

CAMPAIGN NAME

Description

Designed by Danny Kenny

Complexity Rating: *Number of ●'s*

THE PITCH

Read this section to your players to introduce them to the campaign.

Pitch

TONE & FEEL

Descriptive words

THEMES

Thematic words

TOUCHSTONES

Reference shows/movies/other

OVERVIEW

Give your players the following information before character creation.

*Type the lore of the campaign here
to read aloud to your players*

COMMUNITIES

All communities are available, but some have unique aspects within this campaign. As needed, provide the following information to your players and choose one or more of the questions to ask them during your session zero.

Highborne

Description

Question(s)

Loreborne

Description

Question(s)

Orderborne

Description

Question(s)

Ridgeborne

Description

Question(s)

Seaborne

Description

Question(s)

Slyborne

Description

Question(s)

Underborne

Description

Question(s)

Wanderborne

Description

Question(s)

Wildborne

Description

Question(s)

ANCESTRIES

All ancestries are available, but some have unique aspects within this campaign. As needed, provide the following information to your players.

<u>*Description*</u>	Clank	<u>*Description*</u>	Human
<u>*Description*</u>	Drakona	<u>*Description*</u>	Infernus
<u>*Description*</u>	Dwarf	<u>*Description*</u>	Katari
<u>*Description*</u>	Elf	<u>*Description*</u>	Orc
<u>*Description*</u>	Faerie		
<u>*Description*</u>	Faun		
<u>*Description*</u>	Firbolg		
<u>*Description*</u>	Fungril		
<u>*Description*</u>	Galapa		
<u>*Description*</u>	Giant		
<u>*Description*</u>	Goblin		
<u>*Description*</u>	Halfling		

CLASSES

All classes are available, but some have unique aspects within this campaign. As needed, provide the following information to your players.

Bard

Description

Druid

Description

Guardian

Description

Ranger

Description

Rogue

Description

Seraph

Description

Sorcerer

Description

Warrior

Description

Wizard

Description

PLAYER PRINCIPLES

Give your players the following information before character creation.

<u>*Description*</u>	<u>*Concept*</u>
<u>*Description*</u>	<u>*Concept*</u>
<u>*Description*</u>	<u>*Concept*</u>

PLAYER PRINCIPLES

Keep the following guidance in mind while you GM this campaign.

Description

CAMPAIGN MECHANICS

The following mechanic(s) are unique to this campaign

<u>*Description*</u>	<u>*Concept*</u>
<u>*Description*</u>	<u>*Concept*</u>
<u>*Description*</u>	<u>*Concept*</u>

SESSION ZERO QUESTIONS

Ask any of these questions to your players.

Description *Concept*
Description *Concept*
Description *Concept*

DISTINCTIONS

Use this information to prepare your campaign. You can also share it with your players as needed.

<u>*Description*</u>	<u>*Concept*</u>
<u>*Description*</u>	<u>*Concept*</u>
<u>*Description*</u>	<u>*Concept*</u>

THE INCITING INCIDENT

You can use the prompt below to start your campaign.

Description *Concept*
Description *Concept*
Description *Concept*