

SESSION ZERO CHECKLIST

1. GROUP CREATION

Player Introductions (Name, Basic Info, Tabletop Gaming Experience, Hobbies, etc.) _____

Campaign Time, Date and Location _____

Attendance Policy _____

2. GAME STYLE DISCUSSION

Grids, Theater of the Mind, or Other _____

Player vs. Player _____

Cheating/Metagaming _____

Microphone Etiquette _____

Breaks/Food/Snacks _____

Table Behavior/Conflict Management _____

How to give the Players/GM Feedback _____

Rolling Guidelines (Where and how we will roll) _____

Descriptive Combat _____

Sharing the Spotlight _____

Language and Inappropriate Topics _____

3. CAMPAIGN GUIDELINES

Commitment to Consistent Time and Day _____

Campaign Length: Opened Ended or with a Conclusion _____

Game Master's Expectations for the Campaign _____

Players' Expectations (What would the players like to see) _____

Theme and Tone of the Campaign _____

Combat v. Adventure v. Roleplay (Puzzles, Chases, etc.) _____

Story and Adventure Guidelines (Linear v. Non-Linear) _____

Custom Rules (Inspiration, Called Shots, etc.) _____

Gear/Equipment Management _____

Impact of Player Decisions _____

4. WORLD TOUR

- Specific Type of Setting _____
- Level of Magic/Technology Level _____
- Magic and Gods _____
- Classes and Races _____
- Significant History _____
- Major NPCs/Power of the NPCs _____
- Laws and Taboos _____
- Starting Location _____
- Structure/Guidelines of Alignments _____

5. CHARACTER CREATION

- Gaming System/Books Allowed _____
- Classes and Races _____
- Starting Level and Level Range _____
- Guidelines and Pace of Leveling (How do you gain levels) _____
- Alignments Allowed _____
- Attributes: Roll, Array or Point Buy _____
- Starting Wealth and Gear/Custom Equipment _____
- Guidelines for Character Backgrounds _____
- Generate Character Concepts _____

6. PARTY CREATION

- Build off Concepts to Create Connections _____
- Common Backgrounds _____
- Integrate Characters Into the World _____
- Party Roles (In and out of combat) _____
- Player Roles (Leader, Recorder, Loremaster, etc.) _____
- Confirm Game Time AGAIN! _____
- Final Questions on anything? _____

HAPPY GAMING!

POSSIBLE GROUP HOMEWORK

Set Due Dates for:

Finish Character Creation

Find or Create a Character Portrait

Set Up Your Roll20/Fantasy Grounds/Digital Tabletop Account (Create Basic Combat Macros)

Establish connections to at least two of the other characters in the party. Major or minor connections.

A Short Write Up of Your Character:

- Name, Race, Description. Brief Backstory including a significant NPC and the connection to the at least two other PCs. Character's current goals in the campaign world.

DM will collect the Blurbs and provide players with further details and motivations based on their background and the campaign.

DM will establish, based on the Character Blurb, a good motivation for each character to be where they are, doing what they are doing, at the beginning of the campaign.

