## 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.

	CAMPAIGN TITLE	
	OANNI ANGLE TITLE	
CAME INFO		ELEVATOR RITOLI
GAME INFO		ELEVATOR PITCH
YSTEM:		
ETTING:		
DNE:		
OF SESSIONS:		
OF PLAYERS:		
	CONCEPT	
	MAJOR STORY BEATS	
NOTES:	MAJOR STORY BEATS	
NOTES:	MAJOR STORY BEATS  ACT 2	ACT 3
NOTES:		ACT 3

ACT 1	ACT 2	ACT 3

ENDING ENDING		
VICTORY	FAILURE	

## **GOALS**

MAIN PARTY GOAL		
WHO SUPPORTS THIS GOAL:	MOTIVE:	
OPPOSED BY:	MOTIVE:	
ANTAGONI	ST'S GOAL	
WHO SUPPORTS THIS GOAL:	MOTIVE:	
OPPOSED BY:	MOTIVE:	
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SIDE G	ZOM S	

#### **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 II	NFORMATION	
NAME:				TITLE:	
APPEARANCE:					
HEIGHT:	WEIGHT: G	ENDER:	AGE:	RACE:	RELIGION:
CLASS:		EDUCA	TION:		OCCUPATION:
CURRENT RESIDE	NCE:				
FATHER:		MOTHE	R:		SIBLINGS:
SPOUSE(S):				CHILDREN:	
			HIST	TORY	
PLACE OF BIRTH:					
NOTABLE EVENTS	i:				
NOTABLE PEOPLE	Ė				
NOTES:					
	PEOPLE				OPINIONS
FRIENDS:				LIKES:	
ORGANISATIONS:					
ENEMIES:				DISLIKES:	
	PERSONAL GO	ALS			NOTES
1:					
2:					
3.					
3:					
4:					

#### **TIMELINE OF EVENTS**

DATE	EVENT

#### **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:	CHARACTER:
AGE: GENDER:	AGE: GENDER:
APPEARANCE:	APPEARANCE:
PERSONAL GOALS:	PERSONAL GOALS:
IMPORTANT ITEMS:	IMPORTANT ITEMS:
PERSONAL NPCS:	PERSONAL NPCS:
NOTES:	NOTES
NOTES:	NOTES:
CHARACTER:	CHARACTER:
AGE: GENDER:	AGE: GENDER:
AGE: GENDER:  APPEARANCE:	AGE: GENDER: APPEARANCE:
AGE: GENDER:	AGE: GENDER:
AGE: GENDER:  APPEARANCE:	AGE: GENDER: APPEARANCE:
AGE: GENDER:  APPEARANCE:	AGE: GENDER: APPEARANCE:
AGE: GENDER:  APPEARANCE:  PERSONAL GOALS:	AGE: GENDER:  APPEARANCE:  PERSONAL GOALS:
AGE: GENDER:  APPEARANCE:	AGE: GENDER: APPEARANCE:
AGE: GENDER:  APPEARANCE:  PERSONAL GOALS:	AGE: GENDER:  APPEARANCE:  PERSONAL GOALS:
AGE: GENDER:  APPEARANCE:  PERSONAL GOALS:	AGE: GENDER:  APPEARANCE:  PERSONAL GOALS:
AGE: GENDER:  APPEARANCE:  PERSONAL GOALS:  IMPORTANT ITEMS:	AGE: GENDER:  APPEARANCE:  PERSONAL GOALS:  IMPORTANT ITEMS:
AGE: GENDER:  APPEARANCE:  PERSONAL GOALS:  IMPORTANT ITEMS:	AGE: GENDER:  APPEARANCE:  PERSONAL GOALS:  IMPORTANT ITEMS:
AGE: GENDER:  APPEARANCE:  PERSONAL GOALS:  IMPORTANT ITEMS:	AGE: GENDER:  APPEARANCE:  PERSONAL GOALS:  IMPORTANT ITEMS:
AGE: GENDER:  APPEARANCE:  PERSONAL GOALS:  IMPORTANT ITEMS:  PERSONAL NPCS:	AGE: GENDER:  APPEARANCE:  PERSONAL GOALS:  IMPORTANT ITEMS:  PERSONAL NPCS:

#### **SESSION PLANNER**

DESCI	RIPTION
SHORT-TE	ERM GOALS
NPCS	ENCOUNTERS
NC	DTES

#### **ENCOUNTER PLANNER**

DES		

SPECIAL MECHANICS	ENEMIES
	1:
	2:
	3:
	4:
	5:
	6:
	7:
DEW.	JARNS

#### TRAP/PUZZLE PLANNER



#### **POST-SESSION RECAP PAGE**

ACHIEVED:

Print 1 after every session to record important events and kee	ep track of new information and goals the p	arty has obtained	_
	EVENTS		
NEW NPCS		IMPORTANT ITEMS	

GOALS

NEW:

#### **NOTES**

## SETTING & WORLDBUILDING

Worksheets to help with setting design.

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

### **REGION / COUNTRY / CITY**

			CIV	/ICS			
NAME:							
GOVERNMENT:							
DEMOGRAPHIC	S:						
LANGUAGE:							
NOTES:							
ALLIES:			□	_ □	□		
ENEMIES:		- 🗆	_ □	_ 🗆 —————	_ 🗆		
			GEOG	RAPHY			
CLIMATE:							
NOTES:							
BIOMES:	☐ MOUNTAINS	☐ COASTS	☐ FARMLAND				
	RELIG	GION			RESOUF	RCES	
BELIGIONS:				1.			
RELIGIONS:							
RELIGIONS:				2:			
RELIGIONS:				2:			
RELIGIONS:				2:			
				2: 3: 4:			
				2: 3: 4: 5:			
				2: 3: 4: 5: 6: 7:			
NOTES:	al religious and politic	al locations and area		2: 3: 4: 5: 6: 7:			
NOTES:	al, religious, and politic	al locations and areas	NOTABLE s. Trade routes, sources	2: 3: 4: 5: 6: 7:			
NOTES:	al, religious, and politic	al locations and areas		2: 3: 4: 5: 6: 7:			
NOTES:	al, religious, and politic	al locations and areas		2: 3: 4: 5: 6: 7:			
NOTES:	al, religious, and politic	al locations and areas		2: 3: 4: 5: 6: 7:			
NOTES:	al, religious, and politic	al locations and areas		2: 3: 4: 5: 6: 7:			
NOTES:	al, religious, and politic	al locations and areas		2: 3: 4: 5: 6: 7:			
NOTES:	al, religious, and politic	al locations and areas		2: 3: 4: 5: 6: 7:			

#### **GOVERNMENT**

	LEAC	DER(S)	
NAME(S):			
TITLE(S):			
METHOD OF APPOINTMENT:		TERM LENGTH:	
RESPONSIBILITIES:			
HEIR/SUCCESSOR:		PREDECESSOR:	
SPOUSE:		CHILDREN:	
	HIS	TORY	
AGE:		PREVIOUSLY CONTROL	LLED BY:
NOTABLE EVENTS:			
NOTABLE PEOPLE:			
NOTES:			
DIDLOMAG			LAWS
DIPLOMAC	νY		LAVVS
CONTROLLED BY:		1:	
CONTROLS:		2:	
ENEMIES:		3:	
ALLIES:		4:	
NOTES:		5:	
		6:	
	DE (	7: DPLE	
	FEC		
NAME	TITLE	YEARS ACTIVE	NOTES
NAME	TITLE	YEARS ACTIVE	NOTES
NAME	TITLE	YEARS ACTIVE	NOTES
NAME	TITLE	YEARS ACTIVE	NOTES
NAME	TITLE	YEARS ACTIVE	NOTES
NAME	TITLE	YEARS ACTIVE	NOTES
NAME	TITLE	YEARS ACTIVE	NOTES

### **RACE / CULTURE**

		R.A	ACE			
NAME:			ORIGIN:			
APPEARANCE:						
AVERAGE LIFESPAN:			HABITAT:			
SPECIAL TRAITS:			LANGUAGE:			
NOTES:						
CAN BREED WITH:						
RESULT:						
RELIGIC	N			HOMELA	ND	
GODS:			NAME:			
BELIEFS:			CLIMATE:			
NOTES:			NOTES:			
	_	NA	MES	-		
NOTES:						
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	
PLACES	SURNAMES		MALE NAMES		FEMALE NAMES	

### **CALENDAR**

		CALENDAR	
LENGTH OF YEAR:	# OF MONTHS:	LENGTH OF DAY:	DAYS PER WEEK:
NOTES:			
MONTH NAM	E	# OF DAYS	NOTES
		HOLIDAYS	

#### **HOLIDAYS**

DATE	HOLIDAY
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#### **PANTHEON**

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

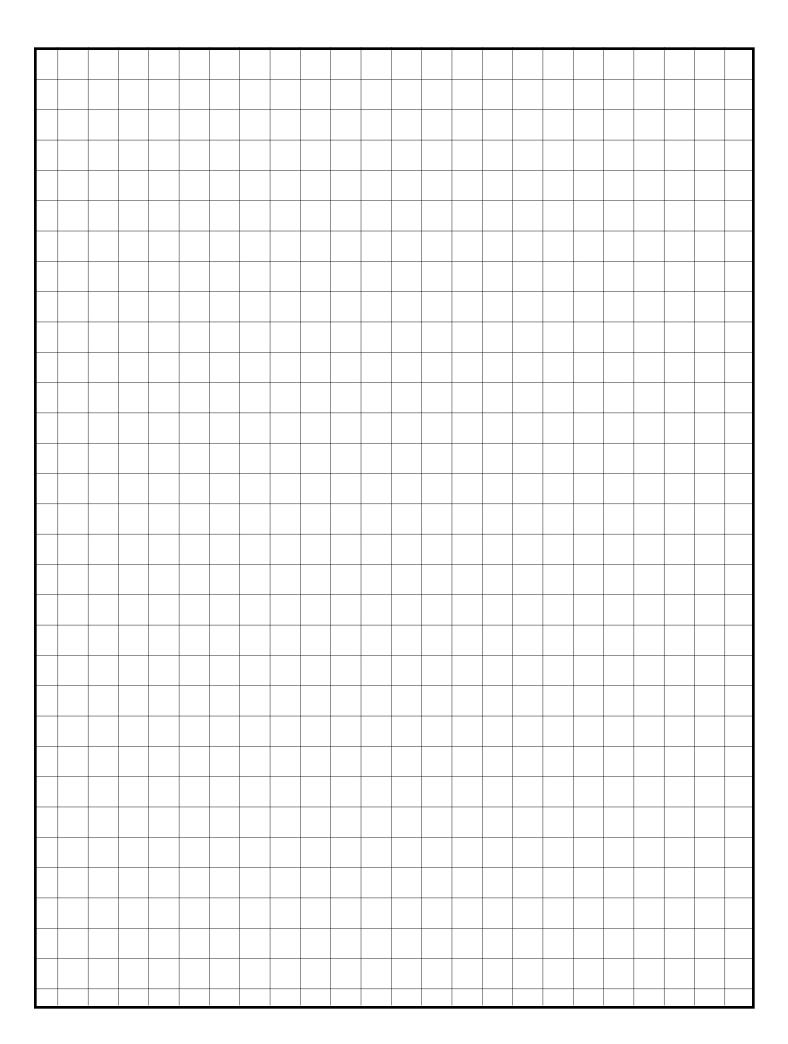
1	
NAME:	DOMAIN:
WORSHIPPERS:	
NOTES:	
2	
NAME:	DOMAIN:
WORSHIPPERS:	
NOTES:	
3	
NAME:	DOMAIN:
WORSHIPPERS:	
NOTES:	
4	
NAME:	DOMAIN:
WORSHIPPERS:	
NOTES:	
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NAME:	DOMAIN:
WORSHIPPERS:	
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NOTES:	
7	
NAME:	DOMAIN:
WORSHIPPERS:	
NOTES:	

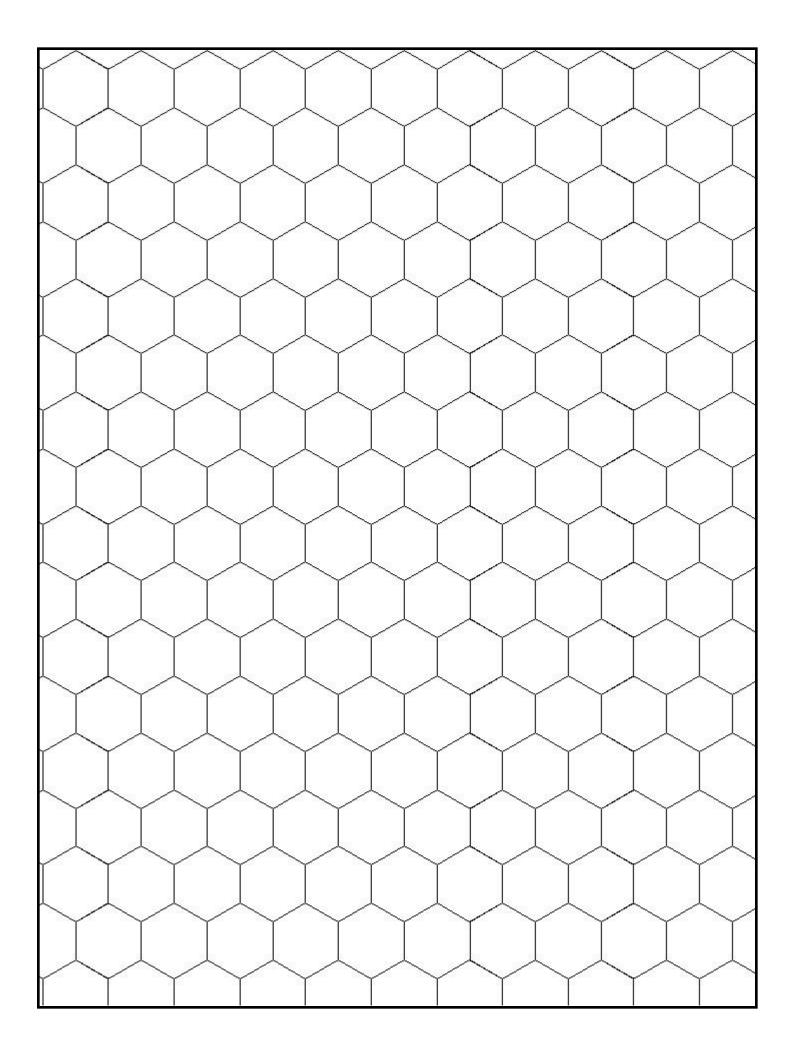
#### **DEITY / RELIGION**

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

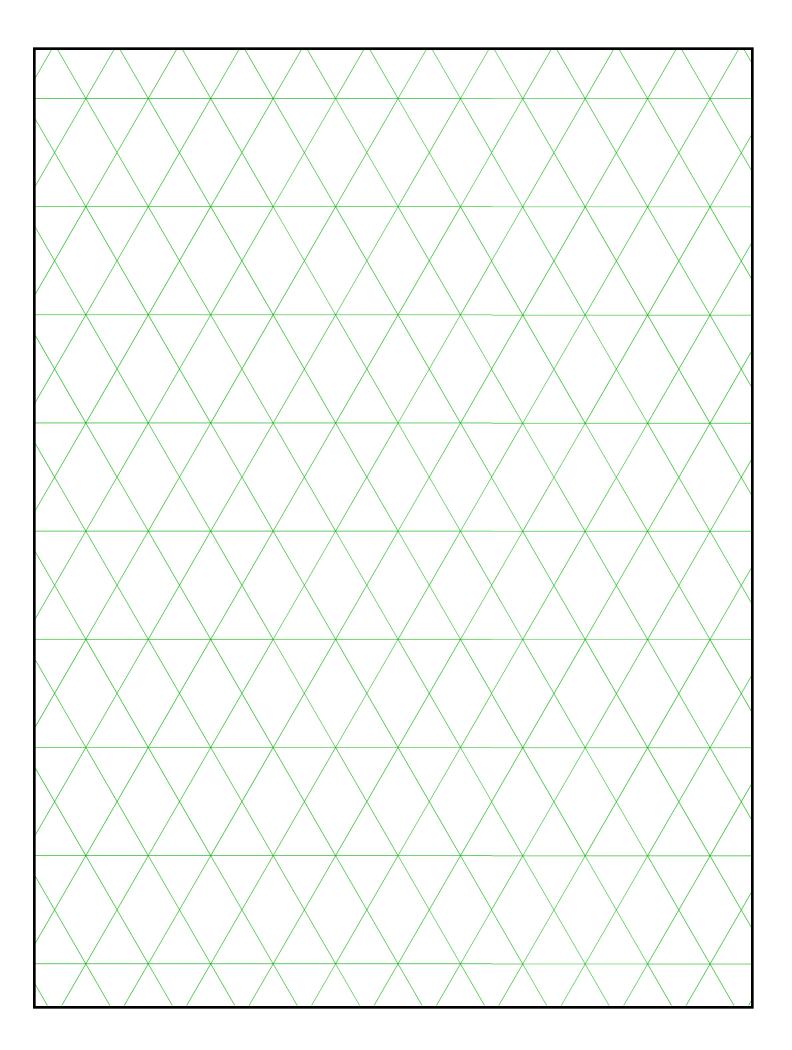
DEIT	Υ
NAME:	TITLE:
APPEARANCE:	ICONS:
DOMAINS:	
NOTES:	
WORSHIPPED BY:	
RELIGION	BELIEFS
TEMPLES:	AFTERLIFE:
CLERICS:	VIRTUES:
RITUALS:	SINS:
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#### **NOTES**





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# 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**

MERITS:

			PER	SON	
NAME:				TITLE:	
APPEARANCE:					
HEIGHT:	WEIGHT:	GENDER:	AGE:	RACE:	RELIGION:
COUNTRY:		C	CITY/TOWN:		HOME:
CLASS:		E	EDUCATION:		OCCUPATION:
FATHER:		MOTHER:		SIBLINGS:	
SPOUSE(S):				CHILDREN:	
			HIST	ORY	
PLACE OF BIRTH:				OTHER RESIDENCES:	
NOTABLE EVENTS:					
NOTABLE PEOPLE:					
NOTES:					
	AFFILIATE	:Q			GOALS
	AFFILIATE	.0			
FRIENDS:					
ODO ANIIO ATIONIO					
ORGANISATIONS:					
COWORKERS:				_	
COVVORNERS.					
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				110	

FLAWS:

#### **DESCRIPTION**

MISC:

	PHYSICAL DESCRIPTION	N
HEIGHT:	WEIGHT:	BUILD:
SKIN TONE:	EYE COLOUR:	HAIR COLOUR:
HAIR STYLE:		
CLOTHING:		
ACCESSORIES:		
NOTES:		
		MANUERIONA
DEMEANOR		MANNERISMS
	NICO	
	MISC	
SCARS:	ACCENT:	
DEPOWER		
PIERCINGS:	<b></b>	
TATTOOO	SPEECH:	
TATTOOS:		

MISC:

#### **ABILITIES**

#### PHYSICAL ABILITIES

#### ABILITIES

WEAPONS??	SKILLS
	1:
	2:
	3:
	4:
	<u>5:</u>
	6:
	<u>7:</u>
TR.	AITS

#### **PAST**

DATE	EVENTS

#### **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:	TAITIT GOAL
done.	
MOTIVATION:	
PLAN:	
T Dave.	
OBSTACLES:	

#### **QUESTIONNAIRE**

$\Rightarrow$	What is your most important belief?
$\Rightarrow$	which person would dumbledore put at the bottom of the lake for you to save?
$\Rightarrow$	what foods do you dislike?
$\Rightarrow$	when were you born?
$\Rightarrow$	do you plan on getting married or having kids?
$\Rightarrow$	what will you do after your main goal is achieved?
$\Rightarrow$	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?
$\Rightarrow$	describe a happy memory from your childhood.
$\Rightarrow$	when did your path change from that of a normal person to a <i>player character</i> ?

#### **NOTES**