



The topics I'm considering are...

Inspirations, themes, and actions related to my topic are...

## Terms to know

Action — *Anything someone can do to interact with the gameworld (e.g. swing a sword).*

Character — *The person or thing a player controls as in a game.*

Game Master, Keeper, Main Storyteller, and more — *The player telling the story in an RPG, simulating everything around the party and usually planning ahead for the game.*

Gameworld — *The fictional world you inhabit and play in while playing a game.*

Mechanics — *Rules "guide the player's actions [and then] the game's response." (Wikipedia)*

Party — *All the characters controlled by players in a game.*

Player — *A human playing a game.*

Table — *Humans playing a game together, usually at a table. Similar to party, but IRL.*

Tools of chance — *Dice, cards, etc. to add randomness to a game.*



## Part 2: Ideate

[tinyurl.com/CreateYourOwnOnePageRPG](https://tinyurl.com/CreateYourOwnOnePageRPG)

<p>Actions related to my theme...</p>	<p>How those actions are resolved in the game (mechanics)...</p>
<p>Tools of chance or other materials (dice, Jenga, cards, candles, etc)...</p>	<p>In-game character aspects, histories, and quirks that impact mechanics...</p>
<p>Goals or endgame...</p>	



Title		
Author	Length of playtime	# of players
Description: Welcome to [name of game], a world inspired by [Inspirations] filled with [Themes]. Here you'll be able to [Actions] as you work towards [goals].		
The main mechanic of this game is... (and how / when to use it)		



## Part 3: Prototype (2 of 2)

[tinyurl.com/CreateYourOwnOnePageRPG](https://tinyurl.com/CreateYourOwnOnePageRPG)

To prepare for this game, you should... (Including character creation)

To play the game, you should (on your turn)...

Extra notes...