

DREAM FACTORY GAME PLAN

Game Name

Game Master

Genre/Mood

Premise/Hook

Game Lynchpin 1

Game Lynchpin 2

Game Safeties (check any that apply)

- No major lasting failure with unfixable consequences, without player approval
- No unbearable outcomes that would significantly depress or dishearten players
- No death or significant transformation of the PCs without player approval
- No death, extended suffering, or permanent major loss for innocent or allied NPCs

Other Safeties (write your own)

Other Game Notes (Important locales, NPCs, world truths, etc)