

Rate the Review Edition

Select one score per row. Use 1 for weak or unclear and 5 for excellent.

Area	1	2	3	4	5
Premise clarity	☐	☐	☐	☐	☐
Setting distinctiveness	☐	☐	☐	☐	☐
Visual polish	☐	☐	☐	☐	☐
Ease of entry	☐	☐	☐	☐	☐
System-neutral credibility	☐	☐	☐	☐	☐
Campaign clarity	☐	☐	☐	☐	☐
GM usability	☐	☐	☐	☐	☐
Player accessibility	☐	☐	☐	☐	☐
Internal consistency	☐	☐	☐	☐	☐
Likelihood of running it	☐	☐	☐	☐	☐

Your primary perspective

- ☐ GM
- ☐ Player
- ☐ Designer
- ☐ Accessibility reader
- ☐ worldbuilding reader

Experience level

- ☐ New to TTRPGs
- ☐ Occasional player
- ☐ Experienced player
- ☐ Experienced GM
- ☐ Professional

The Questions That Matter Most

1. After ten minutes, what did you believe Mar de Oro was?

2. What would player characters actually do in a campaign?

3. What felt most distinctive?

4. What did you initially misunderstand?

5. What is the single biggest reason you might not run it?

May Mar de Oro quote your feedback?

☐ Yes, anonymously ☐ Yes, with my chosen credit ☐ No



Send the completed review

Save this PDF and email it to talesofmardeoro@gmail.com. The QR code opens a pre-addressed message with the subject “Mar de Oro Community Review.” Include the credit you want used, or submit anonymously.

After the Session

System used		Players	
Preparation time		Session length	

What setting questions arose during preparation?

Where did players become confused?

What did the group understand naturally through play?

What information was difficult to find at the table?

Would you run another session? Why or why not?