Setting Template

Name: _____

NGS
THE NARRATIVE GAME SYSTEM

Introduction
This should be 500 words or less that gives a brief overview of the setting

_____
_____
_____
_____
_____
_____
_____

5 Big Events
These are 5 major events that set the stage for the history of your game

1.)_____

2.)_____
_____

3.)_____
_____

4.)_____
_____

5.)_____
_____

Rumors & Expectations
These are tales, hooks and ideas your players can use to tie their own stories to the setting you have created.

1.)_____
_____

2.)_____
_____

3.)_____
_____

4.)_____
_____

5.)_____
_____

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Narrative Abilities

This should be a short description of the Narrative Abilities commonly available

_____
_____
_____
_____
_____
_____
_____

What is DC 21?

These are the abilities that are off-limits or impossible in your setting

_____
_____
_____
_____
_____
_____
_____
_____

Number of Abilities

This is the number of Narrative Abilities characters may select in your setting.

Major#: _____ **Minor#:** _____

Health & Dying

Here you define the way damage is treated.

Damage Instances for PCs#: _____
Recovery: _____

Character Archetypes

List a few archetypes your PCs might emulate or use to build their characters.

1.)_____
2.)_____
3.)_____
4.)_____
5.)_____

Narrative Ability Sources

List the sources for Narrative Abilities in your setting.

1.)_____ 4.) _____
2.) _____ 5.) _____
3.) _____ 6.) _____