| The topics I'm considering are |
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| Inspirations, themes, and actions related to my topic are |
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| 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.

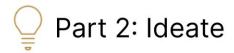
Mechanics — Rules "guide the player's actions [and then] the game's response." (Wikipedia)

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

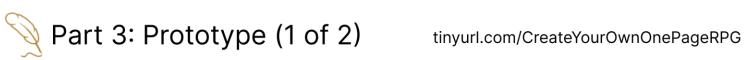
Player — A human playing a game.

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

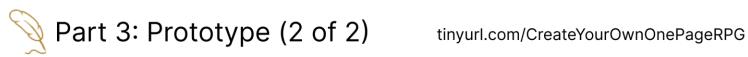
Tools of chance — Dice, cards, etc. to add randomness to a game.



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



| Title | | | |
|--|--------------------|--------------|--|
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| Author | Length of playtime | # of players | |
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| 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]. | | | |
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| The main mechanic of this game is (and how / when to use it) | | | |
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| To prepare for this game, you should (Including character creation) |
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| To play the game, you should (on your turn) |
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| Extra notes |
| LXII a Hotes |
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