Adventure Title

An adventure template for the [2023 Sci-Fi One-Shot Jam](#)

Contributors: This is where you name any authors or creative contributors for this adventure. Feel free to hyperlink their [itch.io](#) page or webpage here.

Art Credits (if any): This is where you name any artists or art contributors for this adventure. If the art requires more extensive credits, you can put that under the [Legal header](#).

System (if any): This is where you name the system (and edition) any game statistics or rules are for. You can also provide a non-affiliate hyperlink to the system.

Adventure Assumptions (optional): This is where you list any assumptions you made about the adventure. The presence (or absence) of essential technologies (like FTL, cybernetics, anti-gravity), the presence (or absence) of certain social/historical elements (like fiat currency, a near-peer cold war, or ancient aliens), and any recommended skills/equipment for the PCs (like a spaceship, the "Medicine" skill, or mechs).

Sensitive Content Warning (if any): If your adventure contains sensitive content (gore, genocide, mental illness, etc), list it here. If your adventure is part of the "horror" subgenre, you'll probably want to list the "horrors" here.

All of the text above and including this line <u>does not count</u> towards the word count.

Game Master's Summary

This is what the Game Master will first read to understand the adventure. An overview of the contents and structure of the adventure, plus any essential background details, goes here.

Players' Introduction

This is where the player characters will be introduced to the adventure. Make sure to list the information the PCs will be able to gain before starting the adventure. Objectives, known opposition/challenges, and any rewards are good examples of information to list.

Scenario Content

Additional headings provide the actual contents of the adventure, such as adventure sites (space stations, military bases, syndicate headquarters, murder scenes, etc) and known/likely scenes (confrontations with the antagonists, travel complications, etc).

Content Subheading

You can also nest smaller headings for rooms of sites or specific aspects of scenes.

Resolution

At some point, the adventure is resolved. Whether and by how much the player characters succeed in their goal, this is where that is specified.
If the PCs succeeded, list those success conditions and any appropriate rewards and consequences.
If the PCs fail (or have a compromised success), list those conditions and any appropriate consequences.

NPCs

If you have any important or common NPCs with important stat blocks or roleplay notes, be sure to list them here.

In total, this scenario contains 217 words (including this).

All of the text below and including this line <u>does not count</u> towards the word count.

Legal (if necessary)

Use this section for any legal information or disclaimers, like art licenses, third party licenses, a Creative Commons license, the Open Game License, or other necessary licenses. It's generally best practice to have a page break before the Legal header.