

# ~SLY FLOURISH'S~ **FANTASTIC LOCATIONS**

## **CAMPAIGN WORKSHEETS**

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# SLY FLOURISH'S CAMPAIGN WORKSHEETS

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As part of the Fantastic Locations Kickstarter, backers received a set of campaign worksheets to help GMs run character-focused games. Though these campaign worksheets are especially helpful when used alongside any of the sites in *Sly Flourish's Fantastic Locations*, they are intended to help you run fantasy RPGs regardless of setting or system.

This packet includes two sets of PDF worksheets. The first version is a campaign worksheet for the fifth edition of the world's most popular fantasy roleplaying game. The second version is a general worksheet designed to help you run just about any fantasy roleplaying game.

Each of these sheets comes as both a normal PDF file and a form-fillable PDF. The form-fillable PDF lets you record information digitally. As well, it lets you refresh the sheet's list of random fantasy names from time to time, meaning those names shouldn't ever get stale no matter how much you use them.

## A FOCUS ON PLAYER CHARACTERS

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One important consideration kept in mind when designing these campaign worksheets was to focus on the player characters. Keeping the PCs at the center of the story makes for a great game, and these worksheets help to reinforce that. Each session, a GM can sit down with a worksheet and think not only about the details of the session, but about how those details matter to the characters.

## RANDOM NAMES

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There are any number of charts and tables that can make running games easier, but in the experience of many GMs, tables of random names are critical. Good names are hard to make up quickly, and yet they're always needed. That's why both versions of the worksheet include more than sixty random names. Whenever you need to name an NPC, just scan the list and choose a name that seems to fit. Additionally, you can use the last names on the list for inns, buildings, towns, or any other part of a campaign world easily represented by common words joined together. Almet Broadrazor might turn into Almet, leader of the Broad Razor gang, or Almet, owner of the Broad Razor barbershop.

## THE 5E CAMPAIGN WORKSHEET

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The 5e version of this sheet includes reference material that GMs are likely to want on hand. This includes a list of skills, some quick encounter-building rules, a summary of combat mechanics, and an abbreviated list of status effects.

The "Quick Encounter Building" section of the worksheet allows you to start with the level of the player characters, then create encounters using the challenge ratings of monsters that present a minor (two per PC), medium (one per PC), or major threat (one per two PCs). This makes it

easy to drop in monsters of the right challenge rating as you need them. These mechanics are based on the rules for creating hard encounters, so just remember to use fewer monsters for an easier fight.

The "Quick Combat Mechanics" section includes number ranges for Difficulty Class, Armor Class, hit points, attack bonuses, and damage. The process for calculating damage by challenge rating is based on the challenge of the creature or the situation, not necessarily the level of the PCs. A group of five 4th-level characters might run into a level 6 fire-breathing statue trap. When the trap breathes its blast of fire, it hits multiple characters for 21 damage each: CR 6 divided by 2 (rounded down if necessary) times 7 damage.

When playing out theater-of-the-mind battles, it's often not clear which creatures a spell or other area effect will hit. Breaking out areas of effect into categories allows you to easily note how many creatures can be caught within each area, and then quickly adjudicate potential targets. How many creatures can a *fireball* or a *cone of cold* hit? Probably four.

## NOTABLE NPCs AND STORY THREADS

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This section is joined together on the 5e worksheet and separated out on the more general fantasy worksheet. These boxes are intended to help you keep track of any named NPCs and any PC-driven story threads you want to keep going. In particular, names are worth writing down, given how easy it is to otherwise forget an interesting NPC. The excellent fantasy game *13th Age* advises GMs to ask the players at the end of each session what element of the game they want to see continue. These boxes are a great place to write down those results.

## REVIEW BEFORE EACH SESSION

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Before you run any session of an RPG, you can start your game preparation by reviewing your campaign worksheet. How can you hook in the player characters based on their backgrounds, factions, goals, or ties? What story threads are worth remembering, and which are currently active? In reviewing the worksheet, you're more likely to ensure that you're putting the PCs at the center of the story, not simply adding them to the story as an afterthought.

## A MEMENTO OF YOUR SHARED WORLD

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These campaign worksheets can also act as permanent artifacts of your game. As the GM's equivalent of a character sheet, a campaign worksheet acts as an index into the shared world created within your mind and the minds of your players. When you're done with your campaign, save the sheets you used to track it. Then later, you can pull them out and remember your days of high adventure.



# SE CAMPAIGN WORKSHEET



## CHARACTERS

### PLAYERS

### RACE / CLASS / LEVEL

### BACKGROUNDS, FACTIONS, GOALS, NPC TIES, NOTABLE SKILLS

### SKILLS

Acrobatics (Dex), Animal Handling (Wis), Arcana (Int), Athletics (Str), Deception (Cha), History (Int), Insight (Wis), Intimidation (Cha), Investigation (Int), Medicine (Wis), Nature (Int), Perception (Wis), Performance (Cha), Persuasion (Cha), Religion (Int), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis)

### RANDOM NAMES

Alabos Felcleaver, Nomios Macehand, Declan Cloudhelm, Iamos Kingsbane, Sibyl Millsinger, Rosa the Viper, Glenda Stonedancer, Kanos Broodsong, Hylas Broadcloak, Pier Emeraldhunter, Melodie Lightcowl, Jenine Foxlover, Barnon Graycloak, Bakis Treespear, Mars Glasseye, Klos Swiftcrippler, Angel Thornmaster, Saskia Goldhood, Emma Forgekin, Adwait Redblood, Erik Monstermaul, Maddeline Goldsmile, Mason Starsong, Halla Brightcloud, Lados Wyrmsorcerer, Satyros Freeforger, Eli the Shadow, Lucas Whiteglacier, Parnella Ghoundancer, Charlotte Strifehand, Elred Goblinhide, Alobeth Jewelfinger, Tukros Doomheart, Gerald Riverspirit, Baldric Scalestar, Josephine Oaksong, Tyron Steelhelm, Elliot Stargazer, Sabra Spidercaller, Dwyynn Swordhound, Frederick Hillbelly, Electra Stormsoul, Antigone Flowertrail, Wymond Straightrazor, Arkes Mountainclaw, Frederyk Lionstorm, Feletia Spellhammer, Nicola Flamewind, Hali Harpfinger, Alina Leafwalker, Bertana Ebonfang, Baterich Rainseeker, Lentos Gravedazer, Romulus Frostkiss, Sadie Halfstone, Belle Hollyrunner, Orson Longfellow, Penelope Greentalker, Tantalos Trailwalker, Halstein Ironhunter, Jezebel Bluecaster, Alyssa Arrowcaller, Theodore Ratbond, Lars Drumbuckle, Halia Ghostchuckle, Ester Goldtooth, Deryk Firechaser, Leah Wormlaugher, Merewyn Whitehoof, Evelyn Dawnbeard, Samson Titanwhisper, Aiden Darkstorm

### QUICK ENCOUNTER BUILDING – PC LEVEL:

Two Monsters per PC → CR = Level x 1/4:  
One Monster per PC → CR = Level x 1/3:  
One Monster per Two PCs → CR = Level x 3/4:

### QUICK COMBAT MECHANICS

DC / AC: 10 to 20 (avg 15); HP: 20 per CR  
Attack / Trained Skill / Primary Save: +3 to +10 (avg +6)  
Single Target Dmg: 7 (2d6) per CR  
Multitarget Dmg: 7 (2d6) per CR/2  
# of Targets in AoE: tiny (*acid splash*): 1 or 2;  
small (*burning hands*): 2; large (*fireball*): 4;  
huge (*circle of death*): 12

### STATUS EFFECTS

**Blind:** Atk against have adv; atk at disadv  
**Charmed:** Can't atk charmer; charmer adv on soc checks  
**Frightened:** Disadv on atks; can't move closer  
**Incapacitated:** Can't take actions or reactions  
**Paralyzed:** Incapacitated; fails Str and Dex saves;  
atk against have adv; crit on hit at 5'  
**Poisoned:** Disadv on atk and ab checks  
**Prone:** Crawl at 1/2 speed; disadv on atk; melee atk  
against have adv; rng atk against have disadv  
**Restrained:** Speed 0; atk against have adv; atk at disadv;  
disadv on Dex saves  
**Stunned:** Incapacitated; auto fails Str and Dex saves;  
atk against have adv  
**Unconscious:** Incapacitated; fails Str and Dex saves;  
atk against have adv; crit on hit at 5'

### NOTABLE NPCs & PC-DRIVEN STORY THREADS



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FACTIONS, GOALS,  
QUESTS, NPC TIES,  
NOTABLE SKILLS,  
STORY HOOKS,  
ICONS

NOTABLE NPCs

PC-DRIVEN STORY THREADS

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