Mission Number and Name

Planet Name

- **Thermosphere:**
- **Atmosphere:**
- **Hydrosphere:**
- **Weather upon arrival:** *(re-roll from current weather chart every 24 hours)*
- **Geosphere/terrain:**
- **Geosphere/tectonic activity:**
- **Biosphere/climate-based terrain:**
- **Biosphere/seasons:**

Race Name

- **Anthrosphere/tech:**
- **Anthrosphere/military:**
- **Anthrosphere/government:**
- **Anthrosphere/Xenophobia:**
- **Anthrosphere/civil rights:**
- **Origin/culture age:**
- **Origin/culture roots:**
- **Racial disposition modifiers:**

Mission Parameters

Summary list of projected mission steps or goals:

Assigned mission (if any):

Introduced plot (if any):

Plot twists, complications, or obstacles:

B plot (if any):

Arc plot advancement (if any):

Mission Projection

Prologue [optional]:

Act I (Reconnaissance):

Act I, Alternate (Introduction):

Act II (Mission):

Act III (Learning/Complication/The Twist):

Act IV (Acting):

Gear-Up

NPC name

- Type of bundle: choice of bundle [contents of bundle]
- Number of gear picks
- Gear chosen
- Additional gear chosen
- Number of resource points

Stats and special rules for any equipment or resources the team possesse.

Total number of resource points for the team:

- Possible resource within that total
- Possible resource 2 within that total
- Possible resource 3 within that total
- *Likely-to-be-chosen resource within that total*

NPCs

Enemies

Race name [if necessary]

- **Anthrosphere/tech:**
- **Anthrosphere/military:**
- **Anthrosphere/government:**
- **Anthrosphere/Xenophobia:**
- **Anthrosphere/civil rights:**
- **Origin/culture age:**
- **Origin/culture roots:**
- **Racial disposition modifiers:**

NPC name

- **Stats:** str (); dex (); con (); int (); wis (); cha ()
- **Skills:**
- **Feats:**
- **Vitality/Wounds:**
- **Base attack:** unarmed ; melee ; ranged
- **Saves:** Fortitude ; Reflex ; Will
- **Defense:**
- **Initiative:**
- **Weapon 1:**
- **Armor:**
- **Special equipment/items:**
- **Appearance:**
- **Disposition modifier/Personality:**

Allies

Other NPCs

Experience Awards

- **Objective 1:** Experience award
- **Objective 2:** Experience award
- **Objective 3:** Experience award
- **Objective 3, Alternate outcome:** Experience award
- **Penalty per team member seriously injured:** Penalty
- **Penalty per team member killed:** Penalty
- **Penalty per expensive or rare piece of equipment destroyed:** Penalty

Questions that remain unanswered

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