

# CAMPAIGN DESIGN WORKSHEET

CAMPAIGN

GENRE

GM

## TYPES AVAILABLE

TYPE

BASED ON

MODIFICATIONS

## DESCRIPTORS AVAILABLE

- |                                       |                                   |                                      |                                     |  |
|---------------------------------------|-----------------------------------|--------------------------------------|-------------------------------------|--|
| <input type="checkbox"/> Appealing    | <input type="checkbox"/> Doomed   | <input type="checkbox"/> Honorable   | <input type="checkbox"/> Mysterious | <input type="checkbox"/> Stealthy      |
| <input type="checkbox"/> Brash        | <input type="checkbox"/> Driven   | <input type="checkbox"/> Impulsive   | <input type="checkbox"/> Mystical   | <input type="checkbox"/> Strong        |
| <input type="checkbox"/> Calm         | <input type="checkbox"/> Empathic | <input type="checkbox"/> Inquisitive | <input type="checkbox"/> Naive      | <input type="checkbox"/> Strong-Willed |
| <input type="checkbox"/> Charming     | <input type="checkbox"/> Exiled   | <input type="checkbox"/> Intelligent | <input type="checkbox"/> Noble      | <input type="checkbox"/> Swift         |
| <input type="checkbox"/> Clever       | <input type="checkbox"/> Fast     | <input type="checkbox"/> Jovial      | <input type="checkbox"/> Perceptive | <input type="checkbox"/> Tongue-Tied   |
| <input type="checkbox"/> Clumsy       | <input type="checkbox"/> Foolish  | <input type="checkbox"/> Kind        | <input type="checkbox"/> Resilient  | <input type="checkbox"/> Tough         |
| <input type="checkbox"/> Craven       | <input type="checkbox"/> Graceful | <input type="checkbox"/> Learned     | <input type="checkbox"/> Rugged     | <input type="checkbox"/> Vengeful      |
| <input type="checkbox"/> Creative     | <input type="checkbox"/> Guarded  | <input type="checkbox"/> Lucky       | <input type="checkbox"/> Sharp-Eyed | <input type="checkbox"/> Virtuous      |
| <input type="checkbox"/> Cruel        | <input type="checkbox"/> Hardy    | <input type="checkbox"/> Mad         | <input type="checkbox"/> Skeptical  | <input type="checkbox"/> Wealthy       |
| <input type="checkbox"/> Dishonorable | <input type="checkbox"/> Hideous  | <input type="checkbox"/> Mechanical  | <input type="checkbox"/> Spiritual  | <input type="checkbox"/> Weird         |

## FOCI AVAILABLE

- |  |  |   |  |
|--|--|---|--|
| <input type="checkbox"/> Abides in Stone             | <input type="checkbox"/> Employs Magnetism             | <input type="checkbox"/> Is Licensed to Carry       | <input type="checkbox"/> Separates Mind From Body    |
| <input type="checkbox"/> Awakens Dreams              | <input type="checkbox"/> Entertains                    | <input type="checkbox"/> Leads                      | <input type="checkbox"/> Shepherds Spirits           |
| <input type="checkbox"/> Battles Robots              | <input type="checkbox"/> Exists in Two Places at Once  | <input type="checkbox"/> Lives in the Wilderness    | <input type="checkbox"/> Siphons Power               |
| <input type="checkbox"/> Bears a Halo of Fire        | <input type="checkbox"/> Exists Partially Out of Phase | <input type="checkbox"/> Looks for Trouble          | <input type="checkbox"/> Slays Monsters              |
| <input type="checkbox"/> Blazes With Radiance        | <input type="checkbox"/> Explores Dark Places          | <input type="checkbox"/> Masters Defense            | <input type="checkbox"/> Solves Mysteries            |
| <input type="checkbox"/> Builds Robots               | <input type="checkbox"/> Explores Deep Waters          | <input type="checkbox"/> Masters the Swarm          | <input type="checkbox"/> Speaks for the Land         |
| <input type="checkbox"/> Calculates the Incalculable | <input type="checkbox"/> Fights Dirty                  | <input type="checkbox"/> Masters Weaponry           | <input type="checkbox"/> Stands Like a Bastion       |
| <input type="checkbox"/> Carries a Quiver            | <input type="checkbox"/> Fights With Panache           | <input type="checkbox"/> Metes Out Justice          | <input type="checkbox"/> Talks to Machines           |
| <input type="checkbox"/> Casts Spells                | <input type="checkbox"/> Focuses Mind Over Matter      | <input type="checkbox"/> Moves Like a Cat           | <input type="checkbox"/> Throws With Deadly Accuracy |
| <input type="checkbox"/> Channels Divine Blessings   | <input type="checkbox"/> Fuses Flesh and Steel         | <input type="checkbox"/> Moves Like the Wind        | <input type="checkbox"/> Travels Through Time        |
| <input type="checkbox"/> Commands Mental Powers      | <input type="checkbox"/> Fuses Mind and Machine        | <input type="checkbox"/> Murders                    | <input type="checkbox"/> Wears a Sheen of Ice        |
| <input type="checkbox"/> Conducts Weird Science      | <input type="checkbox"/> Grows to Towering Heights     | <input type="checkbox"/> Needs No Weapon            | <input type="checkbox"/> Wields Two Weapons at Once  |
| <input type="checkbox"/> Consorts With the Dead      | <input type="checkbox"/> Howls at the Moon             | <input type="checkbox"/> Never Says Die             | <input type="checkbox"/> Works Miracles              |
| <input type="checkbox"/> Controls Beasts             | <input type="checkbox"/> Hunts Nonhumans               | <input type="checkbox"/> Operates Undercover        | <input type="checkbox"/> Works the Back Alleys       |
| <input type="checkbox"/> Controls Gravity            | <input type="checkbox"/> Hunts Outcasts                | <input type="checkbox"/> Performs Feats of Strength | <input type="checkbox"/> Works the System            |
| <input type="checkbox"/> Crafts Illusions            | <input type="checkbox"/> Hunts With Great Skill        | <input type="checkbox"/> Pilots Starcraft           | <input type="checkbox"/> Would Rather Be Reading     |
| <input type="checkbox"/> Crafts Unique Objects       | <input type="checkbox"/> Infiltrates                   | <input type="checkbox"/> Rages                      |  |
| <input type="checkbox"/> Defends the Weak            | <input type="checkbox"/> Interprets the Law            | <input type="checkbox"/> Rides the Lightning        |  |
| <input type="checkbox"/> Doesn't Do Much             | <input type="checkbox"/> Is Idolized by Millions       | <input type="checkbox"/> Sees Beyond                |  |

## OTHER NOTES