

# CAMPAIGN DESIGN WORKSHEET

CAMPAIGN

GENRE

GM

## TYPES AVAILABLE

TYPE

BASED ON

MODIFICATIONS

## DESCRIPTORS AVAILABLE

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

## FOCI AVAILABLE

- |  |  |   |  |
|--|--|---|--|
| <input type="checkbox"/> Abides in Stone             | <input type="checkbox"/> Employs Magnetism             | <input type="checkbox"/> Looks for Trouble              | <input type="checkbox"/> Shepherds Spirits             |
| <input type="checkbox"/> Absorbs Energy              | <input type="checkbox"/> Entertains                    | <input type="checkbox"/> Loves the Void                 | <input type="checkbox"/> Shreds the Walls of the World |
| <input type="checkbox"/> Awakens Dreams              | <input type="checkbox"/> Exists Partially Out of Phase | <input type="checkbox"/> Masters Defense                | <input type="checkbox"/> Siphons Power                 |
| <input type="checkbox"/> Battles Robots              | <input type="checkbox"/> Exists in Two Places at Once  | <input type="checkbox"/> Masters Spells                 | <input type="checkbox"/> Slays Monsters                |
| <input type="checkbox"/> Bears a Halo of Fire        | <input type="checkbox"/> Explores Dark Places          | <input type="checkbox"/> Masters the Swarm              | <input type="checkbox"/> Solves Mysteries              |
| <input type="checkbox"/> Blazes With Radiance        | <input type="checkbox"/> Fights Dirty                  | <input type="checkbox"/> Masters Weaponry               | <input type="checkbox"/> Speaks for the Land           |
| <input type="checkbox"/> Brandishes an Exotic Shield | <input type="checkbox"/> Fights With Panache           | <input type="checkbox"/> Metes Out Justice              | <input type="checkbox"/> Stands Like a Bastion         |
| <input type="checkbox"/> Builds Robots               | <input type="checkbox"/> Flies Faster Than a Bullet    | <input type="checkbox"/> Moves Like a Cat               | <input type="checkbox"/> Talks to Machines             |
| <input type="checkbox"/> Calculates the Incalculable | <input type="checkbox"/> Focuses Mind Over Matter      | <input type="checkbox"/> Moves Like the Wind            | <input type="checkbox"/> Throws With Deadly Accuracy   |
| <input type="checkbox"/> Channels Divine Blessings   | <input type="checkbox"/> Fuses Flesh and Steel         | <input type="checkbox"/> Murders                        | <input type="checkbox"/> Thunders                      |
| <input type="checkbox"/> Commands Mental Powers      | <input type="checkbox"/> Fuses Mind and Machine        | <input type="checkbox"/> Needs No Weapon                | <input type="checkbox"/> Travels Through Time          |
| <input type="checkbox"/> Conducts Weird Science      | <input type="checkbox"/> Grows to Towering Heights     | <input type="checkbox"/> Never Says Die                 | <input type="checkbox"/> Was Foretold                  |
| <input type="checkbox"/> Consorts With the Dead      | <input type="checkbox"/> Helps Their Friends           | <input type="checkbox"/> Operates Undercover            | <input type="checkbox"/> Wears Power Armor             |
| <input type="checkbox"/> Controls Beasts             | <input type="checkbox"/> Howls at the Moon             | <input type="checkbox"/> Performs Feats of Strength     | <input type="checkbox"/> Wears a Sheen of Ice          |
| <input type="checkbox"/> Controls Gravity            | <input type="checkbox"/> Hunts                         | <input type="checkbox"/> Pilots Starcraft               | <input type="checkbox"/> Wields Two Weapons at Once    |
| <input type="checkbox"/> Crafts Illusions            | <input type="checkbox"/> Infiltrates                   | <input type="checkbox"/> Plays Too Many Games           | <input type="checkbox"/> Works for a Living            |
| <input type="checkbox"/> Crafts Unique Objects       | <input type="checkbox"/> Interprets the Law            | <input type="checkbox"/> Rages                          | <input type="checkbox"/> Works Miracles                |
| <input type="checkbox"/> Dances With Dark Matter     | <input type="checkbox"/> Is Idolized by Millions       | <input type="checkbox"/> Rides the Lightning            | <input type="checkbox"/> Works the Back Alleys         |
| <input type="checkbox"/> Defends the Gate            | <input type="checkbox"/> Is Licensed to Carry          | <input type="checkbox"/> Runs Away                      | <input type="checkbox"/> Works the System              |
| <input type="checkbox"/> Defends the Weak            | <input type="checkbox"/> Is Wanted by the Law          | <input type="checkbox"/> Sailed Beneath the Jolly Roger | <input type="checkbox"/> Would Rather Be Reading       |
| <input type="checkbox"/> Descends From Nobility      | <input type="checkbox"/> Keeps a Magic Ally            | <input type="checkbox"/> Scavenges                      | <input type="checkbox"/>                               |
| <input type="checkbox"/> Doesn't Do Much             | <input type="checkbox"/> Leads                         | <input type="checkbox"/> Sees Beyond                    | <input type="checkbox"/>                               |
| <input type="checkbox"/> Drives Like a Maniac        | <input type="checkbox"/> Learns Quickly                | <input type="checkbox"/> Separates Mind From Body       | <input type="checkbox"/>                               |
| <input type="checkbox"/> Emerged From the Obelisk    | <input type="checkbox"/> Lives in the Wilderness       | <input type="checkbox"/> Shepherds the Community        | <input type="checkbox"/>                               |

## OTHER NOTES