

CAMPAIGN WORKBOOK

VERSION 2.2

A book of worksheets to help with campaign setup.
Print each page as many times as needed.

STORY & CHARACTERS

Worksheets to help you keep track of goals, events, and other information.

STORY OUTLINE

CAMPAIGN TITLE

GAME INFO

ELEVATOR PITCH

SYSTEM: _____

SETTING: _____

TONE: _____

OF SESSIONS: _____

OF PLAYERS: _____

CONCEPT

MAJOR STORY BEATS

NOTES: _____

ACT 1	ACT 2	ACT 3

ENDING

VICTORY

FAILURE

GOALS

MAIN PARTY GOAL

WHO SUPPORTS THIS GOAL:

MOTIVE:

OPPOSED BY:

MOTIVE:

ANTAGONIST'S GOAL

WHO SUPPORTS THIS GOAL:

MOTIVE:

OPPOSED BY:

MOTIVE:

SIDE GOALS

IMPORTANT NPCS

1

NAME: _____ RACE/ETHNICITY: _____

LOCATION: _____ CHECK ONE: ALLY ANTAGONIST NEUTRAL _____

DESCRIPTION: _____

NOTES: _____

2

NAME: _____ RACE/ETHNICITY: _____

LOCATION: _____ CHECK ONE: ALLY ANTAGONIST NEUTRAL _____

DESCRIPTION: _____

NOTES: _____

3

NAME: _____ RACE/ETHNICITY: _____

LOCATION: _____ CHECK ONE: ALLY ANTAGONIST NEUTRAL _____

DESCRIPTION: _____

NOTES: _____

4

NAME: _____ RACE/ETHNICITY: _____

LOCATION: _____ CHECK ONE: ALLY ANTAGONIST NEUTRAL _____

DESCRIPTION: _____

NOTES: _____

5

NAME: _____ RACE/ETHNICITY: _____

LOCATION: _____ CHECK ONE: ALLY ANTAGONIST NEUTRAL _____

DESCRIPTION: _____

NOTES: _____

6

NAME: _____ RACE/ETHNICITY: _____

LOCATION: _____ CHECK ONE: ALLY ANTAGONIST NEUTRAL _____

DESCRIPTION: _____

NOTES: _____

7

NAME: _____ RACE/ETHNICITY: _____

LOCATION: _____ CHECK ONE: ALLY ANTAGONIST NEUTRAL _____

DESCRIPTION: _____

NOTES: _____

CHARACTER

Print 1 per important character, PC, etc.

PERSONAL INFORMATION

NAME: _____ TITLE: _____

APPEARANCE: _____

HEIGHT: _____ WEIGHT: _____ GENDER: _____ AGE: _____ RACE: _____ RELIGION: _____

CLASS: _____ EDUCATION: _____ OCCUPATION: _____

CURRENT RESIDENCE: _____

FATHER: _____ MOTHER: _____ SIBLINGS: _____

SPOUSE(S): _____ CHILDREN: _____

HISTORY

PLACE OF BIRTH: _____

NOTABLE EVENTS: _____

NOTABLE PEOPLE: _____

NOTES: _____

PEOPLE

FRIENDS: _____

ORGANISATIONS: _____

ENEMIES: _____

OPINIONS

LIKES: _____

DISLIKES: _____

PERSONAL GOALS

NOTES

1: _____

2: _____

3: _____

4: _____

PARTY QUICK REFERENCE

1

PLAYER: _____ CHARACTER: _____

RACE/ETHNICITY: _____ CONCEPT: _____

NOTES: _____

2

PLAYER: _____ CHARACTER: _____

RACE/ETHNICITY: _____ CONCEPT: _____

NOTES: _____

3

PLAYER: _____ CHARACTER: _____

RACE/ETHNICITY: _____ CONCEPT: _____

NOTES: _____

4

PLAYER: _____ CHARACTER: _____

RACE/ETHNICITY: _____ CONCEPT: _____

NOTES: _____

5

PLAYER: _____ CHARACTER: _____

RACE/ETHNICITY: _____ CONCEPT: _____

NOTES: _____

6

PLAYER: _____ CHARACTER: _____

RACE/ETHNICITY: _____ CONCEPT: _____

NOTES: _____

7

PLAYER: _____ CHARACTER: _____

RACE/ETHNICITY: _____ CONCEPT: _____

NOTES: _____

PARTY DETAILED

CHARACTER: _____

AGE: _____ GENDER: _____

APPEARANCE: _____

PERSONAL GOALS: _____

IMPORTANT ITEMS: _____

PERSONAL NPCS: _____

NOTES: _____

CHARACTER: _____

AGE: _____ GENDER: _____

APPEARANCE: _____

PERSONAL GOALS: _____

IMPORTANT ITEMS: _____

PERSONAL NPCS: _____

NOTES: _____

CHARACTER: _____

AGE: _____ GENDER: _____

APPEARANCE: _____

PERSONAL GOALS: _____

IMPORTANT ITEMS: _____

PERSONAL NPCS: _____

NOTES: _____

CHARACTER: _____

AGE: _____ GENDER: _____

APPEARANCE: _____

PERSONAL GOALS: _____

IMPORTANT ITEMS: _____

PERSONAL NPCS: _____

NOTES: _____

SESSION PLANNER

DESCRIPTION

SHORT-TERM GOALS

NPCS

ENCOUNTERS

NOTES

ENCOUNTER PLANNER

DESCRIPTION

SPECIAL MECHANICS

ENEMIES

- 1: _____
- 2: _____
- 3: _____
- 4: _____
- 5: _____
- 6: _____
- 7: _____

REWARDS

TRAP/PUZZLE PLANNER

DESCRIPTION

SOLUTIONS

FAILURE

REWARDS

POST-SESSION RECAP PAGE

Print 1 after every session to record important events and keep track of new information and goals the party has obtained

EVENTS

NEW NPCS

IMPORTANT ITEMS

GOALS

ACHIEVED:

NEW:

NOTES

SETTING & WORLDBUILDING

Worksheets to help with setting design.

Print each page as many times as needed for multiple regions, cultures, etc.

PANTHEON

Not all cultures have multiple gods, but many do. Even monotheistic cultures have important religious figures they pray to.

1

NAME:

DOMAIN:

WORSHIPPERS:

NOTES:

2

NAME:

DOMAIN:

WORSHIPPERS:

NOTES:

3

NAME:

DOMAIN:

WORSHIPPERS:

NOTES:

4

NAME:

DOMAIN:

WORSHIPPERS:

NOTES:

5

NAME:

DOMAIN:

WORSHIPPERS:

NOTES:

6

NAME:

DOMAIN:

WORSHIPPERS:

NOTES:

7

NAME:

DOMAIN:

WORSHIPPERS:

NOTES:

DEITY / RELIGION

Print 1 per deity or religion. Some gods have different sects and some religions worship ideas rather than specific gods.

DEITY

NAME:

TITLE:

APPEARANCE:

ICONS:

DOMAINS:

NOTES:

WORSHIPPED BY:

RELIGION

BELIEFS

TEMPLES:

AFTERLIFE:

CLERICS:

VIRTUES:

RITUALS:

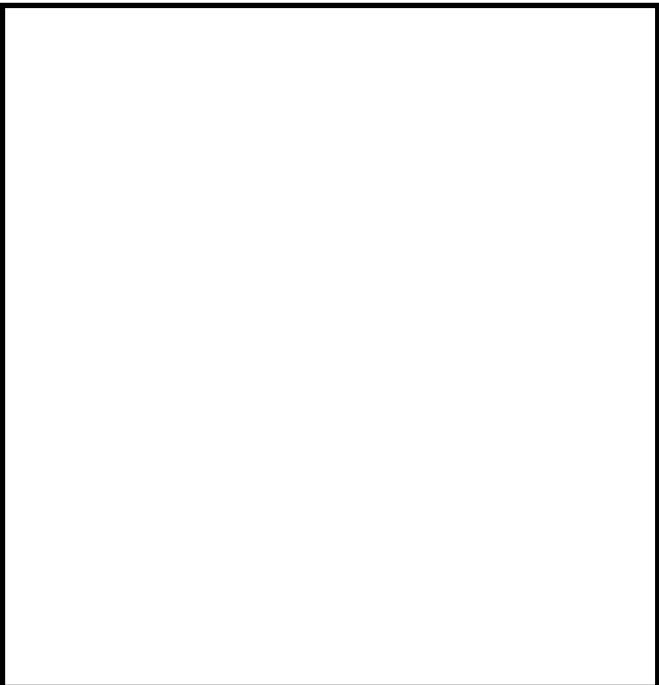
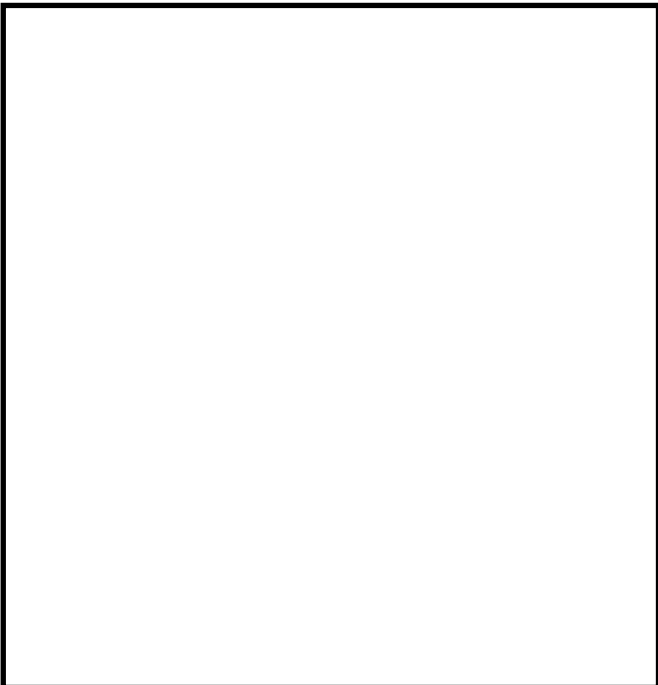
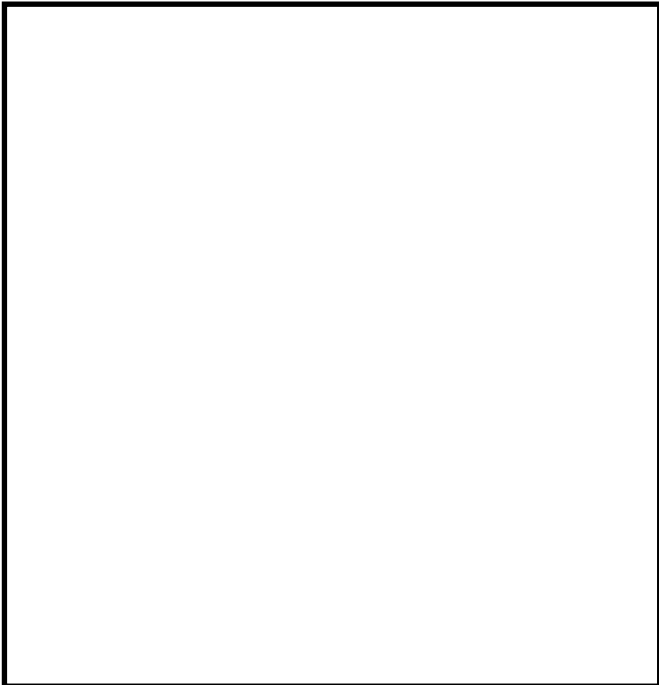
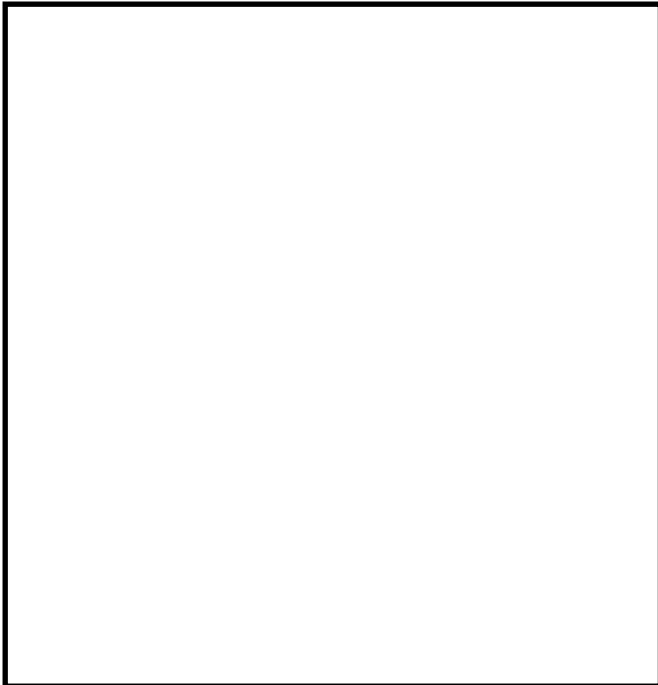
SINS:

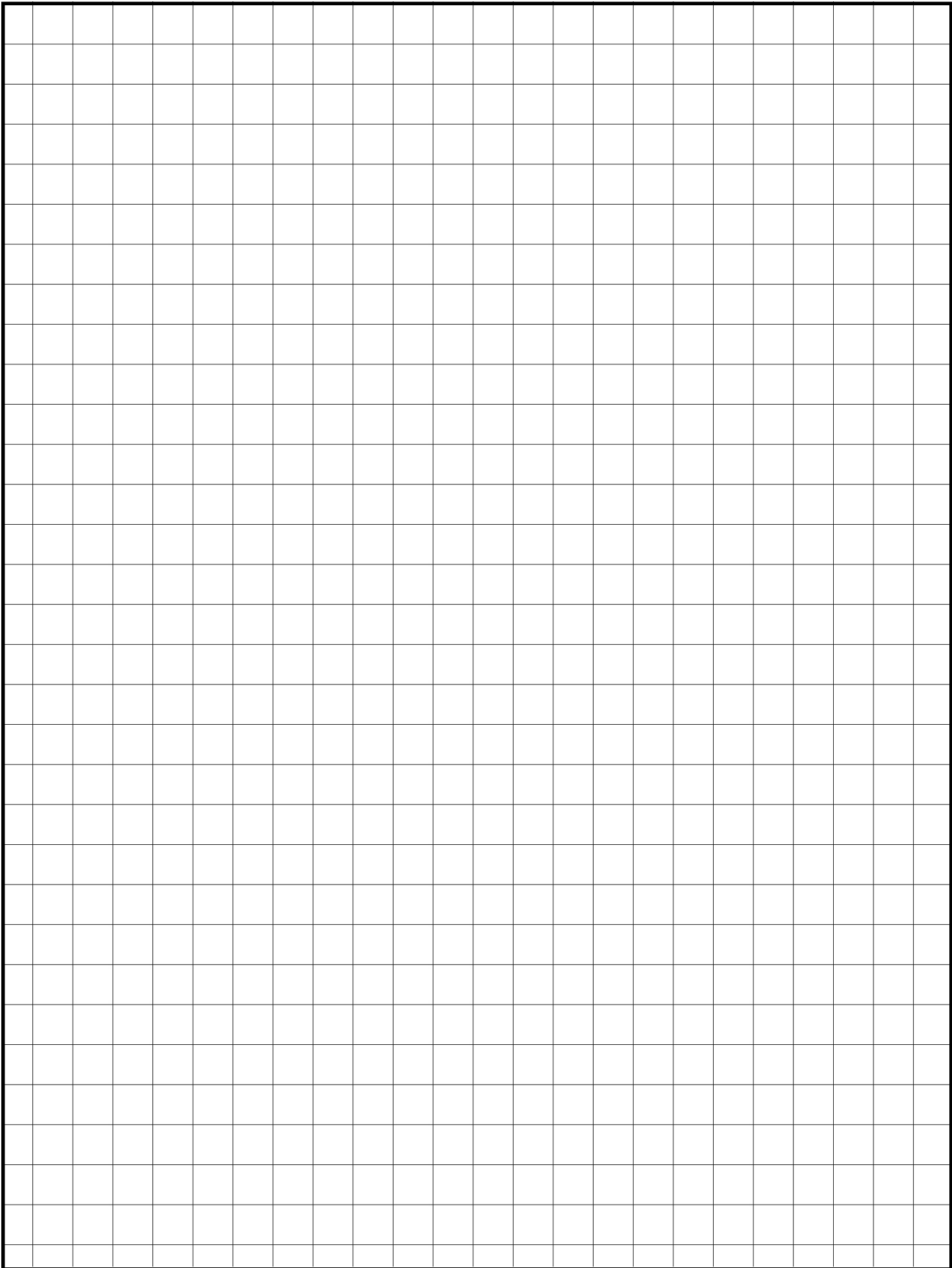
MYTHS

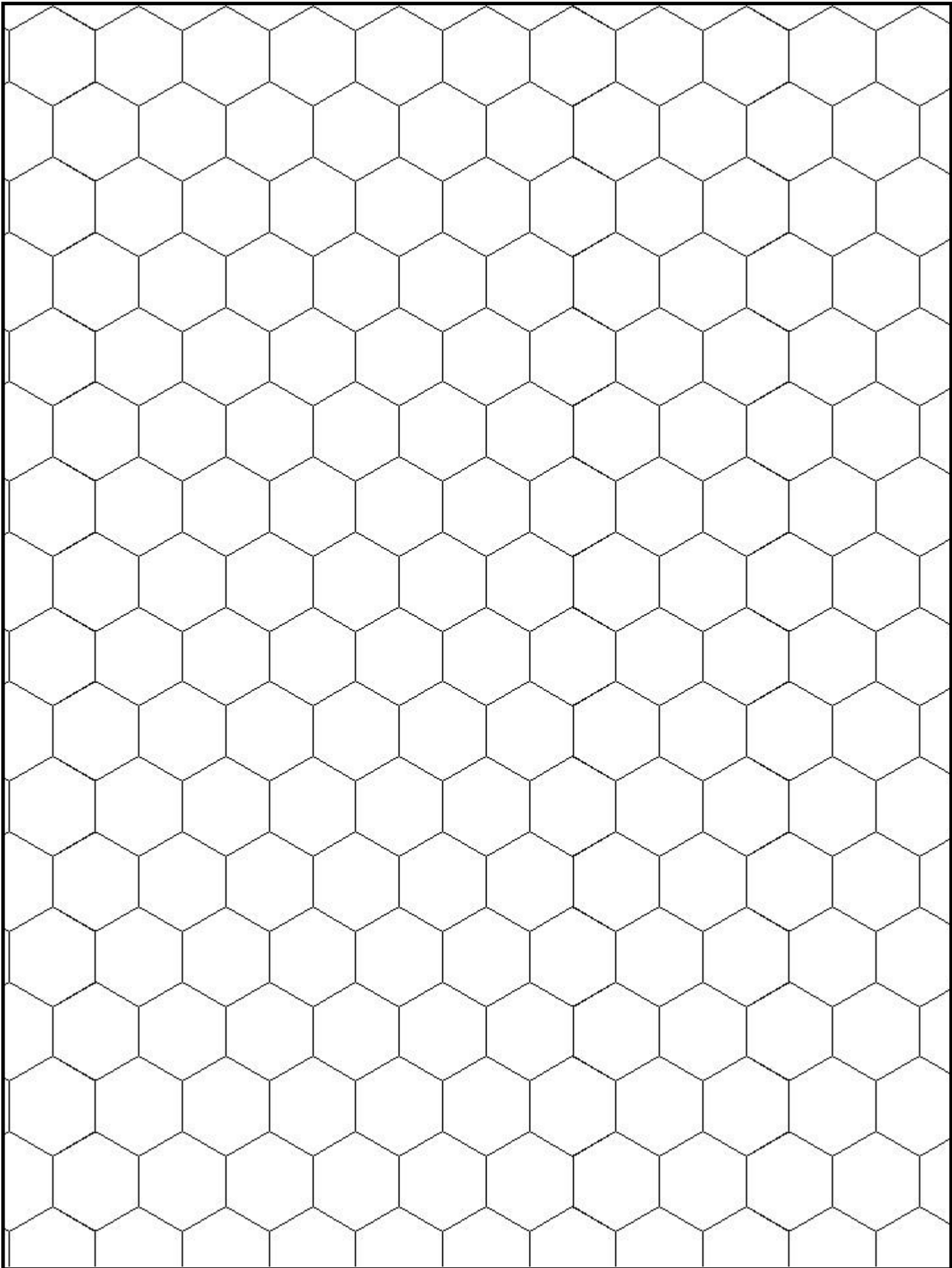
NOTES

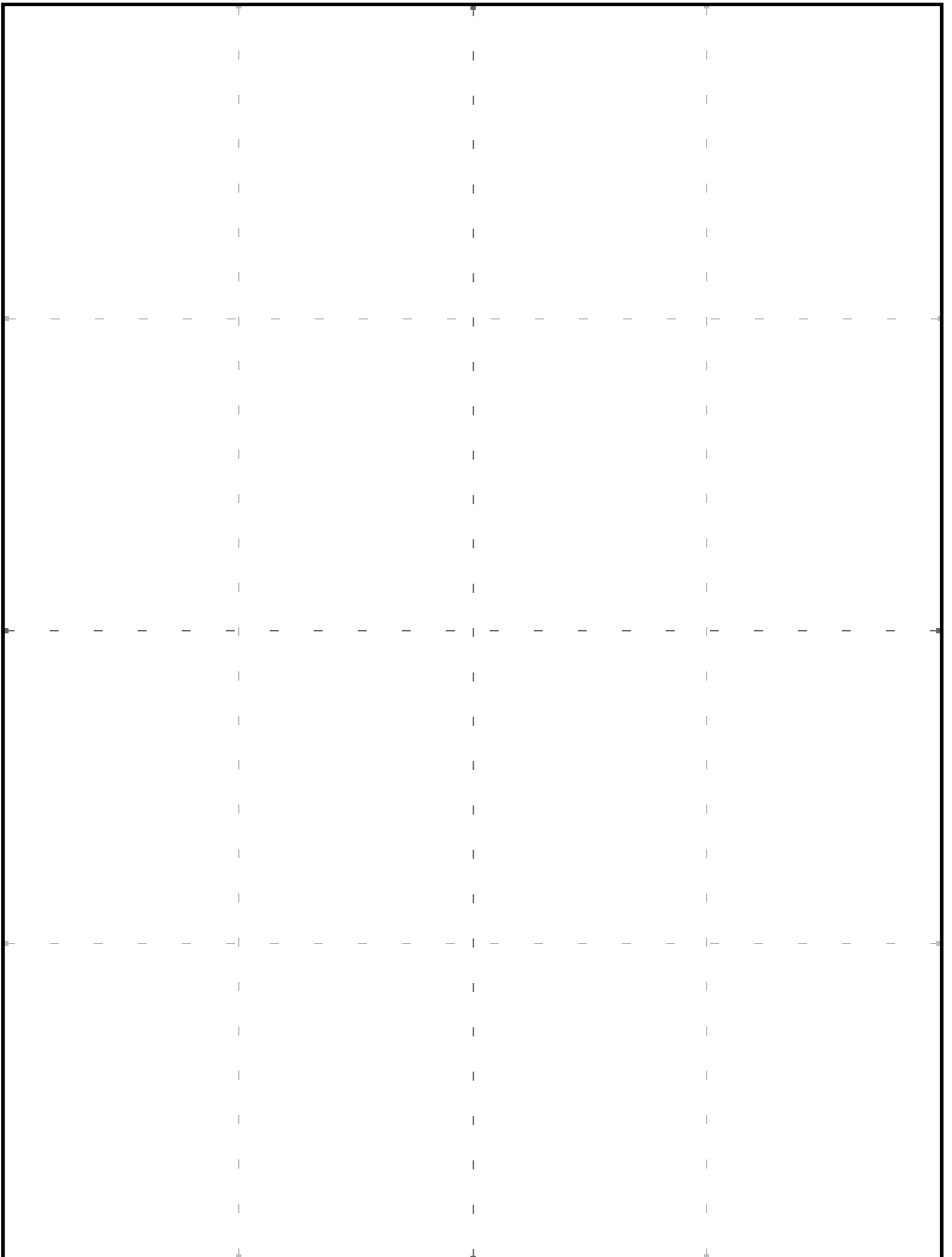
ART

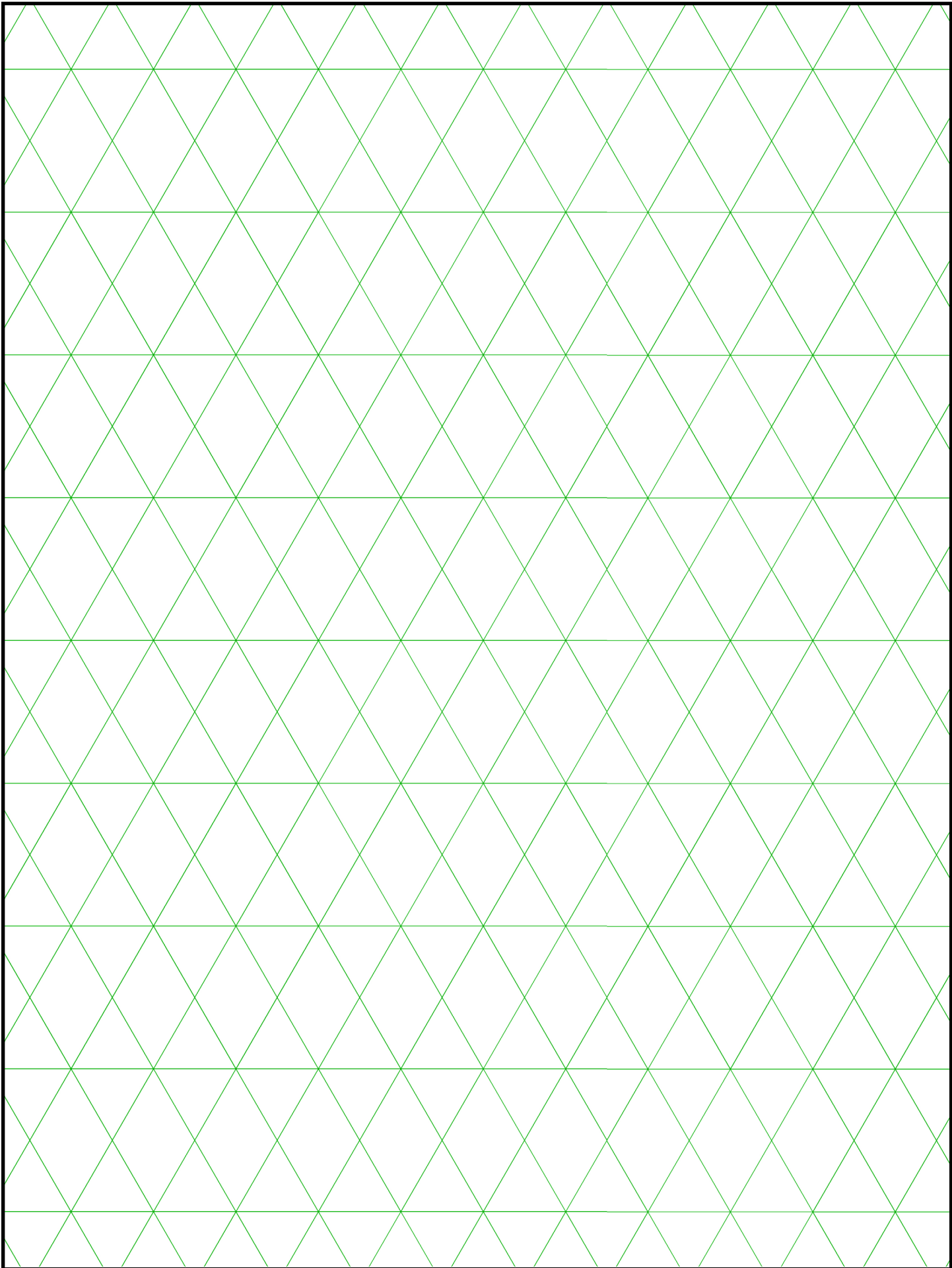
Draw your sigils, religious icons, important people, and landmarks here.











CHARACTER DEVELOPMENT

Questions and worksheets for character creations
Hand these out to players or use them for your own NPCs to
help develop more personality and depth.

PERSON

PERSON

NAME:

TITLE:

APPEARANCE:

HEIGHT:

WEIGHT:

GENDER:

AGE:

RACE:

RELIGION:

COUNTRY:

CITY/TOWN:

HOME:

CLASS:

EDUCATION:

OCCUPATION:

FATHER:

MOTHER:

SIBLINGS:

SPOUSE(S):

CHILDREN:

HISTORY

PLACE OF BIRTH:

OTHER RESIDENCES:

NOTABLE EVENTS:

NOTABLE PEOPLE:

NOTES:

AFFILIATES

GOALS

FRIENDS:

1:

2:

ORGANISATIONS:

3:

4:

COWORKERS:

5:

6:

7:

TRAITS

MERITS:

FLAWS:

DESCRIPTION

PHYSICAL DESCRIPTION

HEIGHT:

WEIGHT:

BUILD:

SKIN TONE:

EYE COLOUR:

HAIR COLOUR:

HAIR STYLE:

CLOTHING:

ACCESSORIES:

NOTES:

DEMEANOR

MANNERISMS

MISC

SCARS:

ACCENT:

PIERCINGS:

SPEECH:

TATTOOS:

MISC:

MISC:

ABILITIES

PHYSICAL ABILITIES

ABILITIES

WEAPONS??

SKILLS

1: _____

2: _____

3: _____

4: _____

5: _____

6: _____

7: _____

TRAITS

FAMILY /FRIENDS

1

NAME: _____ RELATIONSHIP: _____

LOCATION: _____

NOTES: _____

2

NAME: _____ RELATIONSHIP: _____

LOCATION: _____

NOTES: _____

3

NAME: _____ RELATIONSHIP: _____

LOCATION: _____

NOTES: _____

4

NAME: _____ RELATIONSHIP: _____

LOCATION: _____

NOTES: _____

5

NAME: _____ RELATIONSHIP: _____

LOCATION: _____

NOTES: _____

6

NAME: _____ RELATIONSHIP: _____

LOCATION: _____

NOTES: _____

7

NAME: _____ RELATIONSHIP: _____

LOCATION: _____

NOTES: _____

GOALS

MAIN GOAL

GOAL:

MOTIVATION:

PLAN:

OBSTACLES:

PARTY GOAL

GOAL:

MOTIVATION:

PLAN:

OBSTACLES:

MINOR GOALS

QUESTIONNAIRE

⇒ What is your most important belief?

⇒ which person would dumbledore put at the bottom of the lake for you to save?

⇒ what foods do you dislike?

⇒ when were you born?

⇒ do you plan on getting married or having kids?

⇒ what will you do after your main goal is achieved?

⇒ who was your first kiss?

⇒ when is the last time you saw your parents?

⇒ have you ever killed a person? who was the first person you killed, and why?

⇒ describe a happy memory from your childhood.

⇒ when did your path change from that of a normal person to a *player character*?

NOTES

The page contains a series of horizontal lines for writing notes. It begins with a thick, solid grey horizontal bar at the top. Below this bar, there are 25 evenly spaced, thin horizontal lines extending across the width of the page, providing a structured area for text entry.