

Session Zero — Player Intake Form

What is Session Zero?

Session Zero lets us set the foundation of the campaign. It's where the group sets expectations, builds characters, and ties everyone together into a story that feels personal and exciting. Use this sheet to guide your choices and capture your ideas.

Step 1: Table Expectations

- Tone of the game: _____
- Safety tools & boundaries agreed on: _____
- Rules approach (strict, flexible, house rules): _____

Step 2: World & Theme

- Setting (urban fantasy, medieval, sci-fi, etc.): _____
- Core themes (mystery, survival, heroism, etc.): _____
- Story style we're excited about: _____

Step 3: Character Foundations

- Concept (one-line pitch): _____
- Motivation/goal: _____
- Flaw or vulnerability: _____
- Secret/fear: _____

Step 4: Connections & Bonds

- My link to another PC: _____
- How our group came together: _____
- Shared history/defining event: _____

Step 5: Hooks for the GM

- My unresolved problem/enemy: _____
- My personal stake in the world: _____
- Spotlight moments I'd enjoy: _____

Step 6: Group Agreement

- Party roles covered: _____
- Shared resources (base, vehicle, organization): _____
- Our mission/reason for adventuring: _____

Remember:

Session Zero is about collaboration. The more you give—goals, flaws, ties, and hooks—the more the story will revolve around your character and the group as a whole.



Three Story Path Questions

- Where did you come from? → Legacy Path
- Who mattered in your life so far? → Bond Path
- What single event pushed you forward? → Catalyst Path



Write one clear sentence for each answer, and this will be your character's Story Path.

Legacy Fragment — Where did you come from?

- What you give the table: a family, lineage, destiny, inheritance, or recurring duty that shapes your hunter.
- Write it to include: who or what (family/line/institution), the binding element (curse, heirloom, vow, title), and one consequence if ignored.
- Example Fragments:
 - "My grandmother bound a thing to our family; I carry her amulet to keep it sealed."
 - "I'm the last of my line sworn to guard the old burial mound."
 - "My family's trade is making bargains with spirits; one of those bargains is due."
- How the GM uses it: seed recurring threats, NPCs from your past, inheritance obligations, fate tokens, or long-term costs/consequences.

Bond Fragment — Who mattered in your life so far?

- What you give the table: a person or relationship that motivates choices and creates immediate interpersonal hooks.
- Write it to include: the person (name or role), your tie to them (debt, promise, protector, rival), and what you'll do for them.
- Example Fragments:
 - "I owe my old handler one favor; if they call, I go."
 - "My sibling vanished because of me; I will find them or die trying."
 - "My mentor taught me rituals; I still answer their summons."
- How the GM uses it: trigger scenes where that person appears, call in favors, create moral dilemmas, or force choices that reveal character.

Catalyst Fragment — What event set you forward?

- What you give the table: the inciting incident that turned you from ordinary life into a hunter—something immediate, dramatic, and actionable.
- Write it to include: the event (what happened), the immediate result (what you lost or gained), and the action you took or vowed.
- Example Fragments:
 - "A thing ate my town; I survived and could not go back."
 - "I broke a ritual to save a friend; now something follows me."
 - "I was bitten by a thing I can't explain; I hunt what did it."
- How the GM uses it: start the campaign with follow-up consequences, drop witnesses or evidence, escalate the countdown, or make an early scene tied to that past event.

Finally - How would your character answer these questions at this moment?

I most need: _____

My experience of others has been: _____

I desperately want: _____

My deepest held belief is: _____

I hope above all else: _____

My darkest secret is: _____

I most love: _____

