

A Place in Six Questions

Introduction

This document is a worksheet for giving in a location character in just a handful of questions. Your answers to each should be short and focused on the essence of what's most important to you, your players, and your game. Some may need to be left blank and defined when the place first appears in the game. For more information on how to use this questionnaire, listen to episode 391 of Fear the Boot.

1. WHAT is the nature of this place?
2. WHO are the noteworthy NPCs that can be found here?
3. WHERE is the place located, particularly in relation to other notable locales?
4. WHEN did something occur in the place's history that's worth noting?
5. WHY does this place exist at all in the game?
6. HOW will its purpose in the game be demonstrated to the players?

The example below is drawn from the same Skies of Glass campaign as the resource documents used with episode 209. But the purpose of this document is only to show the kind of information that might go into game preparation, regardless of your chosen setting.

1. *WHAT: A rebuilt, pre-war house that's also a bakery.*
2. *WHO: Margaret Bellows, a friendly but lonely widow who lives in the home and runs the bakery.*
3. *WHERE: Right next door to the party's home base in an abandoned Jiffy Lube.*
4. *WHEN: Margaret refurbished the home and founded the bakery, along with her husband, John, 28 years ago. John died from a respiratory disease just four years later.*
5. *WHY: Margaret and the bakery are meant to show a sense of a humanity, community, and everyday life that thrives in the town.*
6. *HOW: Margaret will greet the player-characters each morning to see how they're doing and offer a sampling from her first batch of the day's apple muffins.*