

This is a small list of things to determine when you're thinking about writing your own RPG from the ground up. This is by no means a complete list of things, nor should it be considered a check sheet for making sure that all things are prepared for but as an example of things to consider.

Style:

- Fantasy
- Modern
- Sci-Fi
- Futuristic
- Post-Apocalyptic
- Sci-Fi/Fantasy
- Prehistoric
- Extra dimensional
- Space travel
- Historic
- Modern/Sci-Fi
- Modern/Fantasy
- Time Travel
- Horror
- Anime

Type:

- Class Based
- Skill Based
- Feat Based
- Description Based

Magic:

- Heavy
- Light
- None
- Moderate
- Encouraged
- Discouraged
- Items
- Spells
- Innate ability
- Psychic

Setting:

- Earth
- Space Ship/Station
- Planet X

Character Type:

- Human
- Alien
- Superheroes
- Mutant

Rule Set:

- D20
- Palladium
- D6
- Role Master
- Psychosis
- Home Brew
- GURPS
- PDQ
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Background information

Setting Information

GM Section with concise rule definitions & advice

Player Section with pertinent information & statistics

Appendix with all items listed in similar format

Appendix with all abilities (spells/psychic/powers) listed in similar format

Appendix with sample adventure or adventure Ideas

Appendix of all tables and lists found throughout text

Artwork throughout text (B&W, color, photographs, illustrations, etc.)

Obtaining of Legal permission to use any borrowed content.

Finding a Printer/Publisher that will work with your time line, not theirs

Various Groups of Play-testers, the same group will always find the same "problems", where as varying groups will give you a better overall picture for improvements needed.

These are just some example lists and by no means the end-all-be-all definitive check sheet to be sure that you have everything that you could possibly need for creating your own RPG. Remember its your game, make it the way you want to make it, and if your not having fun then its not worth doing.