



GAMEMASTER CAMPAIGN TRACKER

810002

Campaign Name: _____

Campaign Pace: _____ Stage: _____ Turn: _____

POINT OF INTEREST 1

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____

POINT OF INTEREST 2

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____

POINT OF INTEREST 3

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____

POINT OF INTEREST 4

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____

POINT OF INTEREST 5

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____

POINT OF INTEREST 6

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____

POINT OF INTEREST 7

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____

POINT OF INTEREST 8

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____



PLAYER CAMPAIGN TRACKER

810002

ASSET 1

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 2

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 3

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 4

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 5

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 6

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 7

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 8

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 9

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 10

Type: _____ Notes: _____

Power: _____ Assignment: _____

STAR TREK

ADVENTURES

SAFETY CHECKLIST

810002

This checklist is a tool which the gamemaster can use to help players in discussing where their personal boundaries for certain themes in this campaign may lie.

- ALWAYS OK:** This means the player is always comfortable with this topic being described, shown and represented in a game.
- YELLOW ALERT:** This means the player is generally comfortable with this topic being discussed in a game, but prefers for the more vivid descriptions to be handled "off-screen."
- RED ALERT:** This means the player does not want this subject to be discussed in a game; they may have any number of reasons for this. Some reasons may include objection to the topic on moral principles, traumatic personal experience, a dislike of the topic being trivialized in a fictional entertainment medium like a game, and so on. Don't ask what the reason is for the player who feels this way; it isn't anyone's place to change that player's mind. Simply accept their stance, respect it, and do not include the topic in question.

Violence

**Always
OK**

**Yellow
Alert**

**Red
Alert**

Descriptions of
dismemberment

Descriptions of gore

Descriptions of mass
destruction or genocide

Harm to animals

Harm to children

Harm to minority groups,
targeted hate crimes

Gameplay Mechanics

**Always
OK**

**Yellow
Alert**

**Red
Alert**

Traitor mechanics /
Player vs. Player (PVP)

Hatred

**Always
OK**

**Yellow
Alert**

**Red
Alert**

Directed hate against
other species
(e.g., Klingons,
Humans)

Homophobia /
transphobia

Racism (within one's
own species)

Religious intolerance

Sexism

Targeted hateful
language

Helplessness

**Always
OK**

**Yellow
Alert**

**Red
Alert**

Entrapment; being
buried underground, etc.

Grief

Imprisonment or
restraint

Lack of personal
agency or ability to
change events

Mental abuse or
conditioning

Stranded, unable to
contact aid

War Crimes

**Always
OK**

**Yellow
Alert**

**Red
Alert**

Biological weapons

Desecration of bodies

Execution

Forced scientific
experimentation

Murder of non-
combatants

Torture