

So You Pulled the Short Straw

It happens again; that point when one adventure ends and now you've only got a week or two to design your next great escape. To be honest, I thought this part rather difficult when I first undertook the role as "Designated Driver" (or Storyteller) amongst my friends. Over time, however, I did find a method [to the madness] of gathering my ideas and placing them into a solid structure.

I start with picking the genre and themes in which I desire the game to embody, followed by some background information and a nasty hook for the players. These steps allow me to gather the overall setting along with a means to pull the player characters into the story; even highlighting individual motives and plot devices. I write seemingly illegible notes on important creatures and figures, next designing associations, locations, and structures to match. By this point the story begins to take shape, and so I start detailing the major scenes within it. Lastly, I piece together the developments and movement between each scene. While sometimes these steps differ in what key component is first shaped, the process to designing each component remains ritualistic to me.

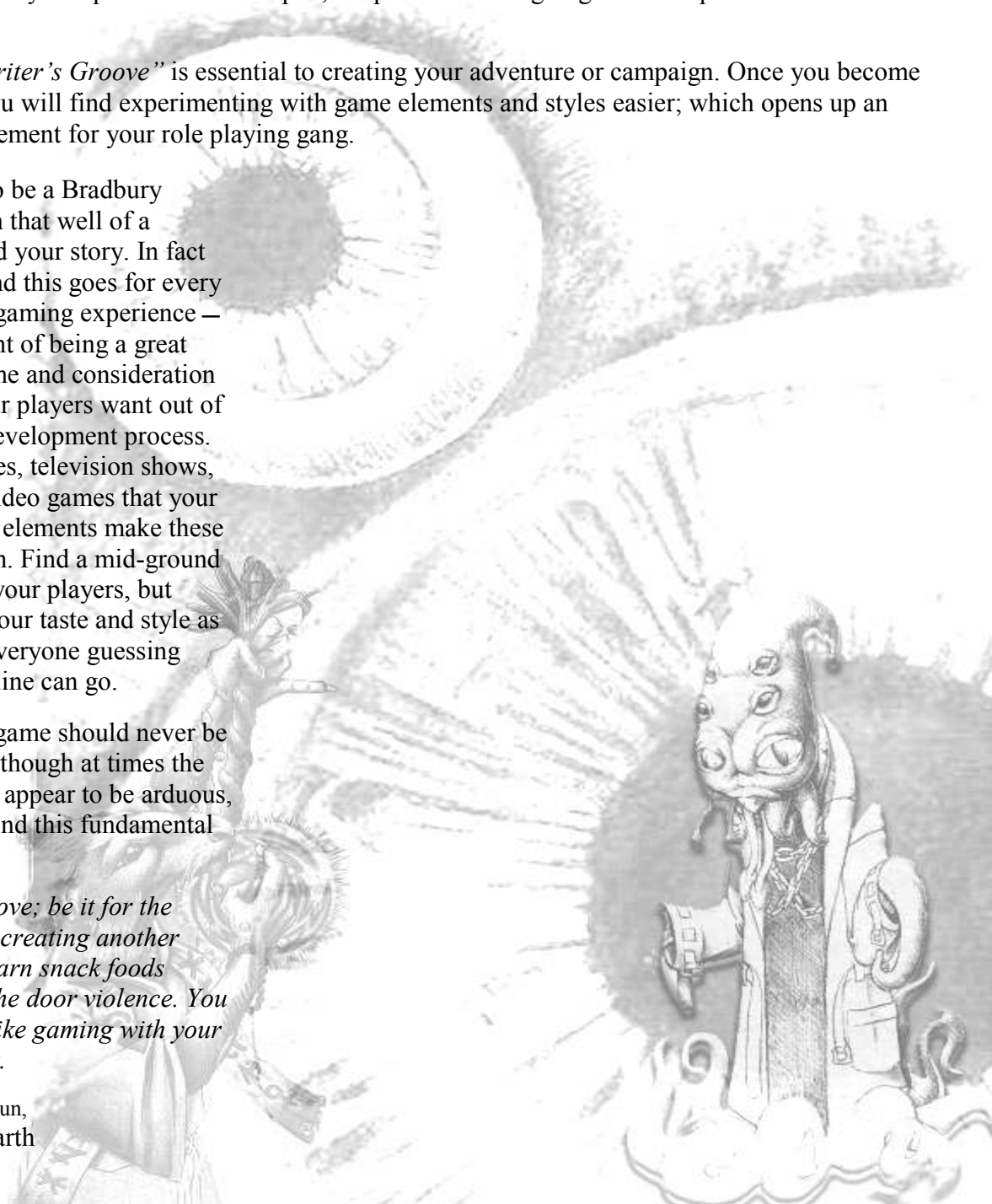
Developing a "*Writer's Groove*" is essential to creating your adventure or campaign. Once you become more adept at this role you will find experimenting with game elements and styles easier; which opens up an endless reservoir of excitement for your role playing gang.

You don't have to be a Bradbury Award winner or even that well of a creative writer to build your story. In fact time management—and this goes for every person sharing in the gaming experience—is the principal element of being a great Storyteller. Taking time and consideration to figure out what your players want out of the story aids in the development process. Think about the movies, television shows, comics, novels, and video games that your players like; ask what elements make these things so great to them. Find a mid-ground of elements amongst your players, but remember to mix-in your taste and style as well. This will keep everyone guessing about where the storyline can go.

Writing for your game should never be a daunting chore, and though at times the part of Storyteller can appear to be arduous, you should keep in mind this fundamental truth:

This is all a labor of love; be it for the company, the thrill in creating another universe, or just the darn snack foods coupled with kick-in the door violence. You like gaming and you like gaming with your friends, simple as that.

Remember to Have Fun,
Steven N. Weingarth



Storyteller's Notebook

The following worksheets are here to lend a hand in designing the fine points of your storyline. Consider this notebook a guide to gathering your thoughts; allowing you to properly create and organize the elements of your game. This section will detail each worksheet within this book. Read through the below descriptors and decide which worksheets you want to use for designing your game. Use all of them to create a versatile campaign all your own, or select a few to build a specified element within your story.

◊ Table of Contents ◊

Storyline Synopsis Sheet *Pages 1 – 5*
This five page document helps you construct and organize an adventure, or outline the long term scheme of a campaign. The *Storyline Synopsis Worksheet* uses both the principles of gaming and creative writing to generate a step by step process for story building.

Conspiracy, Mystery & Nefarious Plots *Pages 6 – 10*
This document is similar to the *Storyline Synopsis Sheet* in function; however, it takes another approach at storyline generation. Its function is to help create stories that focus on the spheres of pulp mystery and horror, with non-linearism formats.

Story Introduction Sheet *Pages 11 – 12*
This document assists you in designing the kick off to your storyline. Here you will further detail the opening hook and motivations for your PCs. This document also has a section to describe an *Establishing Character (or Contact)* and Maps to detail important areas.

Significant NPC Profile Sheet *Pages 13 – 14*
This document helps breathe life into a particular *Non Player Character* within your adventure or campaign. With this sheet you can easily create a key reoccurring villain, a guild leader, a shadowy informant, or a pesky detective that constantly gets too close to the PCs' dark investigation; as well as any personality in-between.

Creature Feature Sheet *Pages 15 – 16*
Similar in format to the *Significant NPC Profile Sheet*, however, this document is [in effect] used to design a creature — from a monstrous slobbering beast to a profane alien aberration, and every horror among — that is a crucial plot device to your storyline. Whether you want to design your own nightmarish being or just alter an existing *textbook* creature, this sheet has got what you're looking for.

Major Scene Design Sheet *Pages 17 – 20*
This nifty little document is used to detail a specific occurrence within your story; anything ranging from an important combat sequence to an in depth investigation scene. Even scenes focused on role playing dialogue or

puzzling enigmas can be detailed here, in conjunction with non-linearism variables as well.

Location Creator Sheet *Pages 21 – 25*
You say you need to create that township within the southern lands of *Urrsk* or a secret society of mole-like tainted gnomes, well then here you go. This document has a very thorough designing process that allows you to generate any environmental setting that your story might require; from outlining an entire continent to an in depth view of a city, even a planar realm is at your scheming grasp.

Structure Design Sheet *Pages 26 – 29*
The *Structure Design Sheet* has whatever facets you need to generate your structural plot devices; detail your dungeon idea, create that sinister *Roaring 20s* hotel for your pulp-noir game, or a guild's vessel stronghold that lays anchor in an abysmal sea.

Trap Design Sheet *Pages 30 – 33*
With this document you can zoom-in and design your dungeon's trap riddled corridors, an encounter with complex puzzles and enigmatic riddles, or a labyrinth of horrifying misdirection.

Guilds, Organizations & Secret Societies Design Sheet *Pages 34 – 38*
Have you ever wanted to create your own Illuminati or a depraved sect of gnomish mole-people? How would these gnomish mole-people function largely? Now, with the help of this worksheet, you can detail such affiliations for the use of your storyline. Its step by step method makes designing an elaborate affiliation rather simple, while still detailing all the important elements.

Special Item Profile Sheet *Pages 39 – 40*
This document is used to design an item that holds significance in your story; be it supernatural, outer-alien, technological, or capable of consciousness. Whether you want to merely manipulate an existing *textbook* object to fit an important role in your adventure or produce an original artifact as a key plot device, this sheet can help you create the item in question right down to the last statistic and physical detail.

Random Encounter or Event Tables Pages 41 – 43

Use this collection of tables to jazz up your storyline with random occurrences. Every page has a different set of tables, each varying in size. You can use every line or just a few to set up potential creepy crawlies, strange events, or an NPC Encounter. This is a great impulsive element for games and can keep long campaigns from growing stale.

Story Arrangement

& Development Sheets

Pages 44 – 46

These documents are used to form an [anticipated] overview of your storyline path. While the *Storyline Synopsis Sheet* helps you to fully create your adventure or campaign, with this worksheet you can brainstorm your ideal storyline and its movement before fleshing it out. You can also design a reference sheet to keep track of where the PCs are in the story; via scene titles and key notes. Use as many of the boxes as needed; they, like the example movement arrows, are there to aid in understanding the process as well as to open up the flow ideas into your storyline.

Sheet I: This sheet is used to design a more linear, straightforward adventure. Each step is very much guided by the storyteller. In such a game the storyteller should allow multiple variables to shift the players to the next story point. This story point, however, should not derail from the linear story path. While it lacks the neat elements of “*off the fly*” gaming, this style of story building offers a clear and fast moving session; which is perfect for the “one-night-stand” type of game.

Sheet II: This sheet offers the flexibility needed to create non-linear stories, thus adding to the illusion of free will for players. The storyteller remains a guiding force in unraveling the story, but decisions made by the characters can affect the way a storyline moves from scene to scene. This allows for players to reap from great decisions and to suffer the consequences for botched or slapdash actions.

Sheet III: Designing with this sheet creates a complex world in which the decisions of the player characters dictate every element of movement throughout the storyline. Causality is essential for this writing style. It creates a fully dynamic storyline that grants an active decision making role for everyone. However, this type of collective development can force a storyteller to rely on more impromptu scenes. The actions of the PCs can propel a game forward to scenes that they are not ready for, or leave a previous event unfinished; and in some cases a particular vital scene might become non-existent. Truly this is a tricky one to pull off. The best advice I can offer is to develop most of the information and actions that the PCs will need to advance. Whether

or not they might not acquire such information or take a specific action, you should develop as many of these variables as you can. Keep in mind that multiple scenes can be indirectly linked. Think of what makes them so and how they can lead to the next storyline stage. Repeat once or twice, while remembering not to drag out the adventure, and you should do fine.

Storyteller Record Keeping Sheets Pages 47 – 49

This document is used to log detailed occurrences, post game, throughout your storyline; thus allowing you to recall a particular event, combat or acquired item with ease. Likewise, the *Character Development Log* helps a storyteller to keep track of character based plot devices as they unfold. Notes of this kind are essential to running your game on track with the storyline and can help to refresh players on info from previous game sessions.

Minor NPC Design Sheet Page 50

This mini character sheet allows you to further detail a template for henchmen or a recurring personality within your storyline. While it does not provide such meticulous detailing as the *Significant NPC Profile Sheet*, it does however offer quick referencing notes normally required for secondary NPCs. Each sheet has two design areas.

Graph Sheets & Grids Pages 51 – 56

This is a collection of grid paper... you draw on them. Pretty idiot proof there. You know, just stay on the lines and what not.

Book Information [Credits & Copyrights]

All sheets were...

Designed & Created By: Steven N. Weingarth

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Art By: Jose Gregorio “Lobo” Rodriguez

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Special Thanks: My Father, Matt Sharp (of The Rentals), and Margarita for helping me believe in myself and my dreams.
To all those who helped me test this creation and bring it into being.
All my friends, my fellow band members, and my role playing gang!

This book is dedicated to [my good friend] Victor who recently past away from Leukemia.
To learn more about Leukemia and how to aid in the battle against it please visit: <http://www.leukemia-lymphoma.org>

Story Synopsis Sheet

Title: _____

Date of Creation: _____ **Game Day(s):** _____

Setting: _____

Genre, Elements or Theme

Story Background

This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Public Knowledge

[illegible]

Plot

[illegible]

Opening Hook

[illegible]

Good Guys

Creatures: _____

○ _____

○ _____

○ _____

○ _____

Events [in sequence of development]:

☐

☐

☐

☐

☐

Encounters [combats, creatures, puzzles, traps, and such]:

☐

☐

☐

☐

☐

Event or Encounter Variables

Occurrence [Cause]	Variant Scene [Effect]
<div><input type="radio"/></div> <div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
<div><input type="radio"/></div> <div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
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Player Character Information [For Example: Clues, Examination, Hints, and Gather Information or Research checks]

Skill Check	DC of	Fact
_____	DC of _____	= _____ _____ _____
_____	DC of _____	= _____ _____ _____
_____	DC of _____	= _____ _____ _____
_____	DC of _____	= _____ _____ _____
_____	DC of _____	= _____ _____ _____
_____	DC of _____	= _____ _____ _____
_____	DC of _____	= _____ _____ _____

Rumors

- ☐ _____

- ☐ _____

- ☐ _____

- ☐ _____

- ☐ _____

Red Herrings [Misdirection & Tricks]

- ☐ _____

- ☐ _____

- ☐ _____

Redirection & Warnings

- _____
- _____
- _____

Pointers toward Climax:

- _____

- _____

- _____

Grand Finale: _____

Variant Ending I: _____

Variant Ending II: _____

Aftermath: _____

Rewards: _____

Conspiracies, Mysteries and Nefarious Plots

Title: _____

Setting: _____

Background: _____

Key Elements

Location: _____

Modus Operandi (Method of Crime or Behavior): _____

Victim(s): _____

Likely Suspects: _____

Early Leads: _____

True Culprit(s)

What or who is it? _____

Motive [or reason]: _____

Technique [Method of Crime: tools, resources, or simply how it was done]: _____

Special Notes: _____

Cast of Characters
Good Guys

Neutrals or Meddlers

Antagonists

Creatures:

Special Character Notes [Agendas, Intentions, Motivations, Tactics, or Other Devices for a person in this plot]

Items of Importance [For Example: Physical Clues, Evidence, or Proof of Influence]

<i>Item</i>	<i>Information</i>	<i>Location</i>
<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>
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<div></div>	<div></div>	<div></div>

Events [in sequence of development]:

☐

☐

☐

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☐

Encounters [combats, creatures, puzzles, traps, and such]:

☐

☐

☐

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Event or Encounter Variables

Occurrence [Cause]	Variant Scene [Effect]
<div><input type="radio"/></div> <div><div></div><div></div><div></div></div>	<div></div> <div></div> <div></div>
<div><input type="radio"/></div> <div><div></div><div></div><div></div></div>	<div></div> <div></div> <div></div>
<div><input type="radio"/></div> <div><div></div><div></div><div></div></div>	<div></div> <div></div> <div></div>

Player Character Information [Such as: Clues, Examination, Hints, Interviews, and Research checks]

Skill Check		DC of		Fact
_____		_____	=	_____

_____		_____	=	_____

_____		_____	=	_____

_____		_____	=	_____

_____		_____	=	_____

Rumors

- ☐ _____

- ☐ _____

- ☐ _____

Red Herrings [Misdirection & Tricks]

- ☐ _____

- ☐ _____

- ☐ _____

Redirection & Warnings

- _____
- _____
- _____

Possible Solutions

- ☐ _____

- ☐ _____

- ☐ _____

Pointers toward Climax:

- _____

- _____

- _____

Grand Finale: _____

Variant Ending I: _____

Variant Ending II: _____

Aftermath: _____

Rewards: _____

Cast of Characters [for the opening scene]

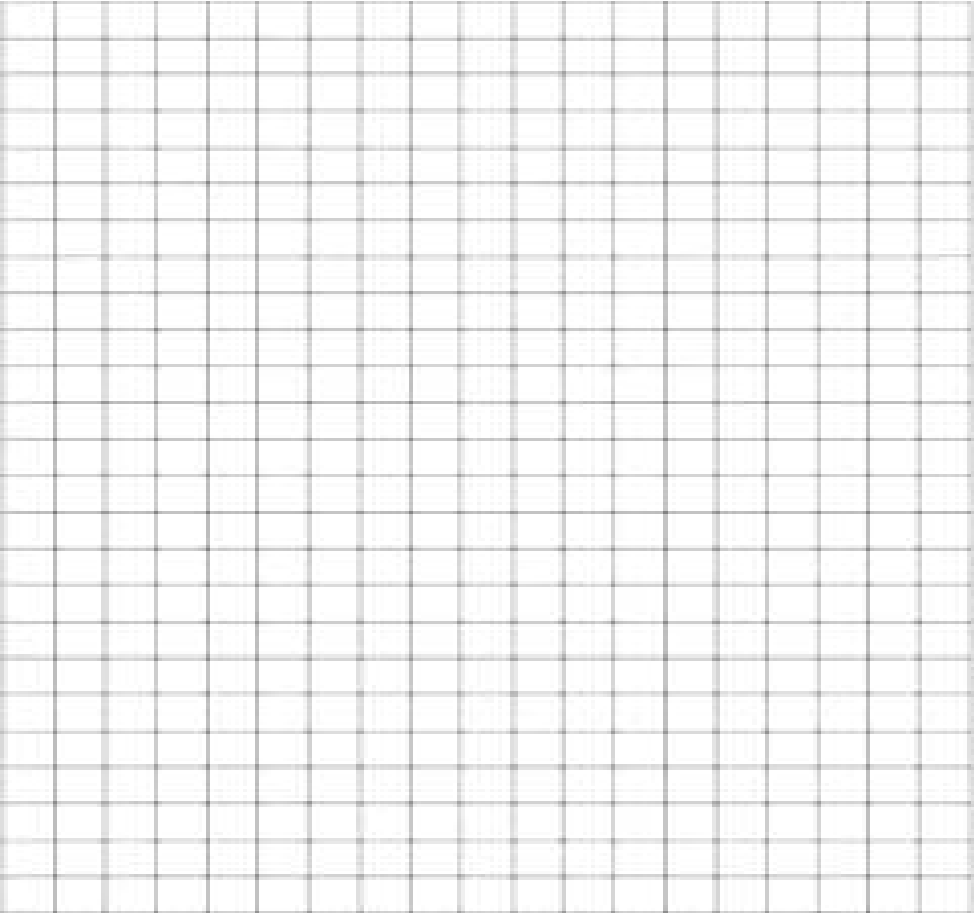
Good Guys	Neutrals or Meddlers	Antagonists
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<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>

Antagonists or Creature Notes:

Opening Scene Description:

Map [For use of illustrating Opening Scene: Such as a Building, Room, Surroundings, or Landscape]

Title: Scale: =



Map Notes:

- Map Key**
-
-
-
-
-
-
-

Statistical Information

What is it: _____

Race: _____

Alignment: _____

Size: _____

HD: _____ HP: _____

Class: _____

Level Adjustment _____ Level _____

Movement: _____ Initiative: _____

Abilities	Score	Modifier	Temp
Str.	_____	_____	_____
Dex.	_____	_____	_____
Con.	_____	_____	_____
Int.	_____	_____	_____
Wis.	_____	_____	_____
Chr.	_____	_____	_____

Saves	Base	Ability	Misc.	Total
Fortitude	_____	+	_____	_____
Stamina	_____	+	_____	_____
Reflex	_____	+	_____	_____
Willpower	_____	+	_____	_____

Current Condition: _____

Armor Class

Dex + Material + Size + Misc + Magic = Total

Flat-Footed: _____ Vs. Touched: _____

Description: _____

Special: _____

Attacks & Weapons

Melee: _____ Ranged: _____

Specific Attack	Total	Damage
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Significant NPC Profile

Name: _____ Concept: _____

a.k.a. _____

Religion: _____ Align: _____

Gender: _____ Age: _____ Height: _____ Weight: _____

Body-type: _____ Eyes: _____

Hair: _____ Style: _____

Distinguishing Features: _____

Normal Attire: _____

Speech & Voice Traits: _____

Languages: _____

Personality Traits: _____

Habits: _____

Flaws or Weaknesses: _____

Motivations (Goals, Quests and other incentives)

Background: _____

Skills

Name	Total	Name	Total
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

[illegible][illegible]

Gems & Stones:					

		/				
		/				
		/				
		/				

○ _____

○ _____

○ _____

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Creature Feature Sheet

Statistical Information

Race: _____
Creature type: _____
Size: _____
Alignment: _____
HD: _____ **HP:** _____
Class: _____
Level Adjustment: _____ **Level:** _____
Challenge Rating: _____ **Initiative:** _____
Speed: _____ **Space/Reach:** _____

Abilities	Score	Modifier	Temp
Str.	_____	_____	_____
Dex.	_____	_____	_____
Con.	_____	_____	_____
Int.	_____	_____	_____
Wis.	_____	_____	_____
Chr.	_____	_____	_____

Saves	Base	Ability	Misc.	Total			
Fortitude	_____	+	_____	+	_____	=	_____
Stamina	_____	+	_____	+	_____	=	_____
Reflex	_____	+	_____	+	_____	=	_____
Willpower	_____	+	_____	+	_____	=	_____

Current Condition: _____

Armor Class

Dex + Natural + Size + Misc + Magic = Total

Flat-Footed: _____ **Vs. Touched:** _____
Description: _____

Special: _____

Attacks & Weapons

Melee: _____ **Ranged:** _____
Specific Attack **Total** **Damage**

_____	_____	_____
_____	_____	_____
_____	_____	_____

Weapon	Threat	Damage	Critical
_____	_____	_____	_____
_____	_____	_____	_____

Special [Feats, Qualities, & Class Abilities]

Creature: _____
Name: _____ *a.k.a.* _____
Design Concept: _____

Religion: _____ **Align:** _____
Gender: _____ **Age:** _____ **Height:** _____ **Length:** _____
Body-type: _____ **Weight:** _____
Hair: _____ **Eyes:** _____

Description: _____

Methods of Communication: _____
Languages: _____

Personality Traits: _____

Habits: _____

Flaws or Weaknesses: _____

Motivations (Goals, Quests and other incentives)

Sustenance: _____

Environment: _____

Organization: _____

Rumors: _____

Skills

Name	Total	Name	Total
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/
_____	/	_____	/

[illegible][illegible]

Gems & Stones:					

Henchman [guardian/ lackey]	Class	Level	HP	AC	Attacks	Damage
		/				
		/				
		/				
		/				

○ _____

○ _____

○ _____

What is it? _____ **Race [or creature type]:** _____

Class: _____ **Level:** _____ **Speed:** _____

Abilities	Score	Modifier	Temp	Saves	Base	Ability	Misc.	Total
-----------	-------	----------	------	-------	------	---------	-------	-------

[illegible]

Wis. _____ Will. _____

Chr. _____
 SLAVE () _____

Melee: _____ **Flat-Footed AC:** _____

Average Equipment: _____

Major Scene Design Sheet

Storyline Title: _____

Scene Title: _____

What is this Scene? _____

What Makes this Scene Happen? _____

Setting: _____

Scene Description: _____

Foreshadowing the Scene

Scene Breakdown

Cast of Characters

Good Guys

Neutrals or Meddlers

Antagonists

Character

Notes

○ _____

○ _____

○ _____

○ _____

○ _____

○ _____

Antagonists & Creature Notes

I: _____ HP _____ AC _____ (Flat-Footed _____ / Touched _____) Initiative _____
Size _____ Speed _____ Fortitude _____ Stamina _____ Reflex _____ Willpower _____
Melee Attack [_____] Total _____ Damage _____ Abilities _____
Ranged Attack [_____] Total _____ Damage _____ Strength _____
Special Abilities _____ Dexterity _____
_____ Constitution _____
Miscellaneous Notes _____ Intelligence _____
_____ Wisdom _____
_____ Charisma _____

II: _____ HP _____ AC _____ (Flat-Footed _____ / Touched _____) Initiative _____
Size _____ Speed _____ Fortitude _____ Stamina _____ Reflex _____ Willpower _____
Melee Attack [_____] Total _____ Damage _____ Abilities _____
Ranged Attack [_____] Total _____ Damage _____ Strength _____
Special Abilities _____ Dexterity _____
_____ Constitution _____
Miscellaneous Notes _____ Intelligence _____
_____ Wisdom _____
_____ Charisma _____

Antagonistic or Creature Strategy: _____

Traps & Perils

<i>Name</i>	<i>Statistical</i>
○ _____ _____	Trigger _____ Attack [_____] Total _____ Damage _____ Attack [_____] Total _____ Damage _____ Special Effect [_____] Note _____ Special Effect [_____] Note _____ Save [_____] DC of _____ Note _____ Search DC: _____ Listen DC: _____ Disable Device DC: _____ Bypass _____ Reset _____
○ _____ _____	Trigger _____ Attack [_____] Total _____ Damage _____ Attack [_____] Total _____ Damage _____ Special Effect [_____] Note _____ Special Effect [_____] Note _____ Save [_____] DC of _____ Note _____ Search DC: _____ Listen DC: _____ Disable Device DC: _____ Bypass _____ Reset _____

Scene Variables

Occurrence [Cause]

Variant Scene [Effect]

O		
O		

Aftermath

Description:

[illegible]

Discoveries and Rewards [For Example: Clues, leads, and Hints / Mundane or Special Items]

Skill Check

Fact

_____ DC of _____ = _____

_____ DC of _____ = _____

_____ DC of _____ = _____

DC of _____ = _____

DC of =

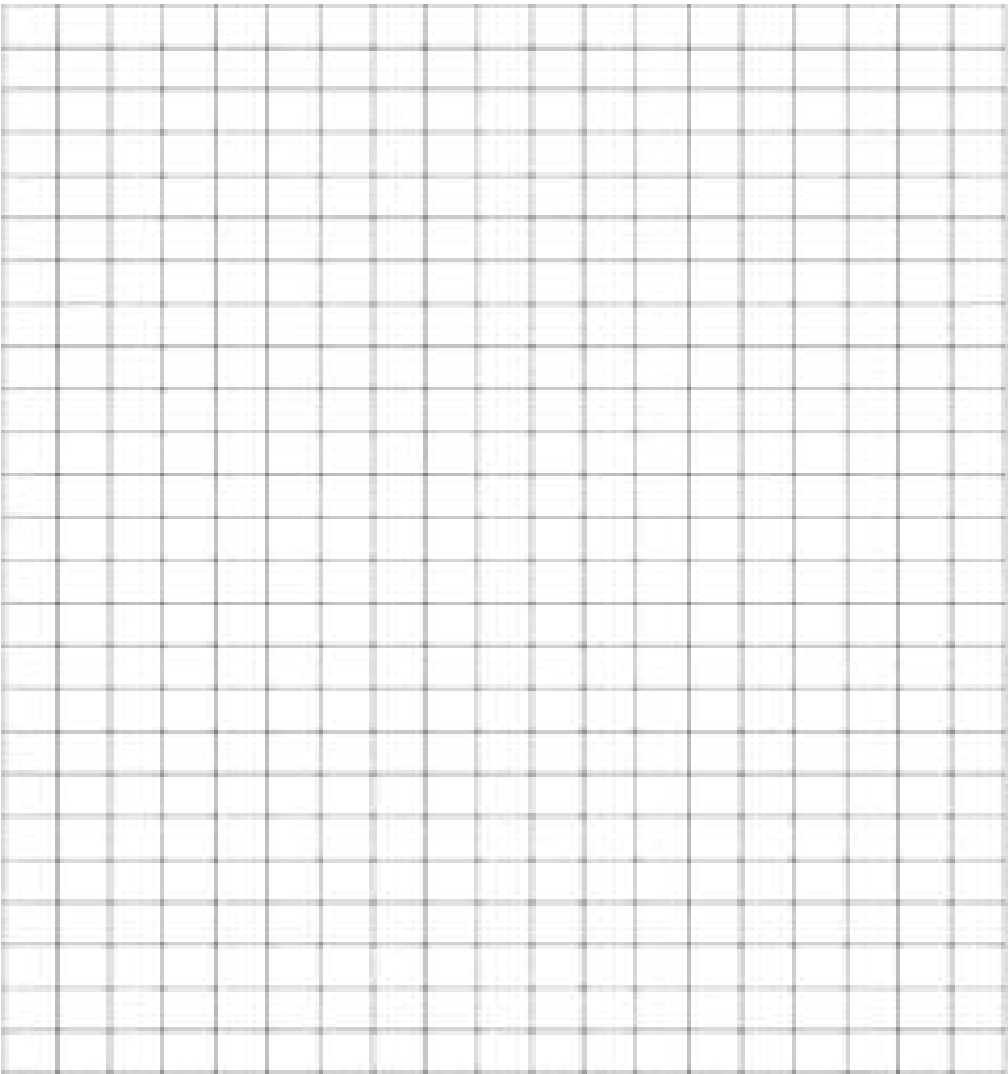
Mundane Items _____

Special Items _____

Other _____

Map [Title: _____]

Scale: ☐ = _____



Map Key

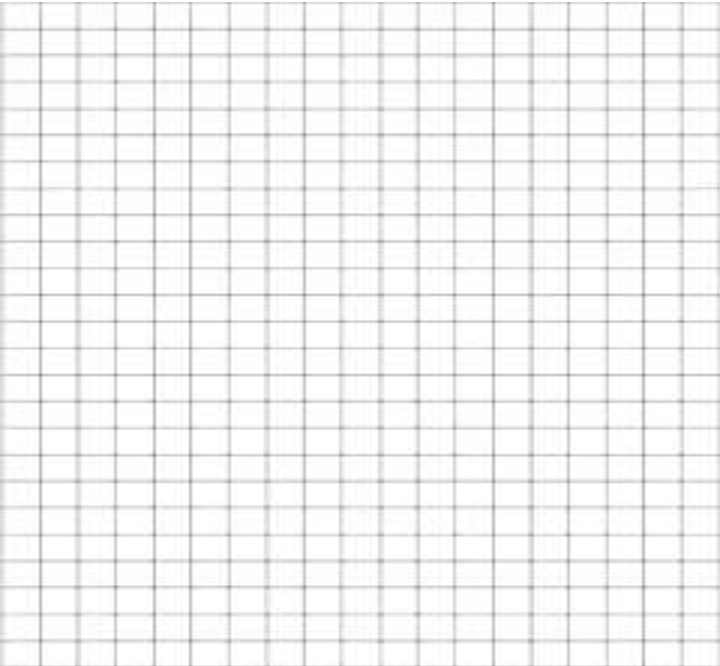
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

Map Notes

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

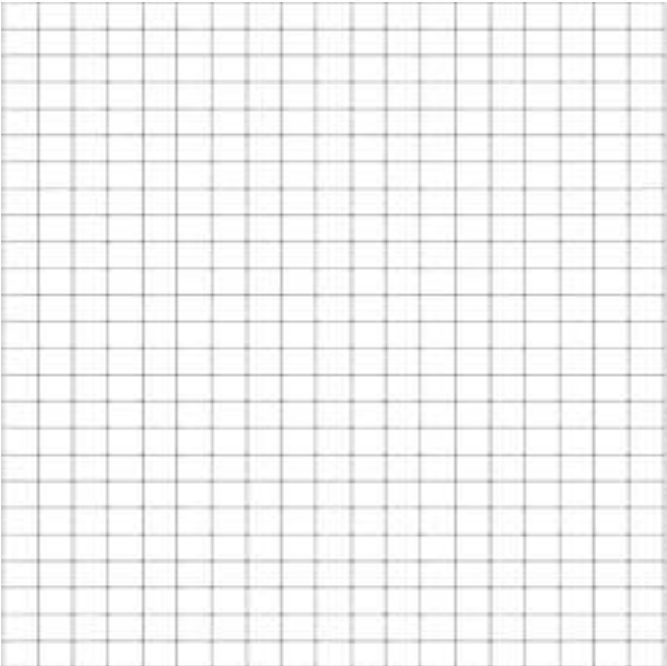
Mini-Maps: Title I _____

Scale ☐ = _____



Title II _____

Scale ☐ = _____



Location Creator [Example Designs: Nations, Cities, Towns, Mole People Societies, and such]

What is it? _____	Description
Name: _____	_____
<i>Also Called,</i> _____	_____
_____	_____
Where is it? _____	_____
_____	_____
Geography: _____	_____
_____	_____
<i>Environment</i> _____	_____
_____	_____
<i>Climate [Terrain Types]</i> _____	_____
_____	_____
<i>Ecology</i> _____	_____
_____	_____
_____	_____
Society [culture]: _____	_____
_____	_____
Political Structure: _____	_____
_____	Overview
Population: _____	_____
Demographics: _____	_____
_____	_____
Social Class Structure: _____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Languages: _____	_____
_____	_____
Power Center: _____	_____
_____	_____
Power Center Alignments: _____	_____
Other Society Alignments: _____	Economics
Religion: _____	_____
_____	_____
Organizations & Societies: _____	_____
_____	_____
_____	_____
Technology in Society: _____	Exports
_____	_____
_____	_____
Magic in Society: _____	Imports
_____	_____
_____	_____
_____	_____

Rumors:

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Superstitions:

☐

☐

☐

Enigmas, Mysteries & Puzzles:

☐

☐

☐

☐

Special Events [such as holidays and natural occurrences:

☐

☐

☐

Skill Check

Fact

DC of =

DC of \bar{u} =DC of \bar{u} =DC of \bar{u} =DC of \bar{u} =DC of \bar{u} =

Magical Items

Other

Important People:

Individual

Notes

General NPCs by Class / Profession / Trade

○ _____

○ _____

○ _____

○ _____

○ _____

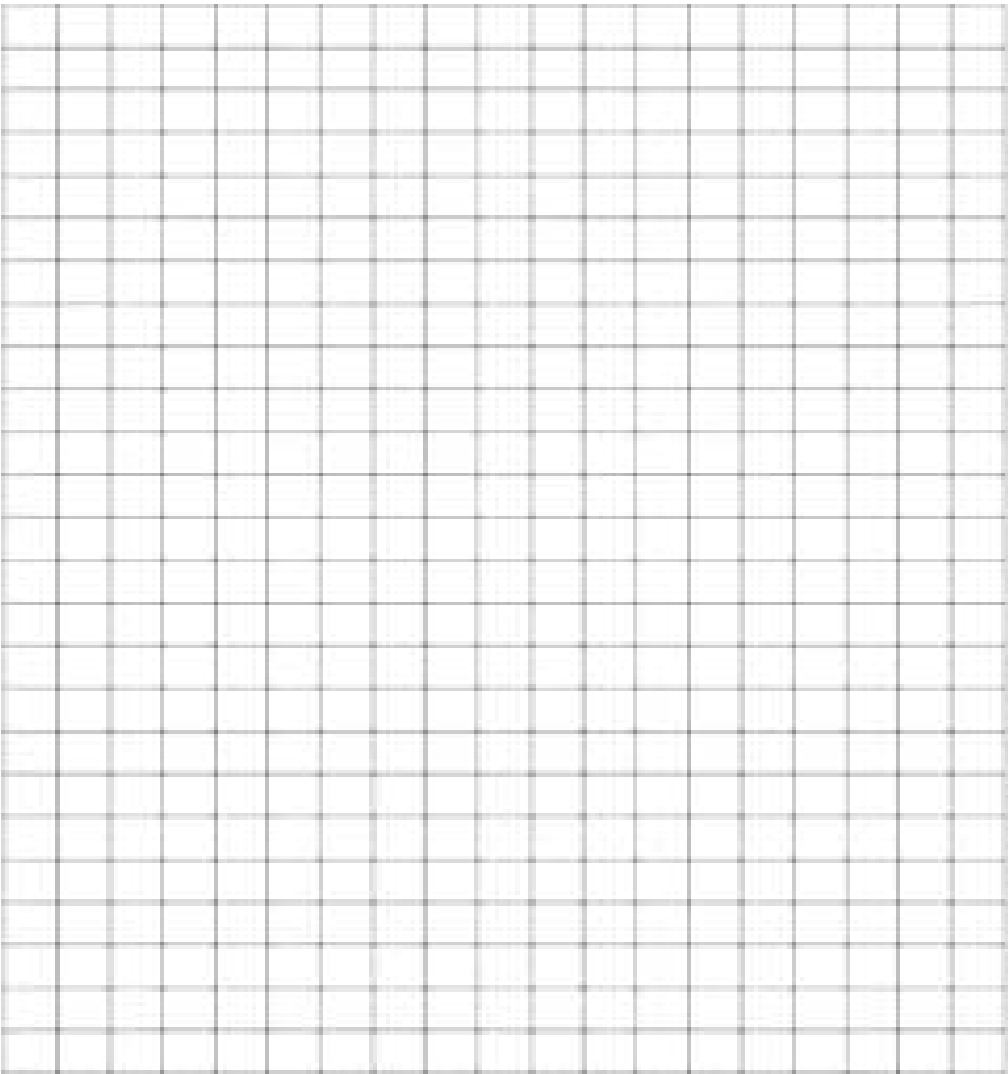
○ _____

Divisions [For Example: City Districts, City States, Providences, Separatists Regions, and such]

<i>Name (title)</i>	<i>Information</i>
<div><div></div><div></div></div>	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
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<div><div></div><div></div></div>	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
<div><div></div><div></div></div>	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
<div><div></div><div></div></div>	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
<div><div></div><div></div></div>	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
<div><div></div><div></div></div>	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>

Map [Title: _____]

Scale: ☐ = _____



Map Key

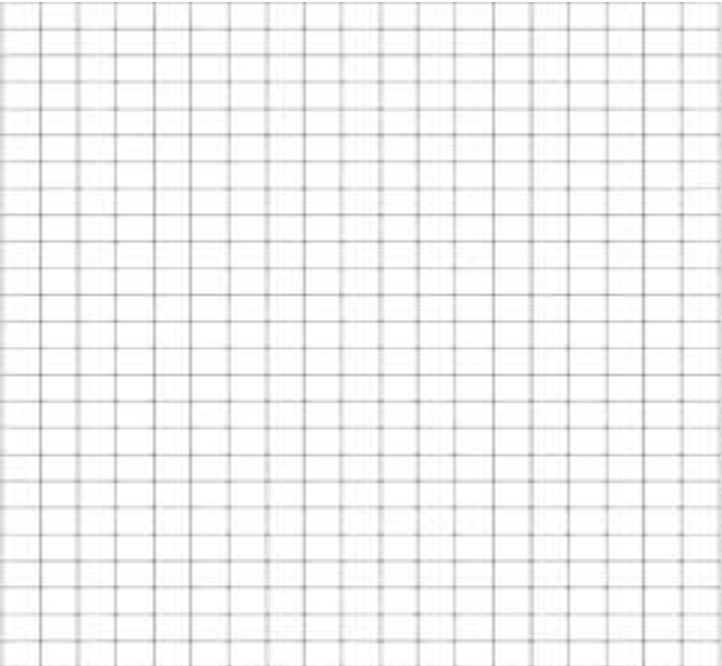
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Map Notes

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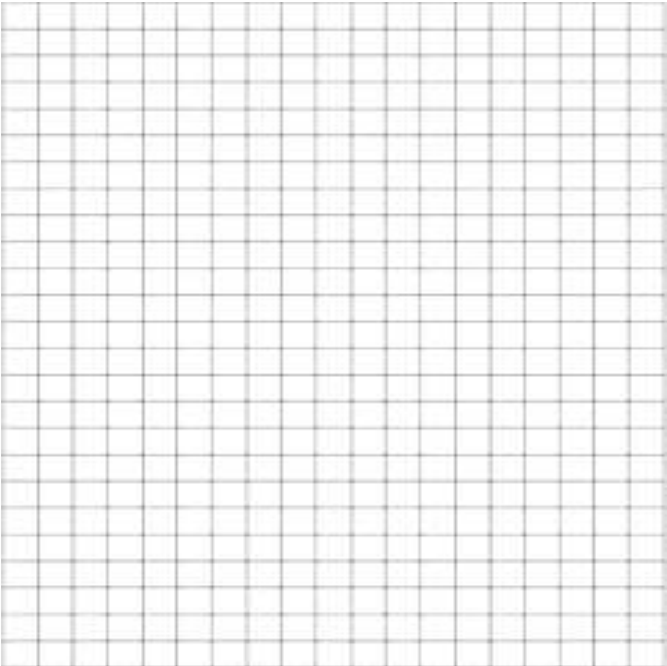
Mini-Maps: Title I _____

Scale ☐ = _____



Title II _____

Scale ☐ = _____



Storyline Title: _____ **What is the Structure?** _____

Location (Backdrop): _____

Location (Backdrop): _____

General Description

[illegible]

Walls / Barriers / Doors

Wall [or barrier] I: _____

Hardness _____ *HP* _____ *Climb DC* _____

Wall [or barrier] II: _____

Hardness _____ *HP* _____ *Climb DC* _____

Wall [or barrier] III: _____

Hardness _____ HP _____ Climb DC _____

Door I: _____

Thickness _____ Open Lock DC _____

Hardness _____ *HP* _____ *Break DC* _____

Door II: _____

Thickness _____ Open Lock DC _____

Hardness _____ HP _____ Break DC _____

Door III: _____

Thickness _____ *Open Lock DC* _____

Hardness _____ *HP* _____ *Break DC* _____

Notes for Other Levels or Areas

○ _____

○ _____

○ _____

○ _____

○ _____

Obstacles & Hazards [Traps, Puzzles & Tricks]

○ _____
_____ Location(s) _____
Trigger _____
Attack [_____] Total _____ Damage _____
Special Effect [_____] Note _____
Save [_____] DC of _____ Note _____
Search DC: _____ Listen DC: _____ Disable Device DC: _____
Bypass _____
Reset _____

○ _____
_____ Location(s) _____
Trigger _____
Attack [_____] Total _____ Damage _____
Special Effect [_____] Note _____
Save [_____] DC of _____ Note _____
Search DC: _____ Listen DC: _____ Disable Device DC: _____
Bypass _____
Reset _____

○ _____
_____ Location(s) _____
Trigger _____
Attack [_____] Total _____ Damage _____
Special Effect [_____] Note _____
Save [_____] DC of _____ Note _____
Search DC: _____ Listen DC: _____ Disable Device DC: _____
Bypass _____
Reset _____

○ _____
_____ Location(s) _____
Trigger _____
Attack [_____] Total _____ Damage _____
Special Effect [_____] Note _____
Save [_____] DC of _____ Note _____
Search DC: _____ Listen DC: _____ Disable Device DC: _____
Bypass _____
Reset _____

Key Individuals [Villains, Neutral or Cooperative NPCs / Creature Notes]:

Discoveries [For Example: Clues, leads, and Lore / Mundane or Magical Items]

Skill Check

DC of

=

Fact

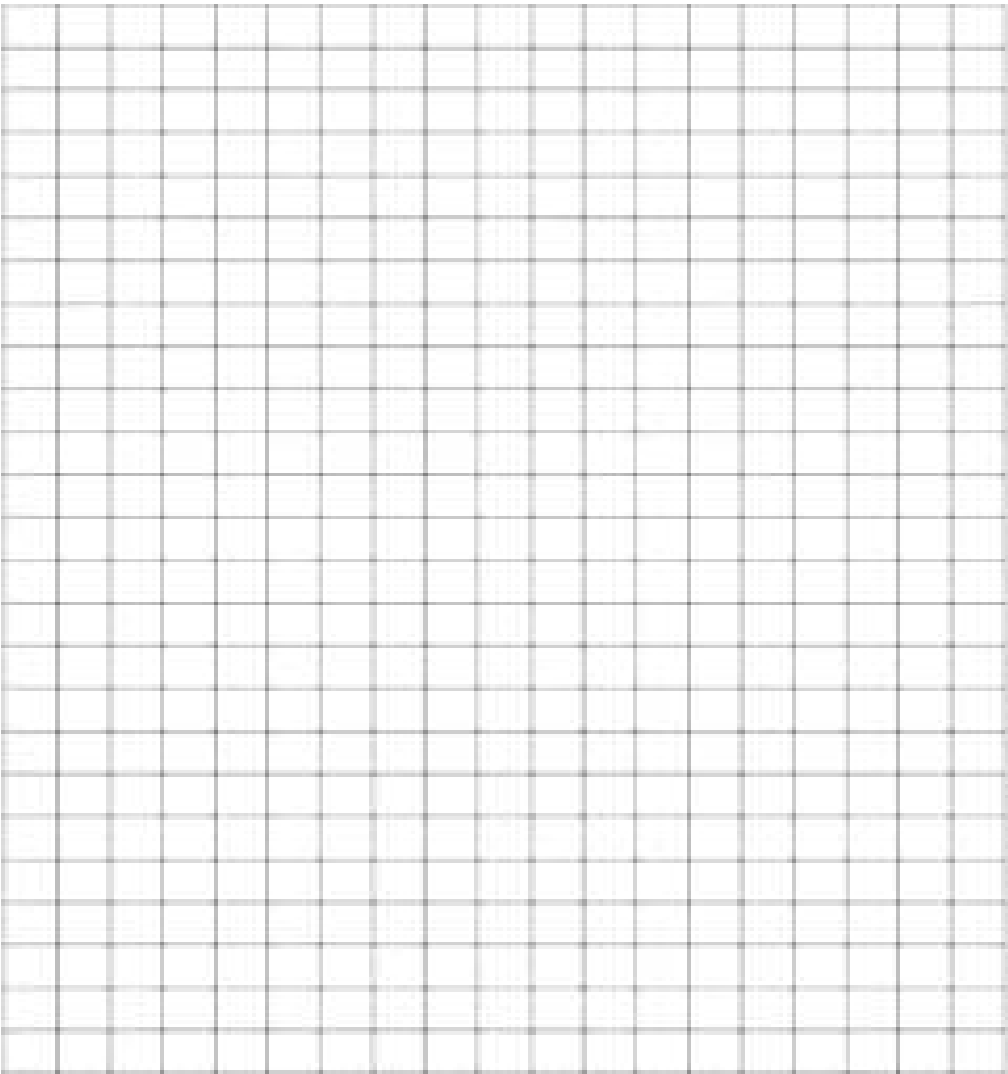
Mundane Items

Special Items

Other

Map [Title: _____]

Scale: ☐ = _____



Map Key

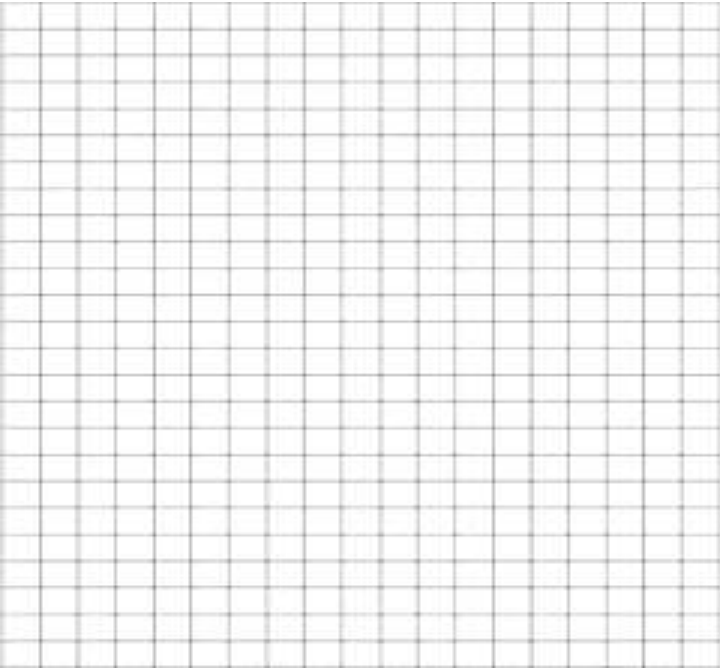
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Map Notes

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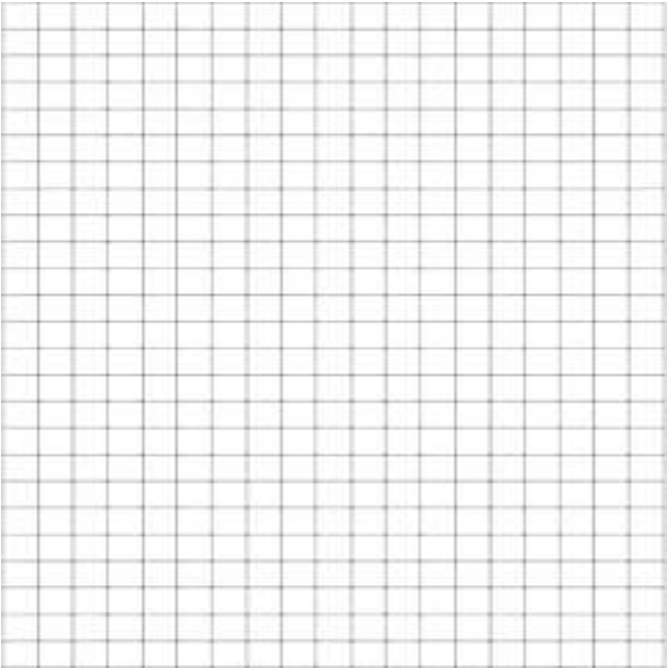
Mini-Maps: Title I _____

Scale ☐ = _____



Title II _____

Scale ☐ = _____



Discoveries [Lore, Clues, Examination, and Hints] Intelligence, Search or Knowledge checks

Skill Check

Fact

_____ DC of _____ = _____

_____ DC of _____ = _____

_____ DC of _____ = _____

Cast of Characters

Good Guys

Neutrals or Meddlers

Antagonists

[illegible]

Creatures Statistics

Creature I: _____	HP _____	AC _____	(Flat-Footed _____ / Touched _____)	Initiative _____
Size _____	Speed _____	Fortitude _____	Stamina _____	Reflex _____
Melee Attack [_____]	Total _____	Damage _____	Abilities	
Ranged Attack [_____]	Total _____	Damage _____	Strength _____	
Special Abilities _____			Dexterity _____	

Miscellaneous Notes _____ Intelligence _____
 _____ Wisdom _____
 _____ Charisma _____

Creature II: _____ HP _____ AC _____ (Flat-Footed _____ / Touched _____) Initiative _____
 Size _____ Speed _____ Fortitude _____ Stamina _____ Reflex _____ Willpower _____
 Melee Attack [_____] Total _____ Damage _____ Abilities _____
 Ranged Attack [_____] Total _____ Damage _____ Strength _____
 Special Abilities _____ Dexterity _____

Miscellaneous Notes _____ Intelligence _____
 _____ Wisdom _____
 _____ Charisma _____

Antagonistic or Creature Strategy:

Miscellaneous Traps and other Perils

Name	Statistical
<div><div></div><div></div></div>	Trigger Attack [] Total Damage Attack [] Total Damage Special Effect [] Note Special Effect [] Note Save [] DC of Note Search DC: Listen DC: Disable Device DC: Bypass Reset
<div><div></div><div></div></div>	Trigger Attack [] Total Damage Attack [] Total Damage Special Effect [] Note Special Effect [] Note Save [] DC of Note Search DC: Listen DC: Disable Device DC: Bypass Reset
<div><div></div><div></div></div>	Trigger Attack [] Total Damage Attack [] Total Damage Special Effect [] Note Special Effect [] Note Save [] DC of Note Search DC: Listen DC: Disable Device DC: Bypass Reset
<div><div></div><div></div></div>	Trigger Attack [] Total Damage Attack [] Total Damage Special Effect [] Note Special Effect [] Note Save [] DC of Note Search DC: Listen DC: Disable Device DC: Bypass Reset

Rewards

Mundane Items:

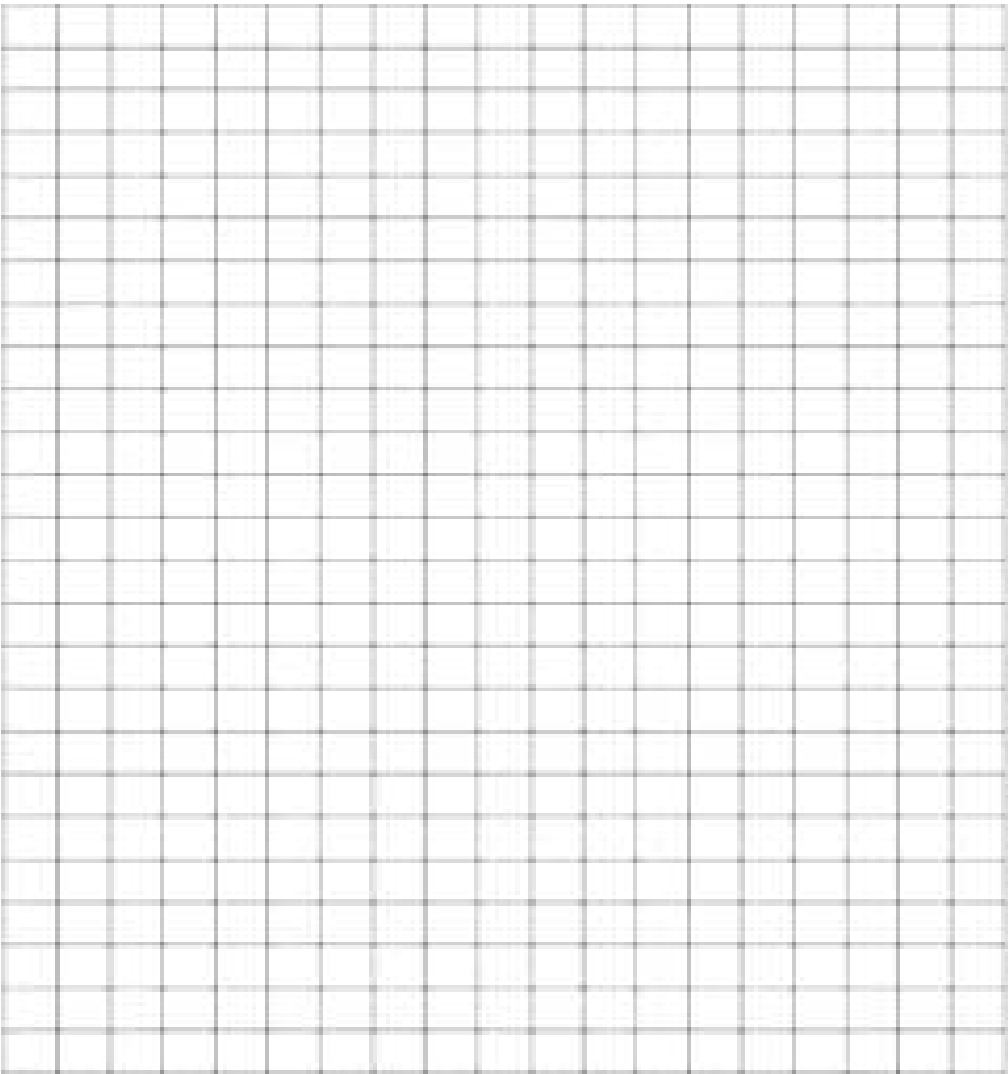
Treasure:

Special Items:

Miscellaneous:

Map [Title: _____]

Scale: ☐ = _____



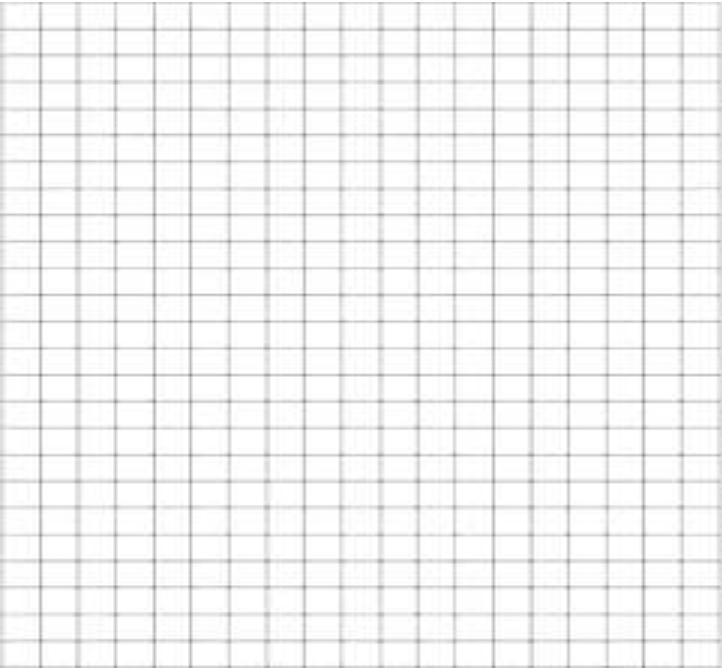
Map Key

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Map Notes

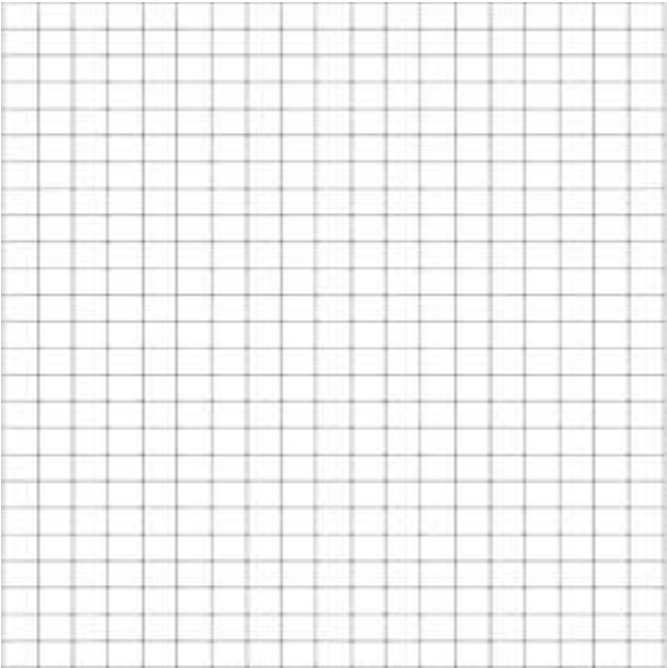
Mini-Maps: Title I _____

Scale ☐ = _____



Title II _____

Scale ☐ = _____



Guild, Organization & Secret Society Design Sheet

What is it? _____

Name: _____

Other Titles _____

Base of Operation: _____

Other Locations _____

Entry Requirements: _____

Agendas: _____

Structure: _____

Identifying Symbol(s): _____

Training: _____

Manifesto

Broad Overview

Taboos & Rules:

☐

☐

☐

☐

☐

☐

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☐

Habits & Superstition

Benefits

Resources:

Equipment Access:

Influences:

Contacts:

	Individual 1	Individual 2	Individual 3
Name			
Location			
Affiliations			
Specialties			

Legal Benefits:

☐

☐

☐

Services:

Drawbacks:

☐

☐

Lore [Beneficial Information Gained via Membership] Skill Name: _____

Check Difficulty Fact

DC of _____	=	_____

DC of _____	=	_____

DC of _____	=	_____

DC of _____	=	_____

DC of _____	=	_____

From the Outside Looking In [Learning about the Guild, Organization or Secret Society]

Knowledge (_____ or _____)

_____ DC of _____	=	_____

_____ DC of _____	=	_____

_____ DC of _____	=	_____

_____ DC of _____	=	_____

_____ DC of _____	=	_____

Gather Information or Research Checks

_____ DC of _____	=	_____

_____ DC of _____	=	_____

_____ DC of _____	=	_____

_____ DC of _____	=	_____

_____ DC of _____	=	_____

Sample Leader Statistics

What is it? _____

Race [or creature type]: _____

Name: _____

Align: _____

Size: _____

Special [Class Abilities, Feats & Talents] _____

Class: _____

Level: _____

Speed: _____

HP/HD: _____

XP: _____

Initiative: _____

Abilities

Score

Modifier

Temp

Saves

Base

Ability

Misc.

Total

Str.

Fort.

Dex.

Sta.

Con.

Ref.

Wis.

Will.

Int.

Condition Summery:

Chr.

Skills (name / total)

/

/

/

/

/

/

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/

/

/

/

/

Attacks

Total

Armor Class

Specific Attack

Total

Damage

Melee:

Flat-Footed AC:

Ranged:

AC vs. Touch:

Average Equipment:

Special Notes:

Sample Member Statistics

What is it? _____

Race [or creature type]: _____

Name: _____

Align: _____

Size: _____

Special [Class Abilities, Feats & Talents] _____

Class: _____

Level: _____

Speed: _____

HP/HD: _____

XP: _____

Initiative: _____

Abilities

Score

Modifier

Temp

Saves

Base

Ability

Misc.

Total

Str.

Fort.

Dex.

Sta.

Con.

Ref.

Wis.

Will.

Int.

Condition Summery:

Chr.

Skills (name / total)

/

/

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/

/

Attacks

Total

Armor Class

Specific Attack

Total

Damage

Melee:

Flat-Footed AC:

Ranged:

AC vs. Touch:

Average Equipment:

Special Notes:

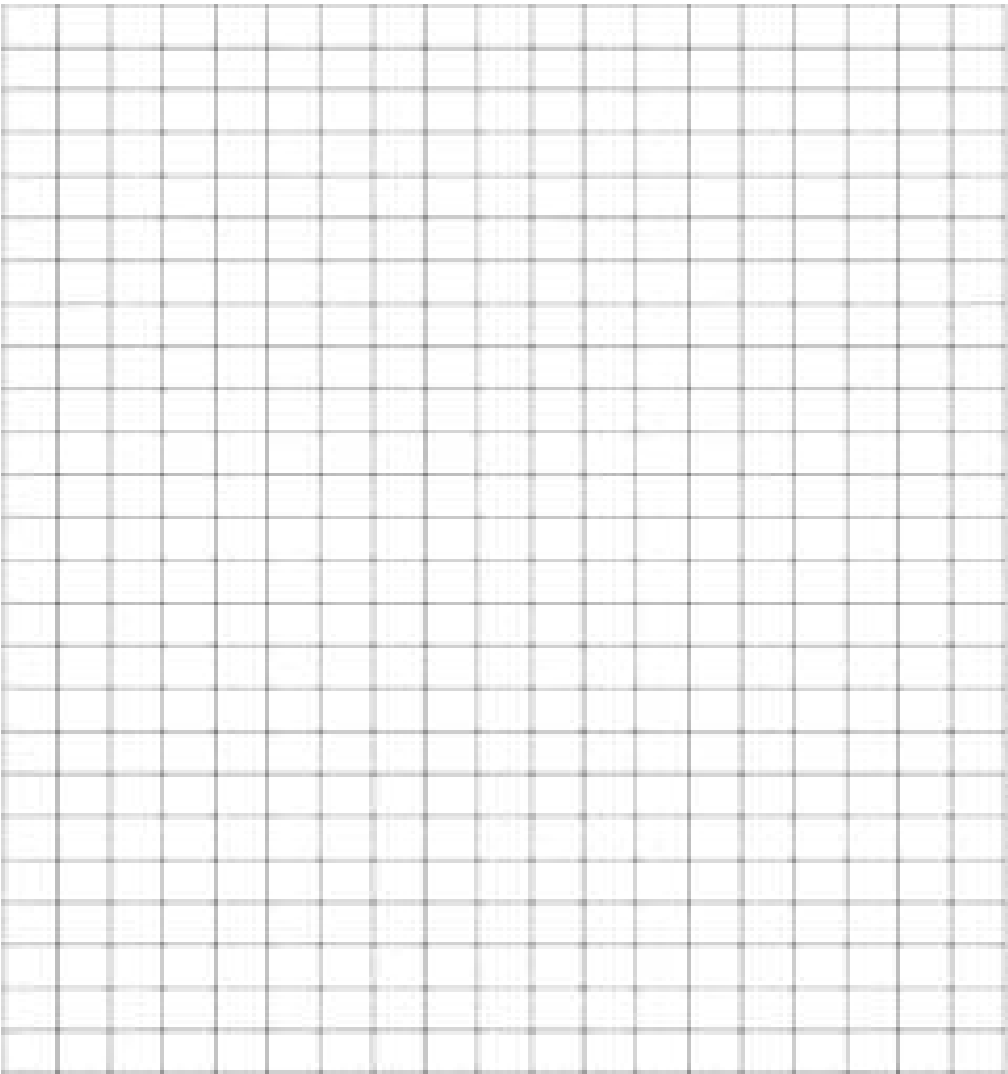
General Henchman

Class	Lvl	HP	AC	Attacks	Damage
_____	/	_____	_____	_____	_____
_____	/	_____	_____	_____	_____
_____	/	_____	_____	_____	_____

Special Notes _____

Map [Title: _____]

Scale: ☐ = _____



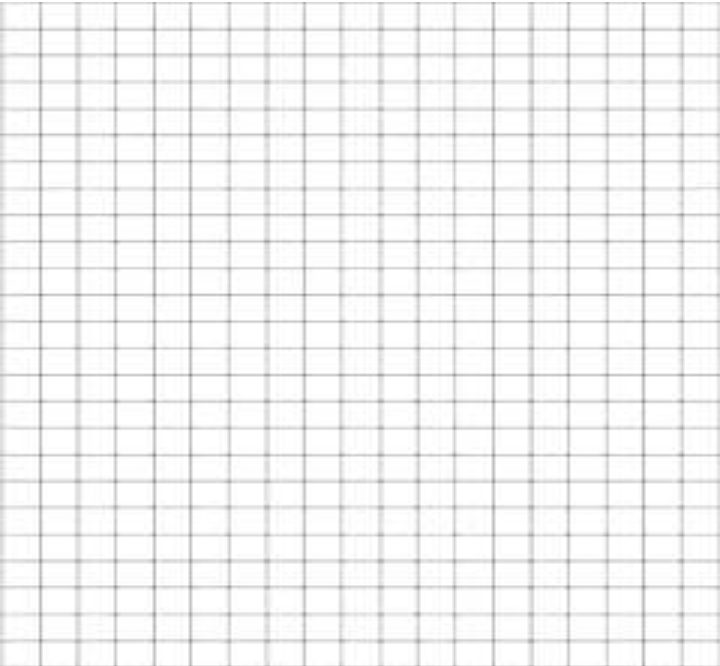
Map Key

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Map Notes

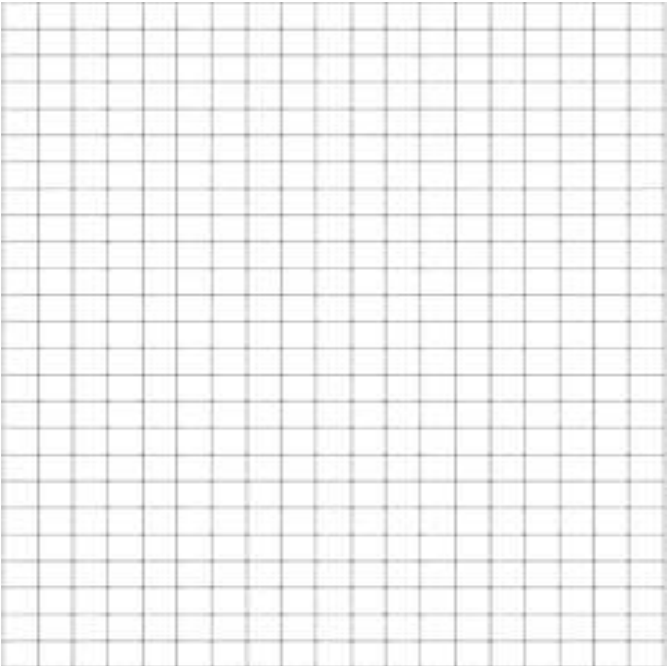
Mini-Maps: Title I _____

Scale ☐ = _____



Title II _____

Scale ☐ = _____



Special Item Profile Sheet

What is it? _____

Title: _____

Also Called, _____

Examination: _____

Activation: _____

Perquisites [if any]: _____

Magic [or Special] Abilities & Effects: _____

Recharge Capabilities [if any]: _____

Special Durational Effects: _____

Buyer's Cost: _____ **Price Modifier:** _____

Construction Statistics

Resonating Aura _____ Creator Level _____ Creation Feat _____

Specific Spells or Effects used for creation _____

Raw Materials _____

Economical Cost _____ Experience Cost _____ Ability Cost _____

Other Cost or Material _____

Background

Physical Description

Height _____ Weight _____ Thickness _____

Composition _____

Distinctive Aspects _____

Intricate Patterns [Writings, Carvings, Stitching] _____

Hardness _____ HP _____ Break DC _____

General _____

True Name _____

Method of Communication _____

Languages _____

Senses _____

Personality _____

Motives _____

Item Ego Traits _____

Abilities	Score	Modifier
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____
Alignment _____		
Additional Price Modifier _____		
Special Notes _____		

○ _____

○ _____

○ _____

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		<hr/>
		<hr/>
		<hr/>
<input type="radio"/>	<hr/>	<hr/>
		<hr/>
		<hr/>
		<hr/>

Skill Check	DC of	Fact
_____	DC of _____	= _____ _____ _____
_____	DC of _____	= _____ _____ _____
_____	DC of _____	= _____ _____ _____
_____	DC of _____	= _____ _____ _____

Random Encounter or Event Charts

[illegible][illegible][illegible][illegible]

[illegible][illegible][illegible][illegible]

Title:	
Info:	
Dice	Outcome

Storyline Arrangement & Development Sheet I [Simple, Fast Plot]

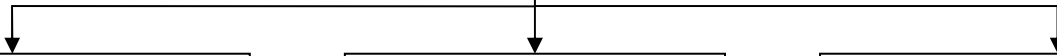
Title: _____

Setting: _____

Genre or Themes: _____

Initial Situation: _____

Notes: _____



Scene: _____

Notes: _____

Scene: _____

Notes: _____

Scene: _____

Notes: _____



Scene: _____

Notes: _____

Scene: _____

Notes: _____

Scene: _____

Notes: _____

Climax Scene: _____

Storyline Arrangement & Development Sheet II [Intermediate, Flexible Plot]

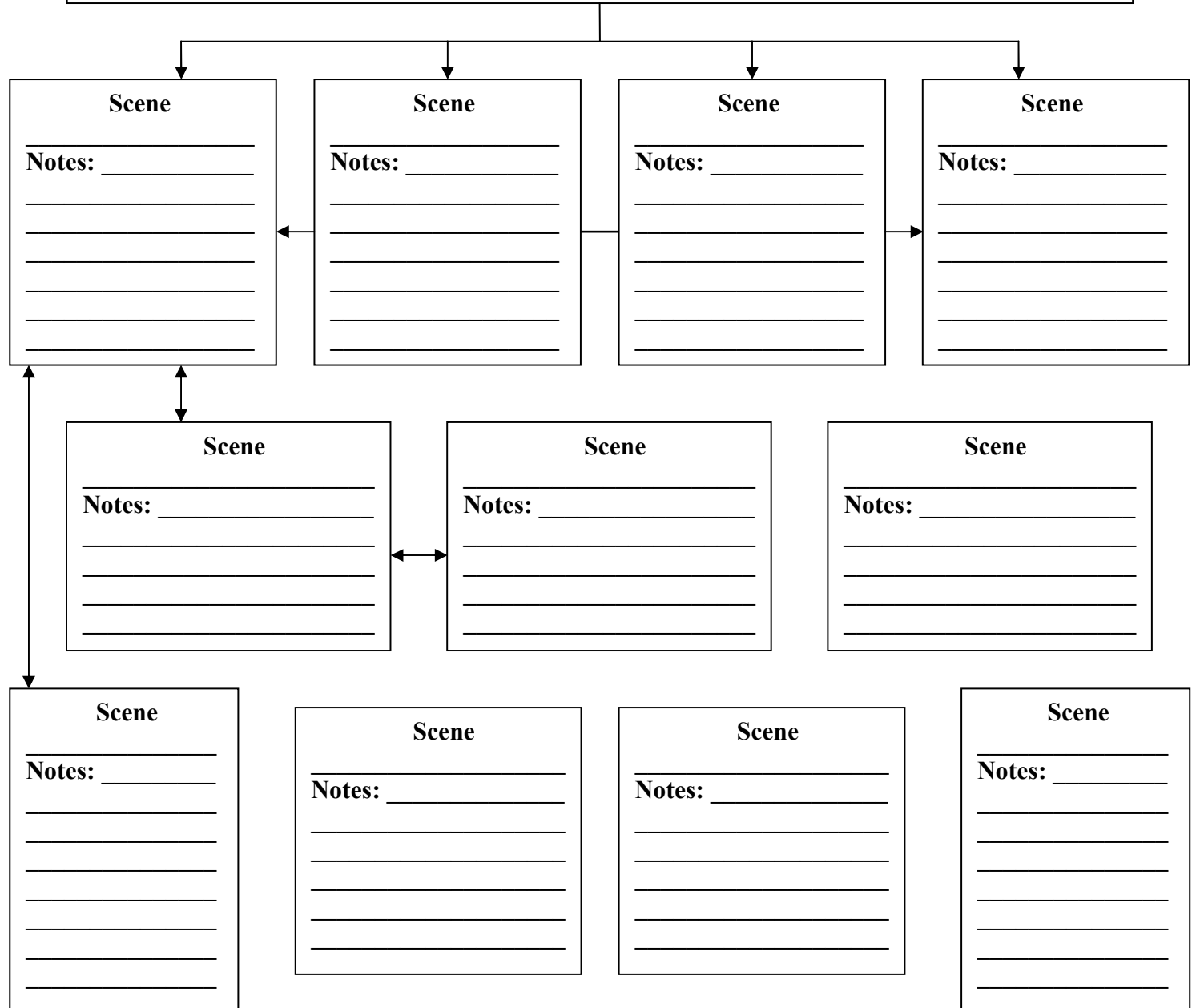
Title: _____

Setting: _____

Genre or Themes: _____

Initial Situation: _____

Notes: _____



Climax Scene: _____

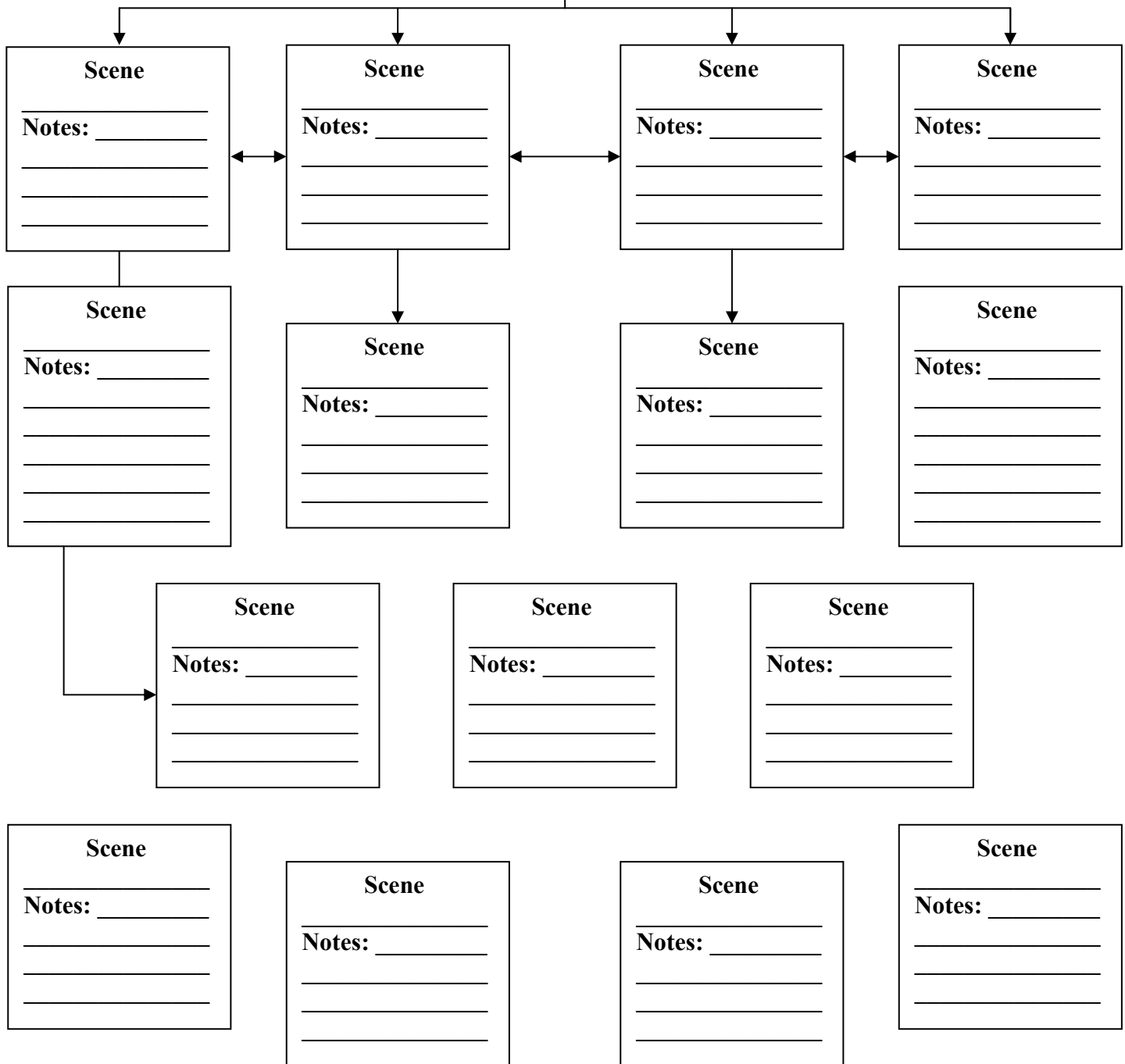
Storyline Arrangement & Development Sheet III [Complex, Versatile Plot]

Title: _____

Setting: _____

Genre or Themes: _____

Initial Situation: _____



Climax Scene: _____

Storyteller Record Keeping Sheets

Sheet I: Storyline Log

Game Date	Notes
<div>○</div> <div></div>	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
<div>○</div> <div></div>	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
<div>○</div> <div></div>	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
<div>○</div> <div></div>	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
<div>○</div> <div></div>	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
<div>○</div> <div></div>	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>

Sheet II: Character Development Log

Character:

Hit Points

Subdue Damage

Other

Location

Condition Summary

Miscellaneous Notes

Temp Abilities

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Character:

Hit Points

Subdue Damage

Other

Location

Condition Summary

Miscellaneous Notes

Temp Abilities

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Character:

Hit Points

Subdue Damage

Other

Location

Condition Summary

Miscellaneous Notes

Temp Abilities

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Character:

Hit Points

Subdue Damage

Other

Location

Condition Summary

Miscellaneous Notes

Temp Abilities

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Character:

Hit Points

Subdue Damage

Other

Location

Condition Summary

Miscellaneous Notes

Temp Abilities

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Character:

Hit Points

Subdue Damage

Other

Location

Condition Summary

Miscellaneous Notes

Temp Abilities

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Sheet III: Equipment Log

Miscellaneous Items	Wgt	Bulk
---------------------	-----	------

[illegible]

Books & Tombs	Examination
Title	Period
_____	_____
Contents _____ _____ _____	
_____	_____
Contents _____ _____ _____	
_____	_____
Contents _____ _____ _____	
_____	_____
Contents _____ _____ _____	
_____	_____
Contents _____ _____ _____	

[illegible][illegible][illegible]

Magical Armor	Value	Wgt
Special Abilities _____	_____	_____
Special Abilities _____	_____	_____
Special Abilities _____	_____	_____
Special Abilities _____	_____	_____

[illegible][illegible][illegible]

Minor NPC Design Sheet [For Example: Lesser Antagonists, Creatures, and Locals & Personalities]

What is it? _____						Race [or creature type]: _____			
Name: _____		Align: _____		Size: _____		Special [Class Abilities, Feats & Talents]			
Class: _____		Level: _____		Speed: _____		_____			
HP/HD: _____		XP: _____		Initiative: _____		_____			
Abilities	Score	Modifier	Temp	Saves	Base	Ability	Misc.	Total	_____
Str.	_____	_____	_____	Fort.	_____	_____	_____	_____	_____
Dex.	_____	_____	_____	Sta.	_____	_____	_____	_____	_____
Con.	_____	_____	_____	Ref.	_____	_____	_____	_____	_____
Wis.	_____	_____	_____	Will.	_____	_____	_____	_____	_____
Int.	_____	_____	_____	Condition Summery: _____					
Chr.	_____	_____	_____	_____					
Skills (name / total)									
_____ / _____			_____ / _____			_____ / _____			
_____ / _____			_____ / _____			_____ / _____			
_____ / _____			_____ / _____			_____ / _____			
Attacks	Total		Armor Class		_____	Specific Attack		Total	Damage
Melee:	_____		Flat-Footed AC:		_____	_____		_____	_____
Ranged:	_____		AC vs. Touch:		_____	_____		_____	_____
Average Equipment: _____									

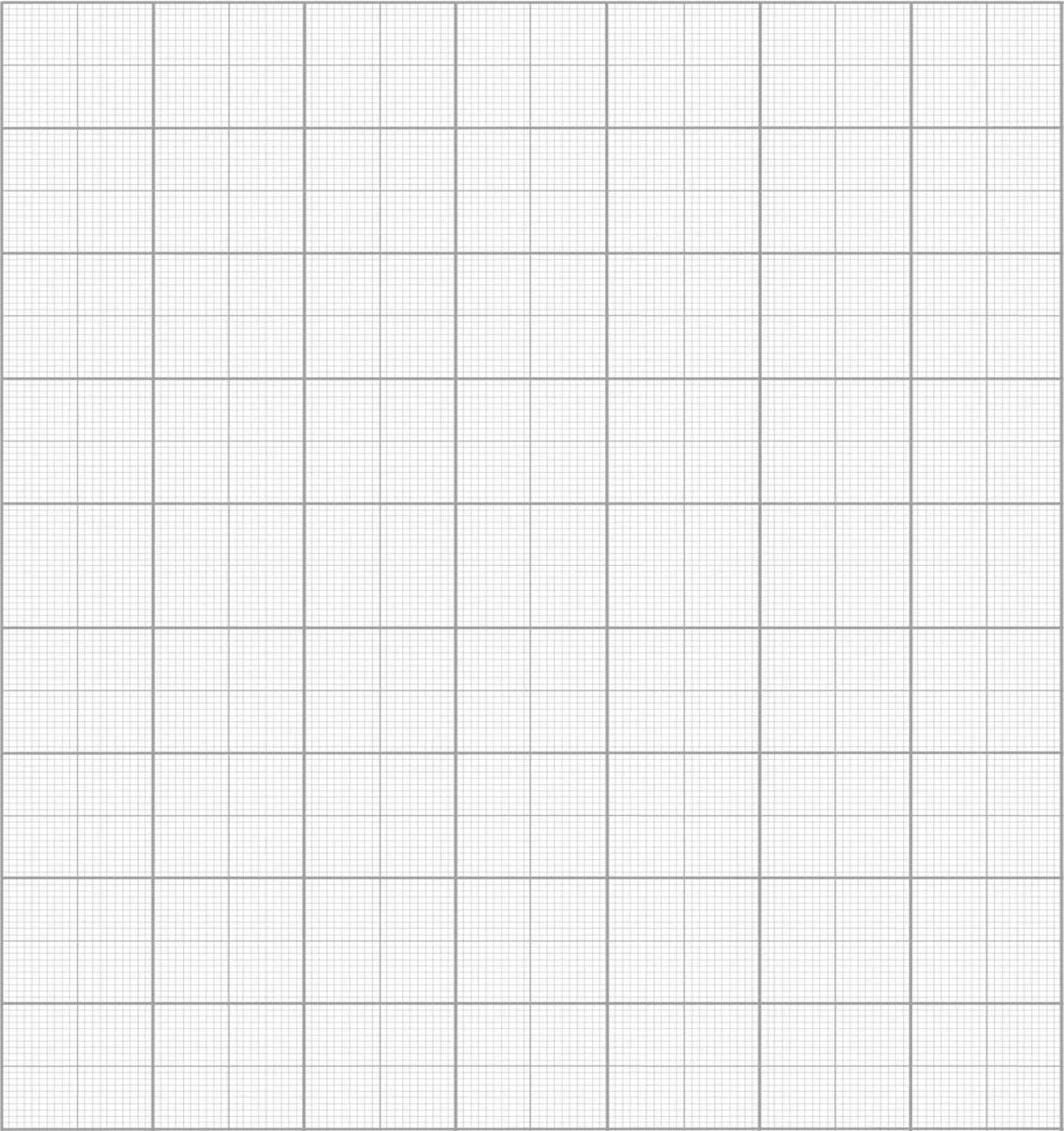
Special Notes

- ☐ Personality Traits: _____
- ☐ Motives: _____
- ☐ _____
- ☐ _____

What is it? _____						Race [or creature type]: _____			
Name: _____		Align: _____		Size: _____		Special [Class Abilities, Feats & Talents]			
Class: _____		Level: _____		Speed: _____		_____			
HP/HD: _____		XP: _____		Initiative: _____		_____			
Abilities	Score	Modifier	Temp	Saves	Base	Ability	Misc.	Total	_____
Str.	_____	_____	_____	Fort.	_____	_____	_____	_____	_____
Dex.	_____	_____	_____	Sta.	_____	_____	_____	_____	_____
Con.	_____	_____	_____	Ref.	_____	_____	_____	_____	_____
Wis.	_____	_____	_____	Will.	_____	_____	_____	_____	_____
Int.	_____	_____	_____	Condition Summery: _____					
Chr.	_____	_____	_____	_____					
Skills (name / total)									
_____ / _____			_____ / _____			_____ / _____			
_____ / _____			_____ / _____			_____ / _____			
_____ / _____			_____ / _____			_____ / _____			
Attacks	Total		Armor Class		_____	Specific Attack		Total	Damage
Melee:	_____		Flat-Footed AC:		_____	_____		_____	_____
Ranged:	_____		AC vs. Touch:		_____	_____		_____	_____
Average Equipment: _____									

Special Notes

- ☐ Personality Traits: _____
- ☐ Motives: _____
- ☐ _____
- ☐ _____

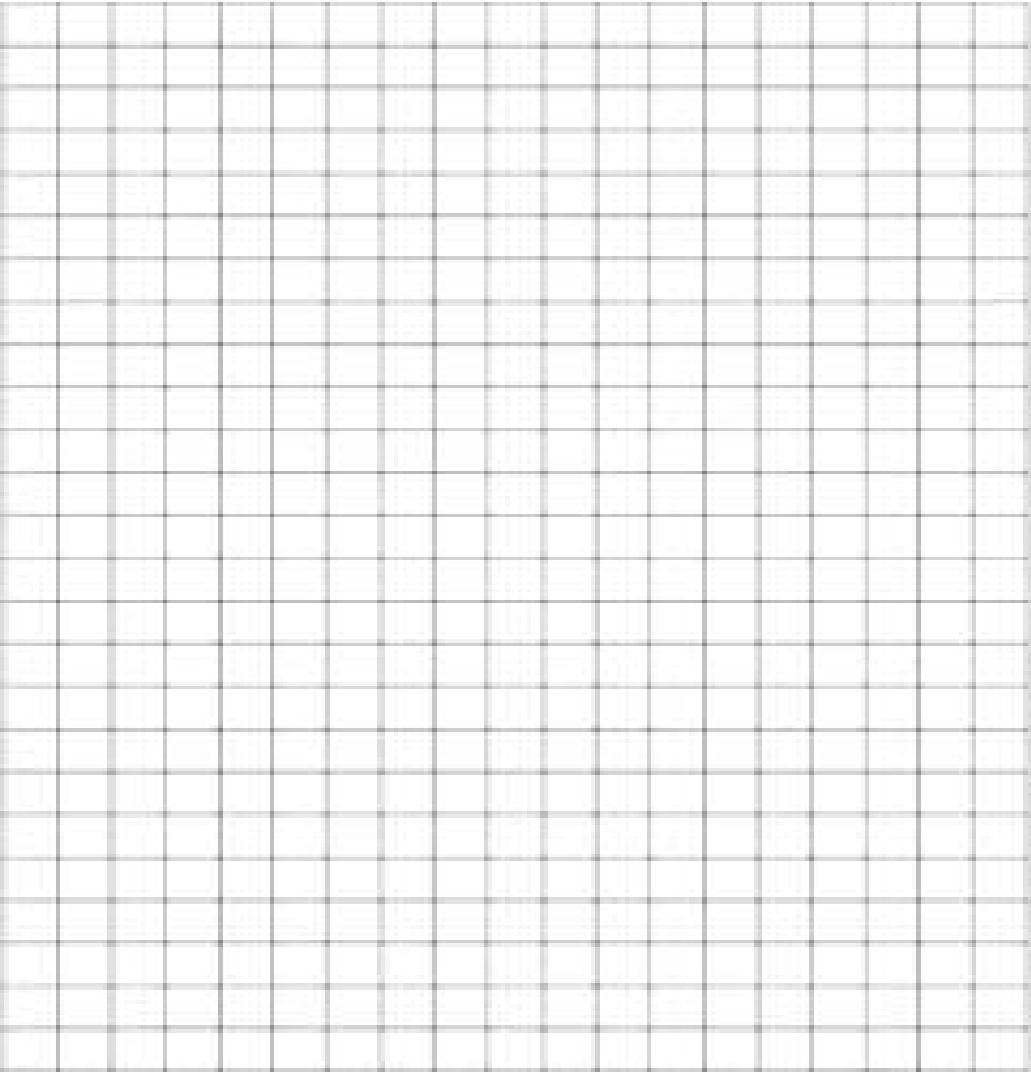


Map [Title: _____] Scale: ☐ = _____

Map Key: ☐ _____ ☐ _____ ☐ _____
 ☐ _____ ☐ _____ ☐ _____
 ☐ _____ ☐ _____ ☐ _____

Map [Title: _____]

Scale: ☐ = _____



Map Key

- ☐ _____
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- ☐ _____

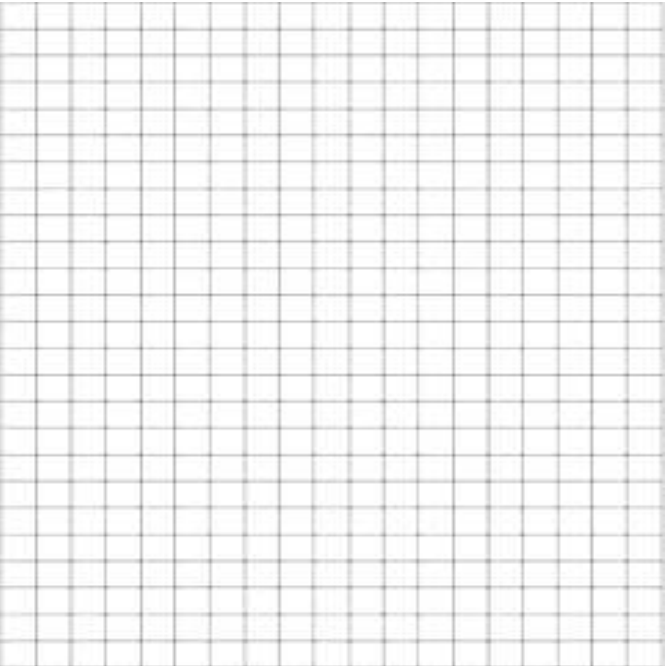
Map Notes

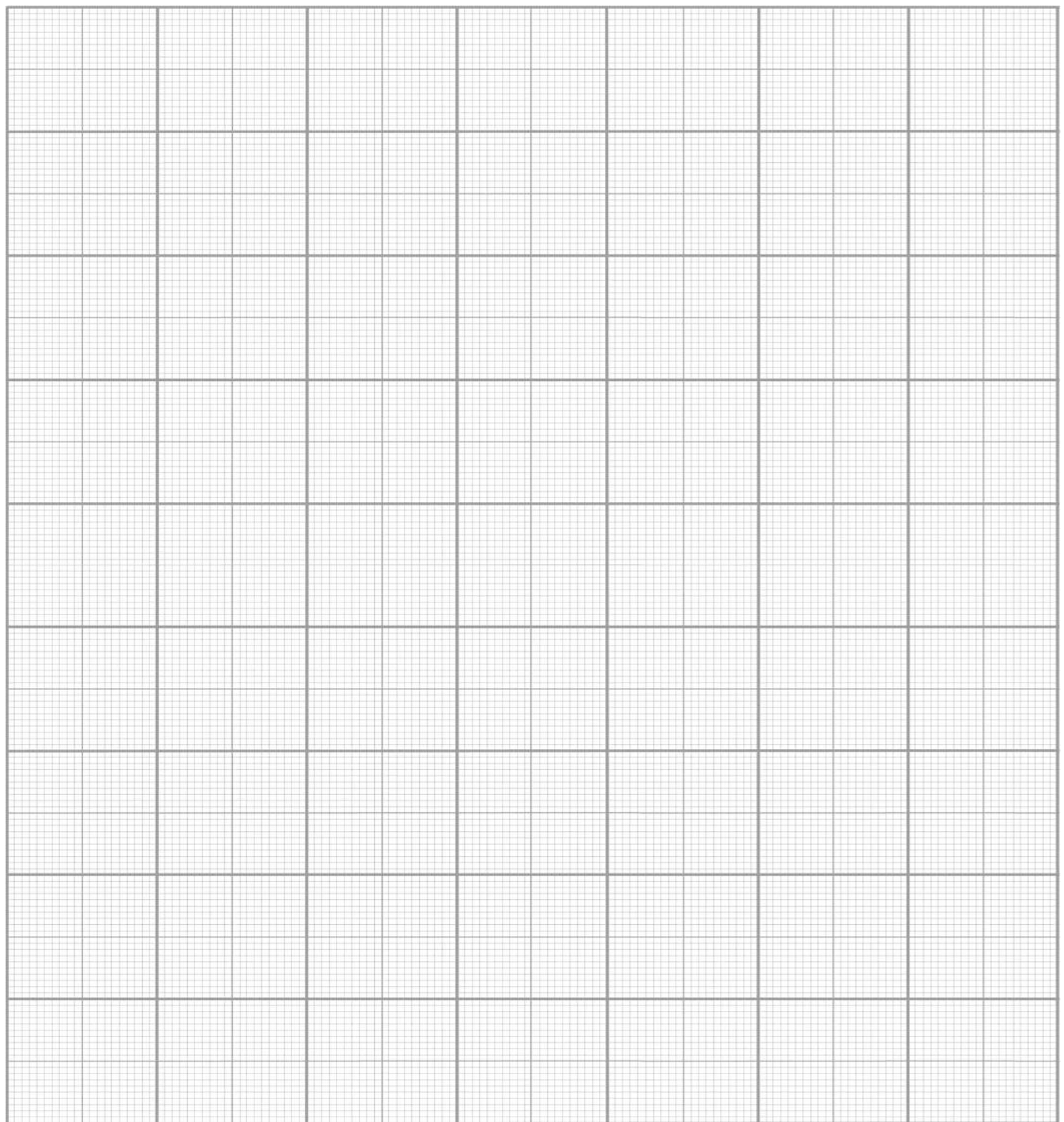
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Mini-Maps: Title I _____
Scale ☐ = _____



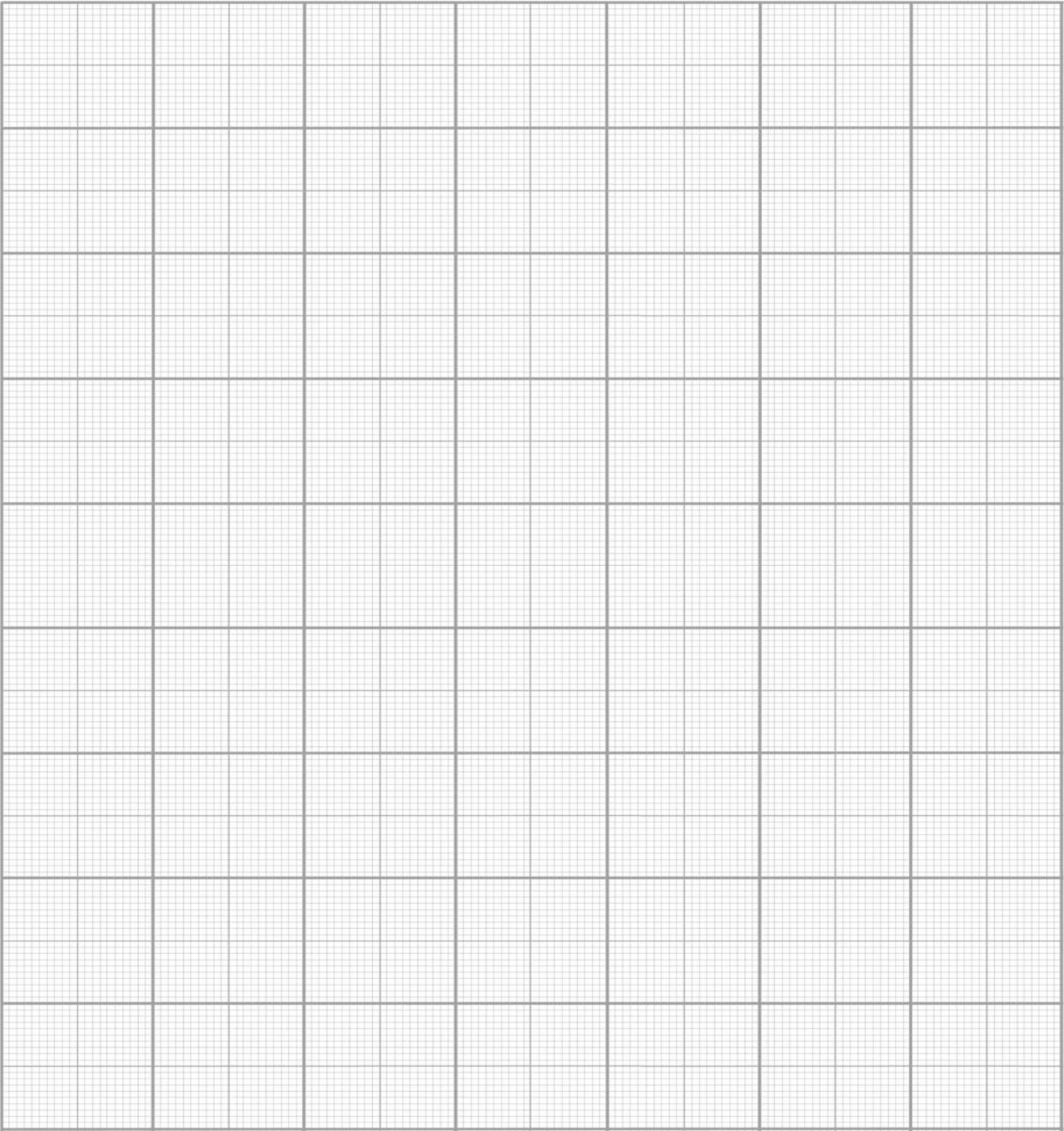
Title II _____
Scale ☐ = _____





Map [Title: _____] Scale: ☐ = _____

Map Key: ☐ _____ ☐ _____ ☐ _____
☐ _____ ☐ _____ ☐ _____
☐ _____ ☐ _____ ☐ _____

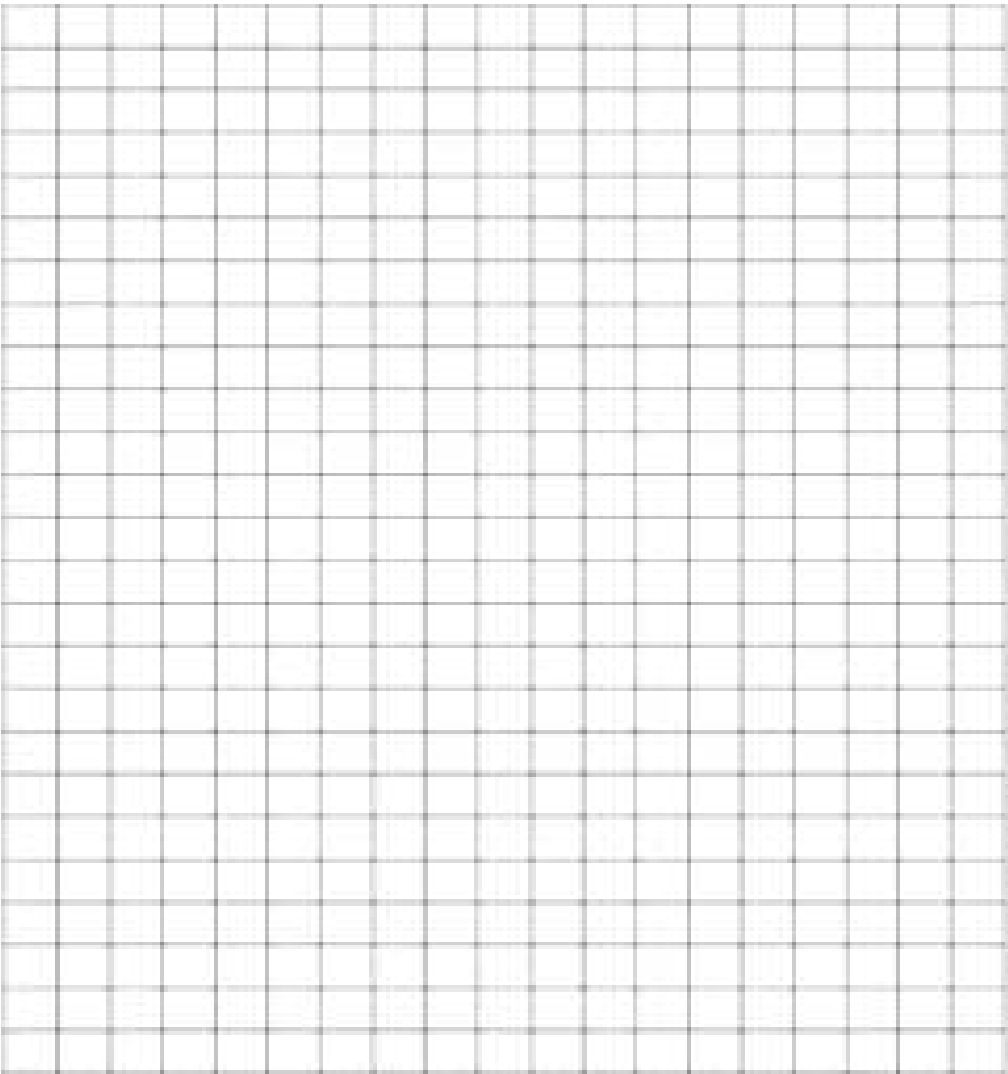


Map [Title: _____] Scale: ☐ = _____

Map Key: ☐ _____ ☐ _____ ☐ _____
 ☐ _____ ☐ _____ ☐ _____
 ☐ _____ ☐ _____ ☐ _____

Map [Title: _____]

Scale: ☐ = _____



Map Key

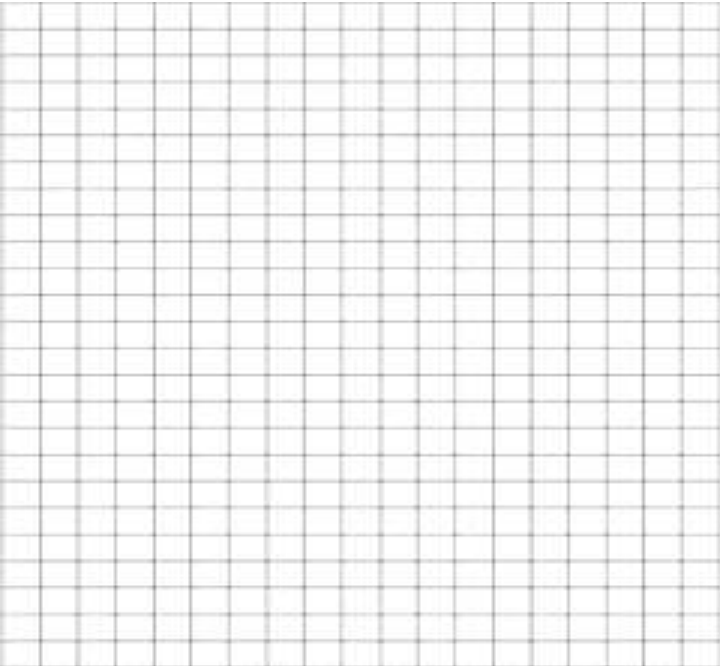
- ☐ _____
- ☐ _____
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- ☐ _____

Map Notes

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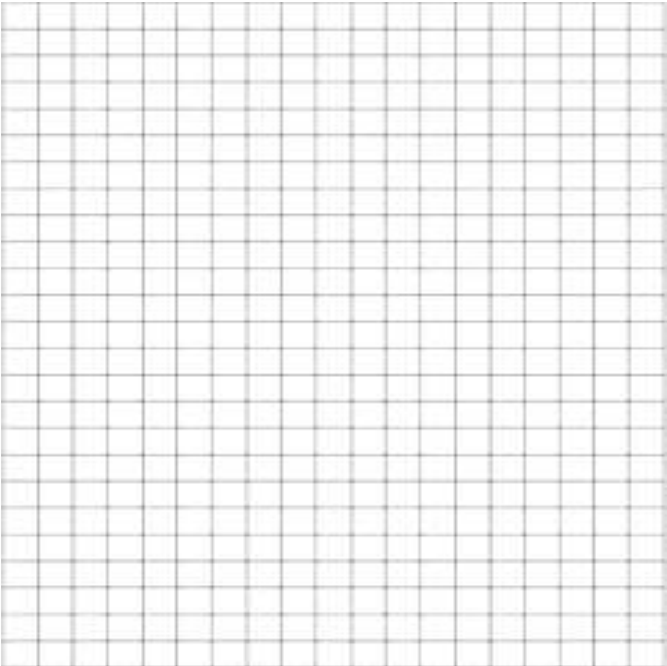
Mini-Maps: Title I _____

Scale ☐ = _____



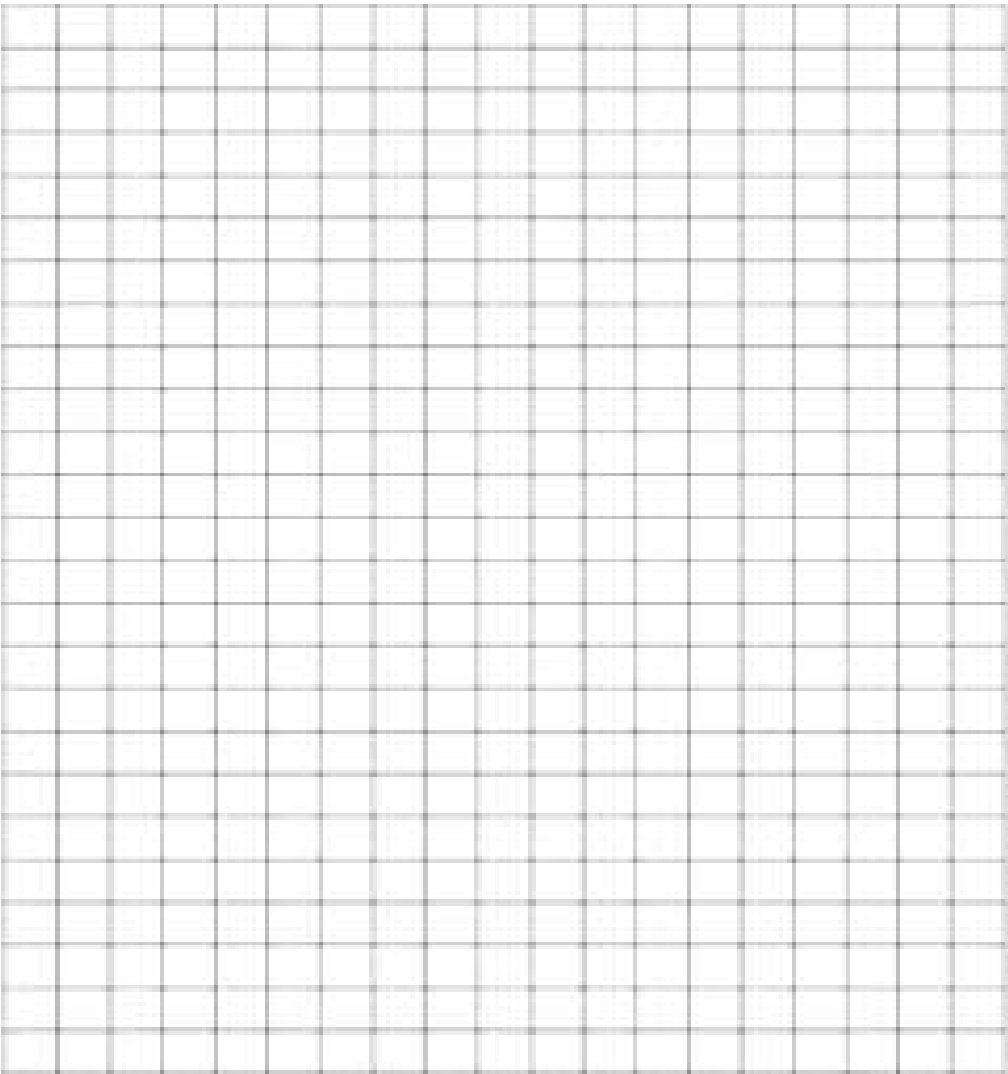
Title II _____

Scale ☐ = _____



Map [Title: _____]

Scale: ☐ = _____



Map Key

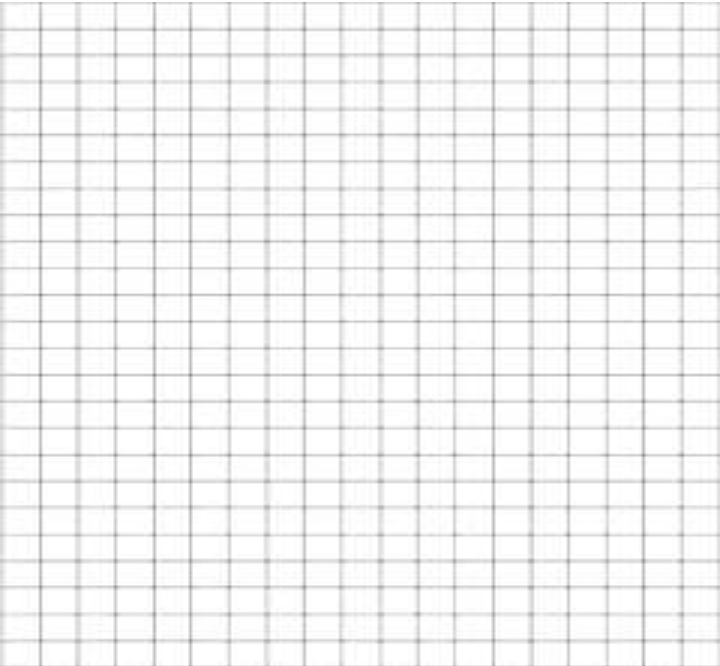
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

Map Notes

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Mini-Maps: Title I _____

Scale ☐ = _____



Title II _____

Scale ☐ = _____

