

Campaign Frame: Rebirth

Title

[Short, punchy name of the campaign frame]

Concept

[One-sentence description of the big idea of the campaign frame]

Complexity Rating

4: In Aestilon anything is possible and rules will be introduced to support these.

The Pitch

[One paragraph: what's exciting about this campaign, the tone, setting, emotional promise. Designed to read to players.]

Tone & Feel

* Tone 1: [e.g., "grim & gritty"] * Tone 2: [e.g., "hopeful & heroic"] * Additional notes: [Any contrast, nuance]

Themes

* Theme 1: [e.g., "power and corruption"] * Theme 2: [e.g., "legacy vs. change"] * Theme 3: [optional additional theme]

Touchstones

[List of inspirations: books, movies, games, comics, etc.]

Overview

[A longer description (approx. a page or so) of the campaign: major elements of the world, what players can expect, the general flow, but nothing too secretive. Player-facing.]

Heritage & Classes

-- Ancestries & Communities -- [Describe how ancestries or communities are used in this frame. Any special options, or restrictions? Background prompts for characters of those heritages.]

-- Classes -- [Describe how classes work in this frame. Any classes changed, flavour altered, or new classes? What's special here for characters.]

Player Principles

[Guidelines for players: how they should approach play so it fits the frame. Evocative, actionable.]

GM Principles

[Guidelines for the GM: how to run the campaign so it fits the frame, supports the themes, tone, and mechanics.]

Distinctions

[What sets this campaign frame apart: core truths about the setting, major factions, key beliefs, unique features of magic/technology, major locations. This is where GM-facing information begins.]

Inciting Incident

[A sample opening scene / hook: a situation + objective + character hooks that introduce the themes and distinctions.]

Custom Mechanics

[Describe any special rules/tools for this campaign: subsystems, new adversary types, special items, setting-specific mechanics, etc.]

Session Zero Questions

[Questions specific to this campaign frame that the GM asks in session zero with the players: to situate PCs, align expectations, deal with theme/content, etc.]

Campaign Map

[Provide or describe a map (template or outline) for the setting: places, names, a list of blank spots for group to fill in. Encourage player input.]

Closing

[A brief note: summary, encouragement to make it your own, reminder of design principles, etc.]

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