The GM's Handbook of Proactive Roleplaying Summery Cheat Sheet

by Fields via cheatography.com/191337/cs/47554/

Character Goals

Think about your character's backstory, abilities and traits. Explain them to the group. Come up with a long- or mid-term goal.	Is the goal achievable? Does it seem fun? How could it fail forward?
Does it meet the criteria? Share goals with the table and adjust to collaborate better is needed.	Record each player's long-term goal.
Create one to two short term goals to achieve the longer goal.	Is the goals achievable? Do they seem fun? How could it fail forward?
Do they meet the criteria? Share these goals with the table and adjust to collaborate better is needed.	Record each player's short term goals. Think about if any of these goals involve the same places, people or objects and make a note of that too.

Player Goal Criteria

Players should have at least one mid or long term goal and two to three short term goals to achieve these longer goals.

Short - Can be done in a few sessions with current power

Mid - Typically longer than 6 sessions to complete and need to gain power, skills or hard to get information to complete

Long - Campaign long goals (achieve godhood, or learn to love again)

Goals must be measurably achievable I want to become powerful vs I want to win the martial arts tournament.

Goals must have consequences for failure. Failure to warn the settlement of an impending attack will bring about grave casualties when the people are unprepared. There is no consequence if the goal is immediately repeatable.

Goals must be fun to pursue. (Read the book pg. 30)

Factions (Good start for a given settlement)

Identity	Area of Operation	Power	Goal	Count
Government	Authority over a group or territory	High	Order, stability, status quo	One
Labor	Guilds, unions, cartels	Medium	Improve the lives of its members	Multiple, typically non-overlapping trades
Crime	Organized groups at odds with the law	low to medium	Wealth and power	One syndicate to multiple competing gangs
Religion	A group devoted to a deity, sometimes to their detriment	Low to medium	Whatever their god calls for	One

NPCs

Allies - Goals align with player goals	**Villains** - Goals conflict with the player's goals	**Patrons** - Grants the players access to the resources of a faction so long as the players advance the patron's and/or the factions goals
Goal Alignment - Not all goals need be perfectly align. Diverging goals create their own conflict.	Villainous - Unless your a novel writer, don't go with a morally ambiguous.	What resources does their faction have?

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NPCs (cont)		
Method of Pursuit - Do they use charm or violence? Do they fight at all?	Powerful - Strength, resources, cunning. This guy can hurt the players	How powerful is their faction relative to other factions?
Allied Factions - Do your players know a group or person related to the ally? Are they on good terms? How far will the ally go.	Goal Driven - Concrete goals that overlap and are at odds with the players goals. Long, Medium, and Short goals	Personality - Generous, greedy, ambitious?
		What are their long and short term goals?

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