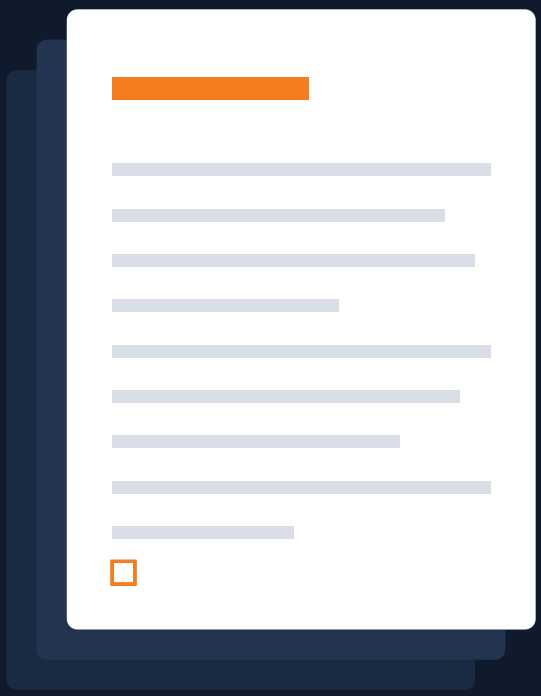
Documentation
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FREE TEMPLATE

GAME DESIGN

RPG Game Design Document

An RPG-focused GDD for characters, quests, combat, inventory and progression.

WHAT IT COVERS

Characters, quests, combat, inventory, character progression

BEST FOR

Action, turn-based and narrative RPGs

About this template

RPGs have many interlocking systems. This template documents each one (characters, stats, combat, quests, items and progression) so designers, writers and programmers share the same rules and numbers.

Detail	
What it covers	Characters, quests, combat, inventory, character progression
Best for	Action, turn-based and narrative RPGs

How to use it

- Replace every *[grey bracketed placeholder]* with your own details.
- Delete the orange **Guidance** boxes and green **Example** boxes before you publish or circulate it.
- Add or remove table rows as needed; keep the section order so readers can find things quickly.

Document Control

Game title		**Studio / team**	
Document version		**Lead designer**	
Status		**Last updated**	

Version	Date	Author	Summary of changes
[1.0]	*[DD/MM/YYYY]*	*[Name]*	*[Initial release]*

01 Overview & Setting

High concept	
RPG style (action / turn-based / tactics)	
Setting & tone	
Main story premise	

02 Characters & Classes

Class / character	Role	Strengths	Weaknesses	Signature ability

03 Stats & Attributes

GUIDANCE *Define every stat and what it affects.*

Stat	Affects	Base value	Growth per level
[Strength]	*[Melee damage]*		

04 Combat System

Combat type	
Turn / action economy	
Damage formula	
Status effects	
Death / defeat rules	

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05 Character Progression

Level	XP required	Unlocks
2		
5		
10		

Skill tree structure	
Respec rules	

06 Quests

Quest	Type	Giver	Objective	Reward
	[Main / side]			

07 Inventory & Items

Item type	Rarity tiers	Slots / limits	Source
[Weapons]			
[Armour]			
[Consumables]			
[Quest items]			

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08 World & Exploration

Region	Level range	Key features

09 Dialogue & Choices

Dialogue system	
Choice consequences	
Endings	

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