



SCENE DESIGN

design worksheet

Title for the scene

Create a name that will encourage others to play your adventure

Environmental Scene description

Here you need to describe everything that the players are aware of. List the props available but be careful not to talk about things that the players would not know about.

Who/what is the antagonist

Is the antagonist a person/creature, environmental or a situation? In case of a person describe motivation and goals.

Samples of challenges within the scene

samples for skill checks can be seen in the game rules chapter

List of characters

Describe all persons and/or creatures in the scene.

The most likely solution

Create a step by step turn of events (how the scene could play out) and mention when player characters need to make checks (and how many successes are needed).

Other possible solutions

Write down other options and their consequences and include checks and number of successes needed. These could be optional steps or entire new step by step turn of event lists.

