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, outeralien, 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 neato 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

Edited By: Jorge Luis Gomez & Jose Gregorio "Lobo" Rodriguez

Art By: Jose Gregorio "Lobo" Rodriguez

© 2006 Death By BunnieTM Multimedia. Miami, Florida 000-303 33136 All rights Reserved Made in the U.S.A. Una burnig

Permission granted to photocopy and print for personal use only.

Any reproductions or unauthorized use of this material or artwork contained herein is prohibited without expressed written consent of Una-Bunny, Inc.

Death By Bunnie™ is a registered trademark of the Una-Bunny Corporation.

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 **Genre, Elements or Theme** Title: **Date of Creation:** ____ Game Day(s): ___ **Setting: Story Background** Plot **Public Knowledge Opening Hook**

est of Characters Good Guys	Neutrals or Meddlers	Antagonists
eatures:		
cial Character Notes [Agendas	, Intentions, Motivations, Tactics, or Other Do	evices for a person in this plot]

LV	Events in sequence of development.	
0		
0		
O	·	
0	0	
0	0	
0	0	
Fn	Encounters [combats, creatures, puzzles, traps, and such]:	
0	0	
0	0	
0	0	
0	0	
0	0	
_	·	
F _v	Event or Encounter Variables	
T V		
_		
0	0	
0	0	
0	0	
-		
		

Skill Check	DC C	Fact			
	DC of	=	 		
	DC of	=			
	DC of	=	 		
	DC of		 		
	Beor		 		
	200				
	DC of	=	 		
		-			
	DC of	=			
	DC of	=			
		-			
Rumors					
Culliol S					
0					
0					
0					
0					
Rad Hanning	ne Miedinestie-	& Twisted			Radiraction & Warnings
o Herring	gs [Misdirection	ex i ficksj			Redirection & Warnings
0			 		
o					

Pointers toward Climax:	,		
0			
0			
0		 	
Crand Finals			
Grand Finale:		 	
**			
Variant Ending I:		 	
Variant Ending II.			
Variant Ending II:			
-			
Aftermath:			
Rewards:			
Rewards:			
	·	 	

Conspiracies, Mysteries and Nefarious Plots

Title:	The Scheme
Setting:	
Background:	
	-
	The Hook
	-
Key Elements Location:	
Modus Operandi (Method of Crime or Behavior):	
Victim(s):	
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 don	el·
recurred to the time tools, resources, or simply now it was don	
Special Notes:	

Cast of Characters Good Guys	Neutrals or Meddlers	Antagonists
Creatures:		
Special Character Notes [Agend	as, Intentions, Motivations, Tactics, or Other Device	es for a person in this plot
0		
o		
0		
0		
0		
Items of Importance [For Exam] Item	ple: Physical Clues, Evidence, or Proof of Influence Information	Location
0		
0		
0		

Even	ts [in sequence of development]:	:	
0			
_			
_			
_			
_			
o <u> </u>			
_			
0 _			
_			
0			
· _			
_			
_			
_			
o <u> </u>			
Enco	unters [combats, creatures, puz	zles, trans, and suchl:	
0			
· –			
_			
_			
o _			
_			
_			
0 _			
0			
_			
_			
_			
o _			
_			
_			
Even	t or Encounter Variables		
	ccurrence [Cause]	Variant Scene [Effect]	
0			
· –			
_			
_			
o _			
_			
_			
° _			
_			

Red Herrings [Misdirection & Tricks] Red Herrings [Misdirection & Warning and the second and th	
DC of = Rumors Red Herrings [Misdirection & Tricks] Red Herrings [Misdirection & Warning of the company of the compan	
DC of = DC of = DC of = DC of = DC of = Rumors Red Herrings Misdirection & Tricks Red Herrings Redirection & Warning	
DC of =	
DC of	
DC of =	
DC of =	
Rumors Red Herrings [Misdirection & Tricks] Red Herrings [Misdirection & Warning)	
Rumors Red Herrings [Misdirection & Tricks] Red Herrings [Misdirection & Warning)	
Rumors Red Herrings [Misdirection & Tricks] Red Herrings [Misdirection & Warning)	
Rumors Red Herrings [Misdirection & Tricks] Red Herrings [Misdirection & Warning)	
Rumors Comparison of the comp	
Rumors Comparison of the comp	
Rumors Comparison of the comp	
Red Herrings [Misdirection & Tricks] Red Herrings [Misdirection & Warning and the second and th	
Red Herrings [Misdirection & Tricks] Red Herrings [Misdirection & Warning and the second and th	
Red Herrings [Misdirection & Tricks] Red Herrings [Misdirection & Warning and the second and th	
Red Herrings [Misdirection & Tricks] Redirection & Warnin	
Red Herrings [Misdirection & Tricks] Redirection & Warnin	
Red Herrings [Misdirection & Tricks] Redirection & Warnin	
Red Herrings [Misdirection & Tricks] Redirection & Warnin	
Red Herrings [Misdirection & Tricks] O O	
Red Herrings [Misdirection & Tricks] O O	
Red Herrings [Misdirection & Tricks] O O	
	ıgs
Possible Solutions	
O SSIDIC SOLUTIONS	
0	
0	

I dinters toward Chinax.	
0	
0	
0	
Grand Finale:	
Variant Ending I.	
Variant Ending I:	
Variant Ending II:	
<u> </u>	
Aftermath:	
Rewards:	

Story Introduction	<u>n Sheets</u> Storyline Title:	
Setting:		
Story Sot Un.		
Opening Hook for PCs:		
Character	Motivation [Personal hooks, o	bjectives, payment, rewards, & alternate plot devices]
	·	· · · · · · · · · · · · · · · · · · ·
	-	
Opening Contact (or Establ	ishing Character) Name:	
Religion:	Body-type:	Dago
Gender: Age:	_ Height: Weight:	Race:
Eyes: H	air:	/ Mighinence
Personality:		— Size: HP:
Background:		Level Adjustment Level
		Movement: Initiative:
		Abilities Score Modifier AC
Relation to Story:		
		Con Fort
Relation to PCs:		Wis. Reflex
		Chr. Will.
Motives:		<u> </u>
		Special Notes
Distinguishing Features:		
Attire:		_
Speech & Voice Traits:		
Languages		

		od Guys		e opening ——		trals or Me	eddlers	Antagonists
Antag	gonists or	Creature						
	- -							
	-							
Open	ing Scen	e Descri	iption: _					
Man		- C 'II4-			C1	D932	. D C	
						s a Building		roundings, or Landscape] Scale: $\Box = $
								Map Notes:
								Map Ke
				\Box				

Statistical Information	1		Sign	nificant I	NPC Profi	ilε
What is it:	Name:					
Race:						
Alignment:	a.k.a Religion:			Align:		
Size·	Gender:	Δσe·		Height:	Weight:	
Size: HP:						
Class.	Hair			Style:		
Class: Level Level	11411.			Siyie		
Movement: Initiative:	Distinguishing	g Features: _				
Abilities Score Modifier Temp Str	Normal Attire	e:				
Dex	Speech & Voi	ce Traits:				
Int. Wis. Chr.	Languages:					
Saves Base Ability Misc. Total Fortitude + =						
Stamina + + = = =	Habits:					
Willpower + + = Current Condition:	Flaws or Wea	knesses:				
Dex + Material + Size + Misc + Magic = Total Flat-Footed: Vs. Touched: Description:						
Special:	Background:					
Attacks & Weapons Melee: Ranged:						
Specific Attack Total Damage						
Weapon Threat Damage Critical						
Special [Feats, Qualities, & Class Abilities]						
	Skills Name		Total	Name	Tota /	al
		/			/	
		/			/	
					/	

	Weight	Item				
				Weight	Item:	
				/	Special abilities	
	,			/	Item:	
				/	Special abilities	
/				/		
				/	Item:	
	,			/	Special abilities	
	,			/	T4	
/	,			/		
/	,				Special admities	
	(Item:	
				/		
				/		
				/	Item:	
				/	Special abilities	
Cash & Currency:				/		
Gems & Stones:						
dems & Stones.						
						
Henchman [guardian/ lac	key]	Class	Level H	IP AC	Attacks	Damage
		/	'			· ·
		/				
		/				
		/				
Special Notes						
0						
0						
0						
	lallawar	Slava Maunt	Animal C	Jampanian F	amiliar Guardian Sair	t Spirit Ally or Totaml
Extra Companion [F						
Extra Companion [F			Ra	ce [or creatu	re type]:	
Extra Companion [F What is it?	Ali	ign:	Ra _ Siz	ce [or creatu e:	re type]:Special [Cl	ass Abilities, Feats & Talents
Extra Companion [A What is it?	_ Ali _ Le	ign: vel:	Ra Siz Spe	ce [or creatu e: eed:	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [HWhat is it?	_ Ali _ Le [,] _ XP	ign: vel:	Ra Siz Spe Ini	ce [or creatu e: eed: tiative:	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [Head of the companion o	_ Ali _ Le [,] _ XP	ign: vel:	Ra Siz Spo Ini Base Ab	ce [or creatu ee: eed: tiative: ility Misc.	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [Heat is it?	_ Ali _ Le [,] _ XP	ign: vel: : : : : : : : : : : : : : : : : : :	Ra Siz Spo Ini Base Ab	ce [or creatu ee: eed: tiative: ility Misc.	re type]: Special [Cl Total	ass Abilities, Feats & Talents
Extra Companion [Factor of the companion	_ Ali _ Le [,] _ XP	ign: vel: r: mp Saves E Fort Sta Ref	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc.	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [He What is it?	_ Ali _ Le [,] _ XP	ign:vel: P: Saves E Fort Sta Ref Will.	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc.	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [Heat Str. Con. C	_ Ali _ Le [,] _ XP	ign:vel: P: Saves E Fort Sta Ref Will.	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc.	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [F] What is it? Name: Class: HP/HD: Abilities Score Modif Str. Dex. Con. Wis. Int. Chr.	_ Ali _ Le [,] _ XP	ign:vel: P: Saves E Fort Sta Ref Will.	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc.	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [Heat Str. Companion Heat Str. C	_ Ali _ Le [,] _ XP	ign:vel: P: Saves E Fort Sta Ref Will.	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc.	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [Heat Str. Companion Heat Str. C	_ Ali _ Le [,] _ XP	ign: vel: Saves E Fort. Sta. Ref. Will. Condition	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc ry:	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [F] What is it? Name: Class: HP/HD: Abilities Score Modif Str. Dex. Con. Wis. Int. Chr.	_ Ali _ Le [,] _ XP	ign: vel: np Saves E Fort _ Sta _ Ref _ Will _ Condition	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc ry:	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [F] What is it? Name: Class: HP/HD: Abilities Score Modif Str. Dex. Con. Wis. Int. Chr.	_ Ali _ Le [,] _ XP	ign: vel: np Saves E Fort _ Sta _ Ref _ Will _ Condition	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc ry:	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [F] What is it?	Ali Le XP ier Ten	ign:	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc ry:	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [He What is it?	_ Ali _ Le _ XP ier Ten	ign:vel:	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc ry:	re type]: Special [Cl Special [Cl Total I Specific Attack	ass Abilities, Feats & Talents
Extra Companion [F] What is it? Name: Class: HP/HD: Abilities Score Modif Str Dex Con Wis Int Chr Skills (name / total) Attacks Total	_ Ali _ Le _ XP ier Ten	ign:	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc ry:	re type]: Special [Cl Special [Cl Total I Specific Attack	ass Abilities, Feats & Talents

Sta	tistical	Information			<u>Cre</u>	<u>ature b</u>	<u> Feature She</u>
Race:			Creature:				
Creature type:			Name:			a.k.a.	
Size:			Design Concer	4			
Alignment:							
HD:	I	HP:	Religion:			Align:	
Class			Gender:	Age:		Height:	Length:
Ciass: Level Adjustment	:I	Level:					Weight:
Challenge Rating:			Hair:			Eyes:	
Speed:	Space/Re	each:				_ •	
Str Dex	re Mo	difier Temp	Description: _				
Con.							
Int							
Wis.							
Chr							
Saves Base Fortitude		Misc. Total					
Stamina	+·	+ =	Methods of Co	mmunicatio	on:		
Reflex Willpower	+	+=	Languages:				
Willpower	+	+=					
Current Condition			Personality Tr	aits:			
Ar Dex + Natural + Si	mor Cla ize + Misc		Habits:				
Flat-Footed: Description:	Vs. T	Couched:	Flaws or Weal				
Special:			Motivations (G	Goals, Quests a	nd other	incentives)	
	ks & Wea	1					
Melee:	Rang	ged:					
Specific Attack	Total	Damage					
			Sustenance:				
	<u> </u>		Environment:				
	<u> </u>		Organization:				
							
Weapon	Threat	Damage Critical	Rumors:				
Special [Feats, Q	— ———— Dualities. &	Class Abilities					
			Skills Name	7	Total	Name	Tota
			1101110	/	Jimi	1101110	/
						-	

	Weight	Item				
				Weight	Item:	
				/	Special abilities	
	,			/	Item:	
				/	Special abilities	
/				/		
				/	Item:	
	,			/	Special abilities	
	,			/	T4	
/	,			/		
/	,				Special admities	
	(Item:	
				/		
				/		
				/	Item:	
				/	Special abilities	
Cash & Currency:				/		
Gems & Stones:						
dems & Stones.						
						
Henchman [guardian/ lac	key]	Class	Level H	IP AC	Attacks	Damage
		/	'			· ·
		/				
		/				
		/				
Special Notes						
0						
0						
0						
	lallawar	Slava Maunt	Animal C	Jampanian F	amiliar Guardian Sair	t Spirit Ally or Totaml
Extra Companion [F						
Extra Companion [F			Ra	ce [or creatu	re type]:	
Extra Companion [F What is it?	Ali	ign:	Ra _ Siz	ce [or creatu e:	re type]:Special [Cl	ass Abilities, Feats & Talents
Extra Companion [A What is it?	_ Ali _ Le	ign: vel:	Ra Siz Spe	ce [or creatu e: eed:	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [HWhat is it?	_ Ali _ Le [,] _ XP	ign: vel:	Ra Siz Spe Ini	ce [or creatu e: eed: tiative:	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [Head of the companion o	_ Ali _ Le [,] _ XP	ign: vel:	Ra Siz Spo Ini Base Ab	ce [or creatu ee: eed: tiative: ility Misc.	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [Heat is it?	_ Ali _ Le [,] _ XP	ign: vel: : : : : : : : : : : : : : : : : : :	Ra Siz Spo Ini Base Ab	ce [or creatu ee: eed: tiative: ility Misc.	re type]: Special [Cl Total	ass Abilities, Feats & Talents
Extra Companion [Factor of the companion	_ Ali _ Le [,] _ XP	ign: vel: r: mp Saves E Fort Sta Ref	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc.	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [He What is it?	_ Ali _ Le [,] _ XP	ign:vel: P: Saves E Fort Sta Ref Will.	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc.	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [Heat Str. Con. C	_ Ali _ Le [,] _ XP	ign:vel: P: Saves E Fort Sta Ref Will.	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc.	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [F] What is it? Name: Class: HP/HD: Abilities Score Modif Str. Dex. Con. Wis. Int. Chr.	_ Ali _ Le [,] _ XP	ign:vel: P: Saves E Fort Sta Ref Will.	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc.	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [Heat Str. Companion Heat Str. C	_ Ali _ Le [,] _ XP	ign:vel: P: Saves E Fort Sta Ref Will	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc.	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [Heat Str. Companion Heat Str. C	_ Ali _ Le [,] _ XP	ign: vel: Saves E Fort. Sta. Ref. Will. Condition	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc ry:	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [F] What is it? Name: Class: HP/HD: Abilities Score Modif Str. Dex. Con. Wis. Int. Chr.	_ Ali _ Le [,] _ XP	ign: vel: np Saves E Fort _ Sta _ Ref _ Will _ Condition	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc ry:	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [F] What is it? Name: Class: HP/HD: Abilities Score Modif Str. Dex. Con. Wis. Int. Chr.	_ Ali _ Le [,] _ XP	ign: vel: np Saves E Fort _ Sta _ Ref _ Will _ Condition	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc ry:	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [F] What is it?	Ali Le XP ier Ten	ign:	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc ry:	re type]: Special [Cl	ass Abilities, Feats & Talents
Extra Companion [He What is it?	_ Ali _ Le _ XP ier Ten	ign:vel:	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc ry:	re type]: Special [Cl Special [Cl Total I Specific Attack	ass Abilities, Feats & Talents
Extra Companion [F] What is it? Name: Class: HP/HD: Abilities Score Modif Str Dex Con Wis Int Chr Skills (name / total) Attacks Total	_ Ali _ Le _ XP ier Ten	ign:	Ra Siz Spo Ini Base Ab	ce [or creatu e: eed: tiative: ility Misc ry:	re type]: Special [Cl Special [Cl Total I Specific Attack	ass Abilities, Feats & Talents

Major Scene Design Sheet Storyline Title:_ Foreshadowing the Scene **Scene Title:** What is this Scene? What Makes this Scene Happen? Scene Breakdown Setting: Scene Description:____ **Cast of Characters Good Guys Neutrals or Meddlers Antagonists** Character Notes

Sizo		пг ас	(1 lat-1 00tcu	/ Touched) IIIIIIalive
3126	Speed _	HP AC _ Fortitude	Stamina	Reflex	Willpower
Melee Attack [] Total	Damage		_ Abilities
Ranged Attack [] Total	Damage		_ Strength _
Special Abilities					_ Dexterity _
					_ Constitution _
Miscellaneous Notes _					Intelligence
					_ Wisdom _
					_ Charisma _
(I:		HP AC	(Flat-Footed	/ Touched) Initiative
II: Size	Speed	Fortitude	Stamina	Reflex	Willpower —
Melee Attack [1		 Damage		Abilities
Ranged Attack [Damage		Strength
Special Abilities					Dexterity
Miscellaneous Notes _					_
_					Wisdom
					_ Charisma
Traps & Perils					
Name					
rume		Statistical			
		Trigger			
o		TriggerAttack [
		Trigger Attack [Attack [] To	otal Damaş	gege
		Trigger Attack [Attack [Special Effect [otal Dama; lote	ge
		Trigger Attack [Attack [Special Effect [Special Effect [] To	otal Dama; lote lote	ge
		Trigger Attack [Attack [Special Effect [Special Effect [] To	otal Dama; lote lote Note	ge
		Trigger Attack [Attack [Special Effect [Special Effect [Save [Search DC:] To] To] N] DC of Listen DC:	otal Dama; fote fote Note Disable	e Device DC:
		TriggerAttack [Attack [Special Effect [Special Effect [Save [Search DC: Bypass] To] To] N] DC of Listen DC:	otal Dama; fote fote Note Disable	e Device DC:
		Trigger Attack [Attack [Special Effect [Special Effect [Save [Search DC:] To	otal Dama; fote fote Note Disable	e Device DC:
0		TriggerAttack [Attack [Special Effect [Special Effect [Save [Search DC: BypassReset] To] To] N] DC of Listen DC:	otal Dama; fote fote Note Disable	e Device DC:
		Trigger Attack [Attack [Special Effect [Special Effect [Save [Search DC: Bypass Reset Trigger] To] To] N] N] DC of Listen DC:	otal Damag fote fote Note Disable	Device DC:
		Trigger Attack [Attack [Special Effect [Special Effect [Save [Search DC: Bypass Reset] To] To] N] DC of Listen DC:	otal Damag	e Device DC:
		Trigger Attack [Attack [Special Effect [Special Effect [Save [Search DC: Bypass Reset] To] To] N] DC of Listen DC:	otal Dama; fote fote Note Disable otal Dama; otal Dama;	gegegegege
		Trigger Attack [Attack [Special Effect [Special Effect [Save [Search DC: Bypass Reset		otal Dama; fote fote Note Disable otal Dama; otal Dama; fote	e Device DC:
		Trigger Attack [Attack [Special Effect [Special Effect [Save [Search DC: Bypass Reset] To] To] N] DC of Listen DC:] To] To] To] To] N	otal Dama; fote fote Note Disable otal Dama; fote fote fote	e Device DC:
		Trigger Attack [Attack [Special Effect [Save [Search DC: Bypass Reset Attack [Attack [Attack [_ Special Effect [Special Effect [Save [Save [Save []		otal Dama; fote fote Note Disable otal Dama; otal Dama; fote fote fote Note	gegegege
		Trigger Attack [Attack [Special Effect [Special Effect [Save [Search DC: Bypass Reset] To] To] N] DC of Listen DC:] To] To] To] To] N	otal Dama; fote fote Note Disable otal Dama; otal Dama; fote fote fote Note Disable	gegegegegegegegegege Device DC:

	[Cause]		nt Scene [E	fect]		
D						
Aftermath						
• 4•						
Skill Check		Fact				
Skill Check		Fact		Mundane or S		
Skill Check	DC of	Fact =				
Skill Check	DC of	Fact =				
Skill Check	DC of	Fact =				
Skill Check	DC of	Fact =				
Skill Check	DC of	Fact =				
Skill Check	DC of DC of	Fact =				
Skill Check	DC of DC of	Fact =				
Skill Check	DC of DC of	Fact =				
Skill Check	DC of DC of DC of	Fact =				
Skill Check	DC of DC of DC of	Fact =				
Skill Check	DC of DC of DC of	Fact =				
Skill Check	DC of DC of DC of DC of	Fact =				
Skill Check	DC of DC of DC of DC of	Fact =				
Mundane Items	DC of DC of DC of DC of	Fact =				
	DC of DC of DC of	Fact =				
Mundane Items	DC of DC of DC of	Fact =				

Map [T	itle:											Scal	e: 🗆	=			
											Ŧ					Ma	ıp Key
	-					+		_			+						
-			-	+		+	-	-	-	-	+	$oxedsymbol{\sqcup}$					
			-	-		+		+	-	-	+						
			-	\perp		-			-	-	+						
												$oxedsymbol{\sqcup}$					
											1711						
						+		-		-	+ 1						
	-				-	+		+		-	+						
			-	+		+		-	\rightarrow		44						
				\perp		-											
											111		M	lap N	otes		
	+		_			_					+						
	+				-	+		1			1						
	+++-			-		+		-		-	+						
			-	-		+		-	-	-	+						
			-	+		+		-	-	-							
				-		4					4						
М:: M.	т:41-	т						T:41	- 11								
VIIII-IVIA	ps: Title	·															
	Scale	e						Sca	le □ =				_				
						+			++	+++	-	+++	-	-		-	+
									-			-					
																	Ħ
									11								
			+			+++	+++		+	+	_	+++	+++				H
									ш								
				+		+++	+++		-	+++	-	+++	-				+
						-			-	-	-	+++					+
						\perp	-			-	-	\perp					1

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

	Drs:
0 _	
_	
_	
° _	
_	
_	
0	
_	
_	
° _	
_	
_	
0 _	
C	,•,•
Supe	estitions:
0 _	
_	
0	
_	
_	
_	
° _	
_	
_	
– Fnia	nas Mystarios & Puzzlos
	nas, Mysteries & Puzzles:
Enig	nas, Mysteries & Puzzles:
° –	
° –	
° – – ° –	
° –	
° – – ° –	
° – – ° –	
° – – ° –	
°	
°	
o o o o o	
o o o o o	
o o o o o	
------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------<li< td=""><td></td></li<>	
------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------<li< td=""><td></td></li<>	
------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------<li< td=""><td></td></li<>	
Spec	
Spec	
Spec	
------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------<li< td=""><td></td></li<>	
Spec	
Spec	
Spec	

Skill Check	ore, Clues, Ex	Fact	Gather Information of Research ch	ecksj.
	DC of			
	DC of			
	DC 01	<u> </u>		
	DC of	_=		
	DC of			
	DC of			
	DC of	_=		
Magical Items				
Other				
Other				
Important Peo Individual	ple:	Notes		General NPCs by Class / Profession / Trade
				•
0				
				•
0				
<u> </u>				
				•
0				
				•
0				•
				•
0				•
				•
				<u> </u>

Name (title)	istricts, City States, Providences, Separatists Regions, and such] Information	
		

Map [T	itle:				Scale: \square =	=	
							Иар Кеу
		-					
		 	-				
-		 -		+			
-							
			\rightarrow				
	++++			+++			
					M	NI - 4:	
					Maj	Notes	
				-			
		 		-	-		
-	++++	+++-		+++			
				+			
Mini-Ma	ps: Title I		Title II				
VIIII 1VIII	Scale $\Box = \underline{}$		Scale $\Box = $				
		_	Seare = _				
		 			++++		
				-			

Storyline Title:	e of Designing: Buildings, Corridors, Rooms and such What is the Structure?
Location (Backdrop):	
Story Relation & Background Notes	General Description
	_
	<u> </u>
Detailing the Structure	Walls / Barriers / Doors
	Wall for board of t
General Surroundings:	Wall [or barrier] I:
Environment	Hardness HP Climb DC
Climate [Terrain Types]	Wall [or barrier] II:
Flooring:	
Tooring:	Hardness HP Climb DC
	Wall [or barrier] III:
Ceiling:	
	Hardness HP Climb DC
Furnishing Style:	Door I:
	Thickness Open Lock DC
	Hardness
	Door II:
pecial Characteristics:	
	Thickness Open Lock DC
Distincting Waiting Coming on Inland	
Distinctive Writing, Carving or Inlays	
	Door III:
Distinctive odors	
	Hardness HP Break DC

·
-
 andres property
ards [Traps, Puzzles & Tricks]
Location(s)
Trigger
Attack Total Damage
Special Effect [] Note Save [] DC of Note Note Note Disable Device DC: Disable Device DC: Note
Save [] DC of Note
Bypass
Reset
Location(s)
Location(s) Trigger
Attack [] Total Damage
Special Effect [] 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
~
 Location(s)
Trigger
 Attack [] Total Damage
Special Effect [] Note
Save [] DC of Note
Search DC: Listen DC: Disable Device DC:
Bypass
Reset
Kesel

Nev maiyiat	1 4113 IVIIIAIII	s, Neutral or Coop	nerative NPCs	/ Creature Note	est:		
-							
0							
0							
0							
0							
0							
0							
Discoveries [For Examp		s, and Lore	Mundane of	r Magical Ite	ems]	
Skill Check	DC of	Fact					
	DC 0I						
		_=					
		=					
		_=					
	DC of	_=					
	_DC of	=					
	_DC of						
	_DC of	=					
	_DC of	=					
	DC of DC of	=					
	DC of DC of	_=					
	DC of DC of	_=					
Mundane Items	DC of DC of						
Mundane Items	DC of DC of	_=					
Mundane Items	DC of DC of						
Mundane Items	DC of DC of						
	DC of DC of						
Mundane Items Special Items	DC of DC of						
	DC of DC of						
Special Items	DC of DC of						
	DC of DC of						

Map [T	itle:				Scale: \square =	=	
							Иар Кеу
		-					
-		 -		+			
-							
			\rightarrow				
	++++	 		+++			
					M	NI - 4:	
					Maj	Notes	
				-			
		 		-	-		
-	++++	+++-		+++			
				+			
Mini-Ma	ps: Title I		Title II				
VIIII 1VIII	Scale $\Box = \underline{}$		Scale $\Box = $				
		_	Seare = _				
					\pm		
					++++		
		 			++++		
				-			

Trap Design Sheet [For use of creating major Traps, Mazes, and Elaborate Puzzles] Storyline Title: _____ The Dilemma Trap Title: [Detailing the Trap, Puzzle, or Maze] What is this Trap? Backdrop: **Statistical Information** Trigger: Search DC: _____ Disable Device DC: ____ Listen DC: ____ Other Check: DC of Damage Description _____ Ranged Attack: Total Damage Description ______ **Magical or Special Effects:** The Set Up Saving Throw I: *Type* _____ DC of ____ Description _____ Saving Throw II: Type _____ DC of ____ Description _____ Bypass [if any]: Reset [if any]: Misscellaneous Features:

Discoveries [Lore, 6 Skill Check	Fact	t		_			
DC	of=_						
DC	of =						
DC	of –						
bc	01						
Cast of Characters Good Guys		Neutrals (or Meddlers	Antagonists			
Creatures Statisti	ics						
Creature I: Size	Speed	HP AC _ Fortitude	(Flat-Footed	/Touched Pefley) Initiative Willnower		
Melee Attack [Speed	l Total	Stannia Damage		Abilities		
Ranged Attack [Damage		Strength		
Special Abilities					Dexterity		
					Constitution		
Miscellaneous Notes					Intelligence		
					Window		
					Charisma		
Creature II:		HP AC	(Flat-Footed	/ Touched) Initiative		
Ciro	Speed	Fortitudo	Stamina	Reflex	Willpower		
Melee Attack [] Total	Damage				
tunged i ituer [Damage		Strength		
Special Abilities					Dexterity _		
					Constitution _		
Miscellaneous Notes					Intelligence		
					Wisdom		
					_ Charisma _		
Antagonistic or Crea	ature Strategy	:			_		

Miscellaneous Traps and other Perils Name Statistical 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 Trigger Attack [_____] Total ____ Damage _____ Attack [Total Damage Save DC of Note Search DC: ____ Disable Device DC: ____ Bypass Reset Trigger Attack [_____] Total _____ Damage _____ Attack 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 [T	itle:				Scale: \square =	=	
							Иар Кеу
		-					
		 	-				
-		 -		+			
-							
			\rightarrow				
	++++	 		+++			
					M	NI - 4:	
					Maj	Notes	
				-			
		 		-	-		
-	++++	+++-		+++			
				+			
Mini-Ma	ps: Title I		Title II				
VIIII 1VIII	Scale $\Box = \underline{}$		Scale $\Box = $				
		_	Seare = _				
					\pm		
					++++		
		 			++++		
				-			

Guild, Organization & Secret Society Design Sheet

What is it?	Manifesto
Name:	
Other Titles	
Base of Operation:	
Other Locations	
Entry Requirements:	
A J	
Agendas:	
	
	
	
	Broad Overview
Structure:	
[1] 4'f' Cl -1(-)	
Identifying Symbol(s):	
	
Training:	
rraining.	
	

Taboos & Rules:			Habits & Superstition
0			
0			
0			
0			
0			
Benefits Resources:			
Equipment Acce			
Influences:			
Contacts: Name Location Affiliations Specialties	Individual 1	Individual 2	Individual 3
Legal Benefits:			
0			
0			
Services:			
Drawbacks:			
Services: Drawbacks:			
Drawbacks:			

Check Difficulty	Fact	Gained via Membership] Skill Name:
DC 01=		
DC of=	=	
DC C		
DC of=	=	
DC of		
DC 01		
	-	
DC of=	=	
From the Outsid Knowledge (e Lookin	g In [Learning about the Guild, Organization or Secret Society] or
D0	C of =	
	~ 0	
D(c of =	=
DO	ີ of =	
DO	C of =	
	_	
Gather Information		
D(- 01	=
DO	C of =	
D0	C of =	
D0	C of =	=
D	C of =	<u></u>
D(C 01 =	

Sample Leader Statis						
What is it?Name:		_ Race [or create	ure type]:			
Name:	Align:	Size:		Special [C	lass Abilities	, Feats & Talents]
Class:	Level:	Speed:				
HP/HD:	XP:	Initiative:				
Abilities Score Modifier	Temp Saves Base	Ability Misc.	Total –			
Str.	TP4					
Dex.	Sta.					
Con.	Ref.					
Wis.	Will.					
Int	Condition Su	mmery:				
Chr						
Skills (name / total)			_			
	/		/			/
			,			1
			—',——			<u>_</u>
A.(. 1			/		TD ()	/
Attacks Total	Armor Class		Specific	Attack	Total	Damage
Melee:						
Ranged:	AC vs. Touch:					
Average Equipment:						
					-	
Special Notes:						
						
What is it? Name: Class: HP/HD: Abilities Score Modifier Str. Dex. Con. Wis. Int. Chr. Skills (name / total)	Align: Level: XP: Temp	Size: Speed: Initiative: Ability Misc.	Total			
Skins (name / total)	1		_			
			'			
			/			/
	/		/			/
Attacks Total Melee: Ranged: Average Equipment:	Armor Class Flat-Footed AC: AC vs. Touch:		Specific	Attack	Total	Damage
Special Notes:						
General Henchman	Class Lvl	HP AC		Attacks		Damage
	///		_			
Special Notes						

Map [T	itle:				Scale: \square =	=	
							Map Key
		-					
-		 -		+			
-							
			\rightarrow				
	++++			+++			
					M	NI - 4:	
					Maj	Notes	
				-			
		 		-	-		
-	++++	+++-		+			
				+			
Mini-Ma	ps: Title I		Title II				
VIIII 1VIII	Scale $\Box = \underline{}$		Scale $\Box = $				
		_	Seare = _				
		 			++++		
				-			

Special Item Profile Sheet What is it? **Background** Title: Also Called, _____ **Examination:** Activation: Perquisites [if any]: Magic [or Special] Abilities & Effects: **Physical Description** Height _____ Weight ____ Thickness _____ Composition _____ Distinctive Aspects _____ Intricate Patterns [Writings, Carvings, Stitching] Recharge Capabilities [if any]: Hardness _____ HP ____ Break DC _____ General _____ 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 _____

Intelligent Item Statistics					Abilities		Modifier
True NameMethod of Communication					Intelligence Wisdom		
Method of Communication							
Languages					Charisma		
Senses					Alignment		
Personality					Additional P	rice Mod	ifier
					Special Note	es	
Motives							
Item Ego Traits							
Tem Ego Tiutts							
					-		
Rumors & Superstitions:							
0							
0							
0							
Curses, Puzzles & Tricks:							
0							
		,					
0							
Discoveries [OL I Cl	10.		1 191 7	7 d T C		1D 1	n il.
Discoveries [Obscure Lore, Clues Skill Check	s, and Examin Fact	nation / Cn	iecks like C	satner inform	ation, Use Magic	ai Device o	or Research]:
DC of							
DC of	_=						
DC of	=						
Be 01							
DC of	_=						
-							

Random Encounter or Event Charts

Title:		Title:	
Info:		Info:	
		Dice	Outcome
Dice	Outcome		
		Title:	
		Info:	
		Dice	Outcome
		Titles	
		Info:_	
		Dice	Outcome

Title:		Title:	_
Info:		Info:	
		Dice	Outcome
			- -
ъ.	0.4		
Dice	Outcome		
	- -		
		Title	
		Info.	
			
	-	Dice	Outcome
			<u> </u>
			<u> </u>
			-
		'	
T:4las			
Info:			
		_	
		Info:	
	-		
D.	0.4	D:	04
Dice	Outcome	Dice	Outcome
-	- -		
-			
	-		
-	-		_

Title:		Title:	
T 0			
Dice	Outcome	Dice	Outcome
	_		
	-,		- -
		Info:_	
		」 □ Dice	Outcome
75°41		٦	
Info:_			
Dice	Outcome		
		Title:	
		Info:_	
		Dice	Outcome

Storyline Arrangement & Development Sheet I [Simple, Fast Plot] Setting: Title: Genre or Themes: **Initial Situation:** Notes: ____ Scene: ______Notes: _____ Scene: ______ Notes: _____ Scene: ______ Notes: _____ Scene: _____ Scene: _____ Scene: _____ Notes: _____ Notes: _____ **Notes:** _____ Climax Scene:

Storyline Arrangement & Development Sheet II [Intermediate, Flexible Plot] Title: Setting: Genre or Themes: Initial Situation: Notes: Scene Scene Scene Scene Notes: **Notes: Notes: Notes:** Scene Scene Scene Notes: Notes: **Notes:** _____ Scene Scene Scene Scene **Notes:** Notes: Notes: Notes: Climax Scene:

Storyline Arrangement & Development Sheet III [Complex, Versatile Plot] Title: Setting: Genre or Themes: **Initial Situation:** Scene Scene Scene Scene Notes: Notes: _____ Notes: Notes: _____ Scene Scene Scene Scene **Notes:** _____ Notes: _____ **Notes:** _____ **Notes:** _____ Scene Scene Scene **Notes:** _____ Notes: _____ Notes: _____ Scene Scene Scene Scene Notes: Notes: **Notes:** _____ **Notes:** _____ Climax Scene:

Oryteller Reco	ord Keeping Sheets Notes	Sheet I: Storyline Log

Sheet II: Character Development Log

Characte	r:	Hit Points	Subdue Damage	Other	
	Location				Temp Abilities
	Condition Summary				Strength
	-				Dexterity
	Miscellaneous Notes				Constitution
					Intelligence
					Wisdom
					Charisma
Characte	r•	Hit Points	Subdue Damage	Other	
	Location		Subtut Buninge		Temp Abilities
	Condition Summary			_	Strength
	<u> </u>				Dexterity
	Miscellaneous Notes				Constitution
					Intelligence
					Wisdom
					Charisma
	=				
Characte		Hit Points	Subdue Damage	Other	
	Location				Temp Abilities
	Condition Summary				Strength
					Dexterity
	Miscellaneous Notes				Constitution
					Intelligence
					Wisdom
					Charisma
Characte	r :	Hit Points	Subdue Damage	Other	
	Location				Temp Abilities
	Condition Summary				Strength
	<u> </u>				Dexterity
	Miscellaneous Notes				Constitution
					Intelligence
					Wisdom
					Charisma ——
Characte	···	Hit Points	Subdue Damage	Other	
Characte	Location	111t 1 0111t3	Subduc Damage	one	Temp Abilities
	Condition Summary				Strength
					Dexterity
					Constitution
	wiiscendiicous rotes				T : 11:
					Wisdom
					Charisma
Characte			Subdue Damage		
	Location				Temp Abilities
	Condition Summary				Strength
					Dexterity
	Miscellaneous Notes				Constitution
					Intelligence
	-				Wisdom
					Charisma

Sheet III: Equipm	nent]	Log	Weapons	Value	Wgt	Treasure	V	alue
Miscellaneous Items	Wgt	Bulk			· ——			
			Magical Weapons	Value	Wgt			
			Special Abilities			Magical Items	Value	Wgt
			Special Abilities			Special Abilities		
		- —— - ——	Special Abilities			Special Abilities		
			Special Abilities		· ——	Special Abilities		
		- — - —	Special Abilities	_		Special Abilities		
			Armor	Value	Wgt	Special Abilities		
Books & Tombs Title		nination eriod			· <u></u>	Special Abilities		
Contents						Special Abilities		
Contents			Magical Armor	Value	Wgt	Potions & Scrolls		
Contents_			Special Abilities					
Contents			Special Abilities					
Contents_			Special Abilities					
Contents			Special Abilities		· ——			

Minor NPC Design Sheet [For Example: Lesser Antagonists, Creatures, and Locals & Personalities] What is it? Race [or creature type]: Align: Size: _____ Name: _____ **Special [Class Abilities, Feats & Talents]** Level: _____ Speed: Class: _____ HP/HD: XP: Initiative: Base Ability Misc. Total Score Modifier Temp Abilities Saves Str. Fort. Dex. Sta. Ref. Con. Wis. Will. Condition Summery: _____ Int. Chr. Skills (name / total) Specific Attack Total Attacks Total Armor Class **Damage** Melee: Flat-Footed AC: Ranged: AC vs. Touch: Average Equipment: ______ Special Notes Personality Traits: Motives: Race [or creature type]: _ What is it? _____ Align: Size: _____ **Special [Class Abilities, Feats & Talents]** Name: ____ Class: _____ Level: _____ Speed: HP/HD: XP: **Initiative:** Saves Base Ability Misc. Total Abilities Score Modifier Temp Str. Fort. Dex. Sta. Con. Ref. Will. Wis. 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 Motives: ____ 0

Map Key:							
Map [Title:] Sc	ale: □	=	-

Map [7	Γitle:		Scale: $\square = \underline{\hspace{1cm}}$
			Map Key
	 		
_			
			NA NI -4
			Map Notes
			·
			·
Mini-M	aps: Title I	Title II	
	Scale □ =	Scale □ =	

			-	-
Map [Title			Scale: =	
Map [Title Map Key:			Scale: =	

			-	-
Map [Title			Scale: =	
Map [Title Map Key:			Scale: =	

Map [Ti	itle:								1	Scale	: 🗌 =			
													Maj	p Key
			\rightarrow											
							-	-						
	+		+	+ + +				+++						
				+ +	-		-	+++						
			-				-							
							-							
				1 1	1111									
	_						-							
				$+\cdots$				-						
	+					-	-							
			\rightarrow	1111			-							
								1.1						
											3.5	N T 4		
											Map	Notes		
				777	-11				-111					—
	+			+-+			+	+++						
	+			+++			+ +							
+			\rightarrow	+-+		_		+	\rightarrow					
-								+						
							-	-						
Mini_Ma	ps: Title	r					Title 1	II						
v11111-1 v1 a	Scale	'——— □=						□ = <u> </u>						
	Scarc	<u> </u>					Scarc	<u> </u>			_			
			+++	+		+				++		-		
						++					+		+	
		+		+	-	+				+++	+++		+	
		+++	+++			+	-			+++	+++		+	
						+							+	
				++++										
		-												

Map [T	itle:				Scale: \square =	=	
							Map Key
		-					
		 	-				
-		 -		+			
-							
			\rightarrow				
	++++	 		+++			
					M	NI - 4:	
					Maj	Notes	
				-			
		 		-	-		
-	++++	+++-		+			
				+			
Mini-Ma	ps: Title I		Title II				
VIIII 1VIII	Scale $\Box = \underline{}$		Scale $\Box = $				
		_	Seare = _				
					\pm		
					++++		
		 			++++		
				-			