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Tabletop Roleplaying Game Design Worksheets

(1) CONCEPT (2) System (3) Setting (4) Situation (5) Subtext (6) Product

1.1 *What is your game about?*

1.2 *What emotion does it provoke?*

1.3 *How are the mechanics engaging?*

1.4 *What is the core conflict of the game?*

1.5 *How does your game relate to the real world?*

1.6 *Who is this game's intended audience?*

1.7 *How would you describe the game's premise in one sentence?*

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2.1 *Is this using an existing system, or a new one?*

2.2 *What is the core resolution system?*

2.3 *What are the sub-systems (if any), and what stories do they tell?*

2.4 *What is most important; risk (fortune), planning (karma) or narrative (drama).*

2.5 *How is authority distributed among the participants? Is there a single individual responsible for leading the game, interpreting the rules, and arbitrating disputes?*

2.6 *How are player characters differentiated from each other mechanically?*

2.7 *How do character sheets change during, and between, sessions?*

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3.1 *What is the genre(s) and associated expectations does the game align with?*

3.2 *What differentiates your game from the rest of the genre?*

3.3 *How is your setting similar to Earth, and how is it different?*

3.4 *Who has the most social status, and who has the least?*

3.5 *What technology is available, and to whom?*

3.6 *What supernatural elements exist?*

3.7 *What is the most important rule in the specific society or broader setting?*

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- 4.1 *How do the player characters know each other?*
- 4.2 *What do the player characters want?*
- 4.3 *What obstacles are keeping the player characters from getting their desires?*
- 4.4 *How have past events affected the player characters current relationships?*
- 4.5 *Which non-player characters are the player characters connected with?*
- 4.6 *Which locations or communities are the player characters connected with?*
- 4.7 *Which organizations or factions are the player characters connected with?*
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5.1 *How are women and feminist issues portrayed in the game?*

5.2 *How are ethnic minorities and racism portrayed in the game?*

5.3 *How are real-world religions and faiths portrayed in the game?*

5.4 *How are indigenous peoples, and issues of colonialism portrayed in the game?*

5.5 *How are LGBTQ+ individuals and communities portrayed in the game?*

5.6 *What role does violence and conflict hold in your game?*

5.7 *How are safety tools and procedures incorporated into your game?*

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(6) PRODUCT

- 6.1 *What are your minimum and maximum wordcounts for the product?*
- 6.2 *Is a book the best format for the game, or is there a better alternative?*
- 6.3 *What is the writing and research budget for your game?*
- 6.4 *What is the editing and proofreading budget for your game?*
- 6.5 *What are the cover art and interior art budgets for your game?*
- 6.6 *What is the layout and graphic design budget for your game?*
- 6.7 *What are the best manufacturing/printing quotes you can get for 1 copy, 250 copies, 1000 copies, or 2000 copies of the product?*
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