

# *Template Creation*

Once you and your students are familiar with the system, you may quickly grow the urge to adapt one of your own favorite works of literature into the confines of this system. When doing so, it will almost always be beneficial to create a template to assist you in leading the game.

## **Narrative Introduction**

Creating the narrative introduction to hook your students into the game is as simple as pulling the setting from the original text. Take note of time, weather conditions, location, and any other bits of information that you find appropriate in the original introduction to the text. After doing so, insure that you are not including too much information—such as what your students will be able to ascertain with Knowledge & Skill checks—before finalizing the narrative.

## **Objectives**

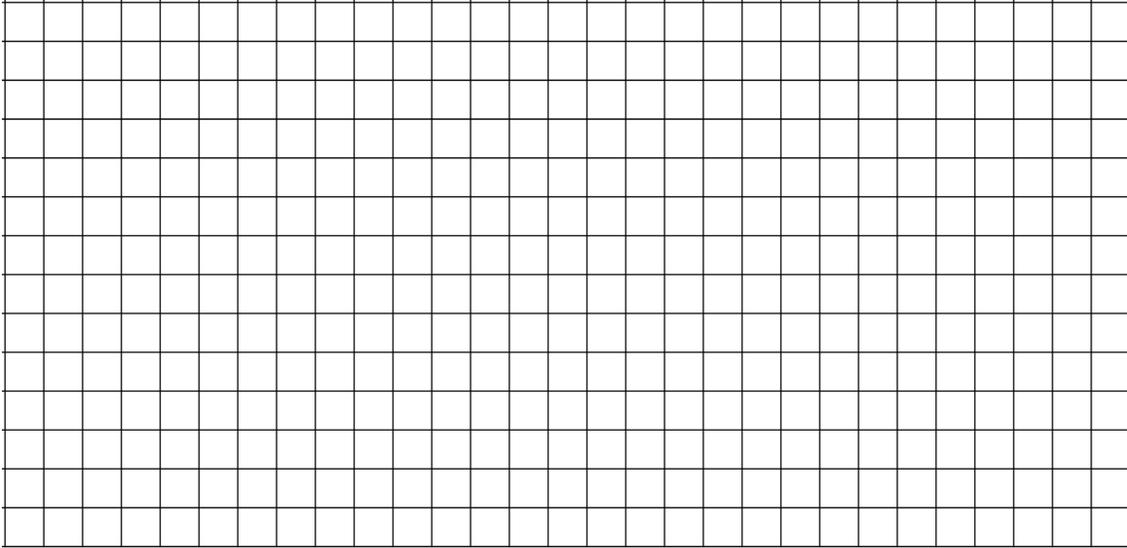
While we recommend at least three objectives to assist in guiding your students through the story, you are welcome to include more or less depending on the text you are adapting. In order to create objectives, take note of areas in the story where you students may be inclined to veer off from the original narrative. Formulate your objectives to counterbalance deterrence and keep your students on track.

## **Timeline**

It may prove incredibly beneficial for you to formulate a timeline for how your story will unfold. While the two templates included with the launch of this system are structured around a 50 minute window of class time, you can adjust your own timelines to better fit with allotted time for your own class period. Keep track of these mile-markers to insure that your students will be able to complete the game before they run out of time.

*When creating a template, feel free to use the Game System Rules & Guide, as well as the pre-made templates, as points of reference. At the same time, always be open to any new ideas you may have in altering how your story will interact with your students. Remember, this is your world and you are the Gamemaster.*

## Map Creation



It is encouraged that map creation is done by hand before transferring to a digital platform. Doing so will allow you to create rough outlines of how you want the environment to look and react to your students. Creating the map digitally is as simple as creating an excel spreadsheet, setting the row and column width to equal values, and filling in the individual cells with corresponding colors to match your terrain.

When making your first template, you may want to keep things rather simple. However, if you would like to integrate certain effects on your students' characters based on the terrain, referencing the templates already provided with this system may give you some ideas of how to do so. If you decide you want to try something new that is not necessarily explained via these materials, then by all means go for it! One of the most fun aspects of game creation is implementing new and creative ideas to challenge your students.

## NPC Creation

<b>NPC</b>					
<b>Description</b>					
<b>Health</b>	<b>Armor</b>	<b>Initiative</b>	<b>BAB</b>	<b>Equipment</b>	
<b>Weapon</b>				<b>Range</b>	<b>Damage</b>

Creating NPCs is possibly the most challenging aspect of game creation for new Gamemasters. It is highly encouraged that you reference the premade templates with this system to get a better idea for how and why the attributes of specific NPCs are decided upon. Remember, however, that there are no fixed rules for your NPCs. Just as with map creation, you are encouraged to be as creative as you would like. Below are some tips for how to calculate values for each field:

**NPC:** This is simply nomenclature to identify your NPCs within your own materials.

**Description:** Simply take note of identifying qualities within the original text and mark them in this box. When your students first encounter your NPCs, this description can either be given immediately or provided via a perception check.

**Health & Armor:** Think of how this character is built into the original text. If he, she, or it, is a formidable opponent, then feel free to represent that to the best of your ability. Remember that Armor will determine how easy it is for your students to attack your NPC and Health will determine how many of those hits your NPC can take.

**Initiative & BAB:** This again should represent the prowess of the character in the original text. Initiative will determine how quickly they react to your students' actions and BAB will determine how easily they can strike your students.

**Equipment & Weapon:** Focus on key items mentioned in the text as a baseline. If you would like to introduce anything not explicitly included in the original text, then go for it! This is your story and you are welcome to alter it as you see fit. The range of individual weapons are entirely up to you based on how far away you wish to be able to attack your students. Damage of individual weapons should also reflect how powerful you wish your NPC to be.