaceships with this handy, easy-to-use Campaign Builder! Use it alongside your Roll & Play book to quickly generate out-of-this-world adventures that you and your players will love. References are given to pages from **Roll & Play: The Game Master's Sci-Fi Toolkit**, as well as the bonus random table at the back of this Campaign Builder (CB).

1 Starting Planet

The crew start on, or near, a planet called (p5):

in a sector called (p5):

Atmospheric features include (p29):

Surface features include (p29):

Travel in this region is [1d4]:

- | | |
|--------------|---------------------|
| 1. Safe | 2. Moderately Risky |
| 3. Dangerous | 4. Deadly |

The population is formed of (p30):

The planet's governing body is (p31):

and their figurehead is (p31):

named (p4):

The main economy is (p32):

The name of a nearby

trading post is (p38):

repair station is (p40):

bar/restaurant is (p42):

TOP TIP: As well as venue names, the tables on pages 38–43 can help you add an owner, description and more to your planet's most popular places. Bookmark these pages for when your party start to explore!

2 Organisations

Space travellers are trained at (p14):

A notable centre for research is (p14):

Political power is wielded by (p14):

An elite military regiment is (p14):

The largest corporation is called (p15):

There is a criminal gang called (p15):

There is a hacker network called (p15):

An influential spiritual group is called (p15):

3 Mission

The crew are [1d4]:

- | | |
|---------------|--------------|
| 1. Family | 2. Friends |
| 3. Colleagues | 4. Strangers |

The crew's skill level is [1d4]:

- | | |
|-------------|-----------------|
| 1. Novice | 2. Intermediate |
| 3. Advanced | 4. Expert |

The adventure begins when (p16):

The crew's current task is to (p17):

4 Rivals

A key villain is named (p36 or p74):

and they want to (p11):

They are assisted by (CB):

TOP TIP: Think about the relationship between the crew and their enemies at the start of the mission. Do the crew know who the real villains are, or is that a mystery? Is the villain trying to thwart the crew's actions, or are they unaware of the crew's existence?

Other Notes

TOP TIP: All these boxes help add depth and detail to your world, but you don't need to feature everything in your first session.

RIVAL SPACESHIPS

Use this random table to add conflict to your adventure. These enemy crews could play a major part in a plot to thwart your players' mission, or provide an unexpected complication that inspires a new side quest!

ENEMY VESSELS

- 1.** *Shadowtrace* is a stealth interceptor crewed by a pair of married assassins.
- 2.** The lavish space yacht, *Elvin's Paradise*, shows off the wealth of its extravagant captain.
- 3.** *Zeal* serves as a roving lab for a scientist whose experiments are banned across the sector.
- 4.** *Axkler-8* is a pursuit vehicle used by a private investigator.
- 5.** The cargo hold of the *Curator's Wish* is full of rare artefacts.
- 6.** *Sparkplug* is piloted by a daring android and his risk-averse, human first mate.
- 7.** *Venture VI* smuggles rare, dangerous creatures, and has the clawmarks to prove it.
- 8.** *Novasurfer* has been adapted for high-speed galactic races.
- 9.** A group of mercenaries travel from job to job on board the utilitarian transport, *Hangar-4*.
- 10.** The colourful exterior of the scavenger ship *Steelnest* was painted by its eclectic crew.
- 11.** The pirate crew of the *Skullcrusher* are prone to infighting and mutinies.
- 12.** Thieves use a stolen customs vessel, call sign *SRCH-14*, to raid legitimate trade ships.
- 13.** *The Skyraptor* is covered in heavy, mounted weapons.
- 14.** The boss of an organised crime gang uses *Jackal One* as their centre of operations.
- 15.** The vast warship *Nemesis* is under the stewardship of a notoriously strict admiral.
- 16.** *Elementris* is packed with futuristic tech, thanks to its inventive team of engineers.
- 17.** The *Soul of Nereid* is home to a group of escaped prisoners.
- 18.** A lone bounty hunter has equipped the *Dystopia* with secure holding cells.
- 19.** *Uncut Gem* is an ancient freighter that was once used in a famous jewel heist.
- 20.** *Solarpunch's* reinforced hull allows it to ram into foes.

 1d20