**Sesson 0 Template**

**I) Purpose**: What brings us to the game? What do we want to get out of playing? (Ex: RP, combat, exploration, storytelling, puzzles…)

**II) Setting:** Where/When/How/What/Why?

General setting (classical fantasy, low magic, steampunk, sci-fi, modern, historical fiction, horror, existing IP/world, soulslike, etc…)

Scope (from narrow (eg one village/city) to broad (eg entire continent, world, galaxy)

Existing level of conflict (peaceful – wartorn, 1-10)

Pantheon in-world?

**III) Characters & Player logistics:** How do we know one another & interact, in & out of game?

Out of game: What constitutes enough players to proceed if someone can’t make it?

In-game: Do the player-characters know one another, or will that be established in-game?

Backstories:Do you want to create part/all of your backstory ahead of time, or create as you go?

**IV) Shared Expectations, Lines** (events that never happen)**, & Veils** (offscreen events)

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| **DM - Player** | **Player - DM** | **Player - Player** |
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**Session 0 (Example)**

**I) Purpose**: What brings us to the game? What do we want to get out of playing? (Ex: RP, combat, exploration, storytelling, puzzles…)

**Player 1**: ~2 yrs experience, likes story aspect + battles (being able to do something!)  
 Previously played Druid, would like to try a **Ranger**  
 **Player 2**: ~1.5 yrs experience, likes a mixture  
 Previously played Ranger/Warlock, would like to try a **Wizard** or **Sorcerer** who  
 seeks a group to assist in a long-term venture  
 **Player 3**: ~2 yrs experience, mixture of story/battles  
 Previously Paladin, would like to try a **Warlock** who has amnesia

**Player 4**: ~2 yrs experience, Likes RP/Story aspect, dislikes being on rails  
 Previously played Ranger/Warlock, would like to try a **Fighter** or **Barbarian** who  is a former mercenary trying to do better  
 **Player 5**: ~1.5 yrs experience, likes combat/RP  
 Previously played Rogue, would like to try **??? (Cleric)**

**II) Setting:** Where/When/How/What/Why?  
  
*Classical Fantasy* overtones - all D&D canon races/classes exist in this world  
  
*Continental* scope (option to expand)  
  
*An Age of Uncertainty -* relatively peaceful in previous generation, but tensions are building and may be ready to boil over in some areas (~moving from 4/10 toward 7/10 on the conflict scale)

*Rival Factions* control chunks of territory, with no one dominant power.  
 Some of these factions are *Heterogeneous* with many races/religions…  
 Other factions are more *Homogeneous,* whether due to geography or deliberate racism

*Frontier -* The party begins the campaign near the border of one of the major factions

*Wide-ranging Pantheon -* Many gods are worshipped in the world, including the given pantheon from D&D canon as well as others that the player-characters may wish to add  
 *Unseen* - By and large, the gods do not appear directly to their followers  
 *Powerful* - The gods do, however, have actual powers that can influence the world

**III) Characters & Player logistics:** How do we know one another & interact, in & out of game?  
  
*Out of game*: A Quorum = we have either everyone, or everyone minus one. If 2+ people can’t make it, D&D will not occur. If the other players want to get together for other board games or a study party, that’s an option (and one the DM recommends to build meeting habits!)

*In-game*: The party will begin in the same location, and will start off in a group formed for the purpose of working local jobs or “quests.” Where you go from there is up to you!

*Backstories:* Backstories can be revealed by the player-characters to other player-characters in game, or they may come up through NPCs. If you would like to reveal your backstory to other players outside of the game that’s up to you; personally I think it’s more interesting when it comes out through the course of the game!

Important disclaimer: **You don’t need to have a detailed backstory right away!** Sometimes things will come to you later on. No need to stress about it out of the gate.  
  
*Shared Expectations*

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| **DM - Player** | **Player - DM** | **Player - Player** |
| -Conflict & disagreement within the party fuels some of the most interesting parts of a D&D story. However, try to avoid actively sabotaging / attacking / targeting one another! (See rule #2 under Player-Player expectations)  -Be present during a session: everyone will have moments when they need to check phones, take care of something, or step out; we’re all adults. In general respect your fellow players & DM | -Create a constructive, interactive story that everyone can be a part of  -Go with the flow: don’t be upset with player decisions. Adapt & be flexible in the moment!  -Allow choice: don’t railroad the players!! D&D becomes much less fun when players feel that they have no agency or that they are just doing something because the DM said they needed to | - “Have fun, go nuts” :D  - “Don’t be an a\*\*hole” XD  -Try to be a team. Avoid story-derailing decisions or decisions that will massively impact the entire party without consulting with one another first  -Keeping the above in mind: think about how you roleplay different alignments within a party. (DM note: parties with a mix of good/neutral/evil or lawful/neutral/chaotic CAN work, but it requires thoughtful roleplaying!) |