

## Using Adventure Designer

The Adventure Builder is a set of tools for keeping track of your adventure preparation and the adventure progress so far. It is distinctly *not* intended to be an electronic aide at the game table. Instead it is a series of pages that you will print, fill out, and bring with you. This set of sheets is biased toward The Shadow of Yesterday and Serenity, although it can be used for any game system. Inspiration was also taken from Marc Miller's Epic system of adventure design.

### Adventure Worksheet

The Adventure Worksheet is the master document for controlling game flow and organization. If you are familiar with the Epic system, this sheet was designed with that system in mind. The scenes of an act can be run in any order. Once all of the scenes have been completed (checked off), play begins in the next act. The act breaks can be shifted, and it is most certainly not necessary to have exactly five scenes in an act.

### Player Index

Each of the players should be listed here, along with their keys (actions which can generate experience points), and their secrets (special abilities they can bring to bear). The scene count should be filled in *after* you have finished the key scenes. It is not necessarily the number of scenes that they appear in, but the number of scenes where they are a major player.

### Key Scene Worksheet

The Scene field at the top is the index number from the Adventure Worksheet. Points represents the number of experience points the participating characters receive once they finish this scene. Participating PCs is a list of the characters that this scene was designed for. You probably can't anticipate everyone who will be here, but you can anticipate who will be getting the spotlight.

### Rumor Index

This index lists the information that you intend to dole out to the players over the course of the game. Each should have a source, a key scene assigned to it, and the information contained in the rumor. These could be clues to a mystery, information on where to find a nemesis, or the lowdown on the best place to acquire illegal substances.

### Map Index

If your adventure uses maps they should be listed here. The index number is what you should use for the Map Sheet # on the Key Scene Worksheet.

### NPC Index

Each of the NPCs that you include in a scene should be listed here.

Adventure Worksheet

Name: \_\_\_\_\_

Date Run: \_\_\_\_\_ Game Master: \_\_\_\_\_

Key Scenes

Scene	Principal PCs
Act I	
[ ] 1. _____	_____
[ ] 2. _____	_____
[ ] 3. _____	_____
[ ] 4. _____	_____
[ ] 5. _____	_____
Act II	
[ ] 6. _____	_____
[ ] 7. _____	_____
[ ] 8. _____	_____
[ ] 9. _____	_____
[ ] 10. _____	_____
Act III	
[ ] 11. _____	_____
[ ] 12. _____	_____
[ ] 13. _____	_____
[ ] 14. _____	_____
[ ] 15. _____	_____
Act IV	
[ ] 16. _____	_____
[ ] 17. _____	_____
[ ] 18. _____	_____
[ ] 19. _____	_____
[ ] 20. _____	_____

Player Index

Character

Player: \_\_\_\_\_ Scene Count: \_\_\_\_\_  
Keys: \_\_\_\_\_ Secrets \_\_\_\_\_

1. _____	1. _____
2. _____	2. _____
3. _____	3. _____
4. _____	4. _____

Character

Player: \_\_\_\_\_ Scene Count: \_\_\_\_\_  
Keys: \_\_\_\_\_ Secrets \_\_\_\_\_

1. _____	1. _____
2. _____	2. _____
3. _____	3. _____
4. _____	4. _____

Character

Player: \_\_\_\_\_ Scene Count: \_\_\_\_\_  
Keys: \_\_\_\_\_ Secrets \_\_\_\_\_

1. _____	1. _____
2. _____	2. _____
3. _____	3. _____
4. _____	4. _____

Character

Player: \_\_\_\_\_ Scene Count: \_\_\_\_\_  
Keys: \_\_\_\_\_ Secrets \_\_\_\_\_

1. _____	1. _____
2. _____	2. _____
3. _____	3. _____
4. _____	4. _____

Key Scene Worksheet

Scene: \_\_\_\_\_

Name: \_\_\_\_\_

Points: \_\_\_\_\_

Participating PCs

1. \_\_\_\_\_ 2. \_\_\_\_\_

3. \_\_\_\_\_ 4. \_\_\_\_\_

5. \_\_\_\_\_ 6. \_\_\_\_\_

NPC

1. \_\_\_\_\_ # \_\_\_\_\_ 2. \_\_\_\_\_ # \_\_\_\_\_

3. \_\_\_\_\_ # \_\_\_\_\_ 4. \_\_\_\_\_ # \_\_\_\_\_

5. \_\_\_\_\_ # \_\_\_\_\_ 6. \_\_\_\_\_ # \_\_\_\_\_

Description:

Setting:

Map Sheet: \_\_\_\_\_ # \_\_\_\_\_

Key Points:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

Notes:

Rumor Index

1. Source: \_\_\_\_\_ Scene: \_\_\_\_\_

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2. Source: \_\_\_\_\_ Scene: \_\_\_\_\_

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3. Source: \_\_\_\_\_ Scene: \_\_\_\_\_

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4. Source: \_\_\_\_\_ Scene: \_\_\_\_\_

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5. Source: \_\_\_\_\_ Scene: \_\_\_\_\_

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6. Source: \_\_\_\_\_ Scene: \_\_\_\_\_

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Map Index

Map Sheet	Scenes
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
7. _____	_____
8. _____	_____
9. _____	_____
10. _____	_____
11. _____	_____
12. _____	_____
13. _____	_____
14. _____	_____
15. _____	_____
16. _____	_____
17. _____	_____
18. _____	_____
19. _____	_____
20. _____	_____
21. _____	_____
22. _____	_____
23. _____	_____
24. _____	_____
25. _____	_____
26. _____	_____
27. _____	_____

NPC Index

NPC	Scenes
[ ] 1.	_____
[ ] 2.	_____
[ ] 3.	_____
[ ] 4.	_____
[ ] 5.	_____
[ ] 6.	_____
[ ] 7.	_____
[ ] 8.	_____
[ ] 9.	_____
[ ] 10.	_____
[ ] 11.	_____
[ ] 12.	_____
[ ] 13.	_____
[ ] 14.	_____
[ ] 15.	_____
[ ] 16.	_____
[ ] 17.	_____
[ ] 18.	_____
[ ] 19.	_____
[ ] 20.	_____
[ ] 21.	_____
[ ] 22.	_____
[ ] 23.	_____
[ ] 24.	_____
[ ] 25.	_____
[ ] 26.	_____
[ ] 27.	_____

Adventure Checklist

- [ ] All NPCs are fully stated (see NPC Index)
- [ ] Named NPCs have motivations (see NPC Index)
- [ ] Maps prepared (see Map Index)
- [ ] Player Characters have balanced scenes

Character	Scene Count
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

- [ ] Scene points assigned (see Scene Worksheet)
- [ ] Scene NPCs assigned (see Scene Worksheet)
- [ ] Rumors are properly sourced (see Rumor Index)
- [ ] Adventure Flow Scripted (see Adventure Worksheet)