Narrator's Journal

Blue Rose Narrator's Journal

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Introduction

Welcome to the **Blue Rose Narrator's Journal**.

The purpose of this product is to provide you with forms to better organize your campaign.

Our suggestion is to print out the forms you need, hole-punch them, and put them in a three-ring binder for easy reference.

Although the forms are largely self-explanatory, we have included a small user guide as an overview.

Campaign Overview Sheet (p. 4)

This sheet should only be needed once for any campaign and is designed to assist in the planning of the campaign. Only the most general ideas and concepts should be jotted down here.

House Rules Sheet (p. 5)

Keep track of your game's unique variations on the **Blue Rose** rules.

Both mechanical (i.e. not allowing certain arcana or feats) and table rules (do you re-roll a die that has fallen off the table?) fit here.

Previous Rulings and Task Difficulties (p. 6)

Ensure consistency on your in-game rulings for interpretive situations (i.e. the Difficulty for lifting a portcullis, for breaking down an iron-barred door, etc.) by keeping track of them here for future reference.

Paths Sheets (pp. 7-9)

Use these forms to keep track of any of your game's unique adept/expert/warrior paths.

Element Reference Sheets (pp. 10-15)

There are a total of six sheets, each of which tracks one of the following six elements: feats, arcana, weapons, armor/shields, arcane elixirs/stones, and equipment/services.

They are designed to hold new elements introduced to the game (i.e. a new feat or a new kind of armor) but can also be used to keep track of existing elements that see frequent use within the game or have been chosen by the heroes.

Creature Sheet (p. 16)

This sheet summarizes all the information on new creatures for the game, or can serve as a handy reference for frequently encountered ones.

Major Narrator Character Sheets (pp. 17-19)

These three sheets are designed for important Narrator characters (i.e. recurring enemies, steadfast allies, etc.).

They hold a number of details designed to aid you in making the character come to life and a vibrant part of the greater game world.

The first sheet holds the game statistics and serves as a reference for actions (i.e. social, physical, and fighting).

The second and third sheets keep track of the Narrator character's relationship and interactions with the heroes, other Narrator characters, organizations, etc. while also providing room for role-playing cues including the Narrator character's goals.

Minion Sheet (p. 20)

This sheet keeps track of the minions (minor characters) in a story. Use it for everything from groups of highwaymen to bands of shadowspawn.

Secret Society/Organization Sheets (pp. 21-22)

These two sheets serve the same purpose as the Major Narrator Character Sheet for secret societies and organizations.

Organization/Narrator Character Memorable Encounters Sheet (p. 23)

This sheet continues the Memorable Encounters sections of both the Major Narrator Character and Secret Society/Organization sheets.

Location/Building Sheets (pp. 24-25)

For site-based adventures, these are adventure-planning sheets for a specific location or building that the heroes will be exploring/fighting in. The sheets can also be used to flesh out locations frequented by the heroes.

Shops, Inns, and Marketplaces (p. 26)

This form is meant to keep track of the name of that inn or the owner of the shop in that small village the heroes visited on their last go-round.

Shadowgates Sheet (p. 27)

Keep track of the portals of the darkfiends.

Recent Campaign Events Sheet (p. 28)

This sheet keeps track of events that affect the game world beyond the heroes' immediate adventures and are likely to affect the heroes in the future.

Rumors and Lies Sheet (p. 29)

People always talk and experienced heroes listen. Oftentimes what they hear leads to adventure.

Adventure Outline Sheet (p. 30)

Use this sheet for event-based adventures, supplementing it with the Location/Building sheet when needed.

Future Adventure and Plot Ideas Sheet (p. 31)

Jot down any ideas for future adventures you have while running the current one.

Session History Sheet (p. 32)

Summarize the completed adventure/game session here, both for future reference and to consult for adventure ideas.

Heroes' Reputations Sheet (p. 33)

When a hero (or heroes) is recognized by a Narrator character this sheet serves as a reference as to why the hero is famous or infamous ("I know you, you're the hero that saved young Jens from that darkfiend").

Adventure/Narrator Review Sheet (p. 34)

This sheet should be handed out and collected at the end of each game session/adventure; a few minutes spent giving honest feedback makes the game more enjoyable for everybody.

Notes (p. 35)

If it can't be put, or won't fit, on an existing form, keep track of it here.

| CAMPAIGN TITLE | |
| NARRATOR | |

HEROES/PLAYERS IN THE CAMPAIGN

HERO NAME		PLAYER	
HERO NAME		PLAYER	
HERO NAME		PLAYER	
HERO NAME		PLAYER	
HERO NAME		PLAYER	
HERO NAME		PLAYER	

CAMPAIGN SYNOPSIS

CAMPAIGN BACKGROUND

CAMPAIGN GOALS/OBJECTIVES

ROLE OF THE HEROES

TITLE		TYPE	❑ Mechanic ❑ Table
DESCRIPTION			

TITLE		TYPE	❑ Mechanic ❑ Table
DESCRIPTION			

TITLE		TYPE	❑ Mechanic ❑ Table
DESCRIPTION			

Action or Task

Skill/Ability Involved	
Modifier/Difficulty	
Save (If Any)	

Justification for Ruling/Other Notes

Action or Task

Skill/Ability Involved	
Modifier/Difficulty	
Save (If Any)	

Justification for Ruling/Other Notes

Action or Task

Skill/Ability Involved	
Modifier/Difficulty	
Save (If Any)	

Justification for Ruling/Other Notes

THE ADEPT

Level	Attack	Defense	Toughness	Fortitude	Reflex	Will	Reputation
1st	+0	+2	+0	+0	+0	+2	+1
2nd	+1	+3	+1	+0	+0	+3	+1
3rd	+1	+3	+1	+1	+1	+3	+1
4th	+2	+3	+2	+1	+1	+4	+2
5th	+2	+4	+2	+1	+1	+4	+2
6th	+3	+4	+3	+2	+2	+5	+2
7th	+3	+5	+3	+2	+2	+5	+2
8th	+4	+5	+4	+2	+2	+6	+3
9th	+4	+5	+4	+3	+3	+6	+3
10th	+5	+6	+5	+3	+3	+7	+3
11th	+5	+6	+5	+3	+3	+7	+3
12th	+6	+7	+6	+4	+4	+8	+4
13th	+6	+7	+6	+4	+4	+8	+4
14th	+7	+7	+7	+4	+4	+9	+4
15th	+7	+8	+7	+5	+5	+9	+4
16th	+8	+8	+8	+5	+5	+10	+5
17th	+8	+9	+8	+5	+5	+10	+5
18th	+9	+9	+9	+6	+6	+11	+5
19th	+9	+9	+9	+6	+6	+11	+5
20th	+10	+10	+10	+6	+6	+12	+6

Game Abilities

Adepts have the following game abilities:

Primary Abilities: Wisdom, Charisma, Intelligence

Secondary Ability: Constitution

Favored Skills: any 4 plus Craft (any) and Knowledge (any)

Known Skills: 2 + Intelligence score (minimum 1)

Favored Feats: Arcane, General

Starting Feats: 4

For complete information on the adept role's game abilities see *Blue Rose*, p. 62.

NAME

STARTING SKILLS

STARTING FEATS

DESCRIPTION

NAME

STARTING SKILLS

STARTING FEATS

DESCRIPTION

THE EXPERT						
Level	Attack	Defense	Toughness	Good Save	Normal Save	Reputation
1st	+0	+2	+0	+2	+0	+1
2nd	+1	+2	+1	+3	+0	+1
3rd	+2	+3	+2	+3	+1	+1
4th	+3	+3	+3	+4	+1	+2
5th	+3	+4	+3	+4	+1	+2
6th	+4	+4	+4	+5	+2	+2
7th	+5	+5	+5	+5	+2	+2
8th	+6	+5	+6	+6	+2	+3
9th	+6	+6	+6	+6	+3	+3
10th	+7	+6	+7	+7	+3	+3
11th	+8	+7	+8	+7	+3	+3
12th	+9	+7	+9	+8	+4	+4
13th	+9	+8	+9	+8	+4	+4
14th	+10	+8	+10	+9	+4	+4
15th	+11	+9	+11	+9	+5	+4
16th	+12	+9	+12	+10	+5	+5
17th	+12	+10	+12	+10	+5	+5
18th	+13	+10	+13	+11	+6	+5
19th	+14	+11	+14	+11	+6	+5
20th	+15	+11	+15	+12	+6	+6

Game Abilities

Experts have the following game abilities:

Primary Abilities: Dexterity, Charisma
Secondary Abilities: Intelligence, Wisdom
Saving Throws: 2 good and 1 normal save from Fortitude, Reflex, and Will or 1 good and 2 normal saves and +1 to Defense
Favored Skills: any 12 plus Craft (any)
Known Skills: 6 + Intelligence score (minimum 1)
Favored Feats: Expert, General
Starting Feats: 3 and Armor Training (light)

For complete information on the expert role's game abilities see *Blue Rose*, p. 64.

NAME

QUALITIES

STARTING SKILLS

STARTING FEATS

DESCRIPTION

NAME

QUALITIES

STARTING SKILLS

STARTING FEATS

DESCRIPTION

THE WARRIOR

Level	Attack	Defense	Toughness	Fortitude	Reflex	Will	Reputation
1st	+1	+3	+1	+2	+0	+0	+0
2nd	+2	+3	+2	+3	+0	+0	+0
3rd	+3	+4	+3	+3	+1	+1	+1
4th	+4	+4	+4	+4	+1	+1	+1
5th	+5	+5	+5	+4	+1	+1	+1
6th	+6	+5	+6	+5	+2	+2	+1
7th	+7	+6	+7	+5	+2	+2	+2
8th	+8	+6	+8	+6	+2	+2	+2
9th	+9	+7	+9	+6	+3	+3	+2
10th	+10	+7	+10	+7	+3	+3	+2
11th	+11	+8	+11	+7	+3	+3	+3
12th	+12	+8	+12	+8	+4	+4	+3
13th	+13	+9	+13	+8	+4	+4	+3
14th	+14	+9	+14	+9	+4	+4	+3
15th	+15	+10	+15	+9	+5	+5	+4
16th	+16	+10	+16	+10	+5	+5	+4
17th	+17	+11	+17	+10	+5	+5	+4
18th	+18	+11	+18	+11	+6	+6	+4
19th	+19	+12	+19	+11	+6	+6	+5
20th	+20	+12	+20	+12	+6	+6	+5

Game Abilities

Warriors have the following game abilities:

Primary Abilities: Strength, Dexterity, Constitution

Favored Skills: any 6 plus Craft (any)

Known Skills: 2 + Intelligence score (minimum 1)

Favored Feats: General, Martial

Starting Feats: 2 and Armor Training (all), Weapon Training

For complete information on the warrior role's game abilities see *Blue Rose,* p. 66.

NAME

STARTING SKILLS

STARTING FEATS

DESCRIPTION

NAME

STARTING SKILLS

STARTING FEATS

DESCRIPTION

NAME		TYPE	❑ General ❑ Arcane ❑ Expert ❑ Martial

DESCRIPTION

NAME		TYPE	❑ General ❑ Arcane ❑ Expert ❑ Martial

DESCRIPTION

NAME		TYPE	❑ General ❑ Arcane ❑ Expert ❑ Martial

DESCRIPTION

NAME		SORCERY?	❑ Yes ❑ No
TALENT	❑ Animism ❑ Healing ❑ Meditative ❑ Psychic ❑ Shaping ❑ Visionary		
ABILITY	❑ Intelligence ❑ Wisdom ❑ Charisma ❑ Not Applicable		
FATIGUE?	❑ Yes ❑ No	UNTRAINED?	❑ Yes ❑ No
TAKE 10/20	❑ No ❑ 10 ❑ 10/20		

DESCRIPTION

RETRY

SPECIAL

TIME

Name			Category	❏ Simple ❏ Martial ❏ Exotic
Melee/Ranged	❏ Melee ❏ Ranged		Hand?	❏ Light ❏ One ❏ Two

Cost	Damage	Critical	Range Increment	Weight	Type

Description

Name			Category	❏ Simple ❏ Martial ❏ Exotic
Melee/Ranged	❏ Melee ❏ Ranged		Hand?	❏ Light ❏ One ❏ Two

Cost	Damage	Critical	Range Increment	Weight	Type

Description

Name			Category	❏ Simple ❏ Martial ❏ Exotic
Melee/Ranged	❏ Melee ❏ Ranged		Hand?	❏ Light ❏ One ❏ Two

Cost	Damage	Critical	Range Increment	Weight	Type

Description

NAME						
Cost	Defense Bonus	Max Dodge Bonus	Armor Check Penalty	Speed	Weight

DESCRIPTION

NAME						
Cost	Defense Bonus	Max Dodge Bonus	Armor Check Penalty	Speed	Weight

DESCRIPTION

NAME						
Cost	Defense Bonus	Max Dodge Bonus	Armor Check Penalty	Speed	Weight

DESCRIPTION

NAME _____ TYPE ❑ Elixir ❑ Stone

DESCRIPTION

_____
_____
_____
_____
_____
_____
_____
_____

PREREQUISITES _____
COST _____
DIFFICULTY TO MAKE _____

NAME _____ TYPE ❑ Elixir ❑ Stone

DESCRIPTION

_____
_____
_____
_____
_____
_____
_____
_____

PREREQUISITES _____
COST _____
DIFFICULTY TO MAKE _____

NAME _____ TYPE ❑ Elixir ❑ Stone

DESCRIPTION

_____
_____
_____
_____
_____
_____
_____
_____

PREREQUISITES _____
COST _____
DIFFICULTY TO MAKE _____

NAME		COST		WEIGHT	
DESCRIPTION					

NAME		COST		WEIGHT	
DESCRIPTION					

NAME		COST		WEIGHT	
DESCRIPTION					

NAME

DESCRIPTION

SIZE		LEVEL	
TYPE		SPEED	
INITIATIVE		ALIGNMENT	
DEFENSE			
ATTACK			
QUALITIES			

ABILITIES	FEATS	SKILLS
STRENGTH		
DEXTERITY		
CONSTITUTION		
INTELLIGENCE		
WISDOM		
CHARISMA		
SAVING THROWS		
TOUGHNESS		
FORTITUDE		
REFLEX	ADVANCEMENT	
WILL		

NOTES (INCLUDING QUALITIES, APPEARANCE, ORGANIZATION, PERSONALITY, ETC.)

NAME		REPUTATION	

DESCRIPTION/PERSONALITY

	LEVEL	
SIZE		
ROLE	SPEED	
BACKGROUND/TYPE	ALIGNMENT	
CONVICTION	CORRUPTION	
INITIATIVE		
DEFENSE		
ATTACK		
SPECIAL ABILITIES/SPECIAL QUALITIES		

ABILITIES	FEATS	SKILLS
STRENGTH		
DEXTERITY		
CONSTITUTION		
INTELLIGENCE		
WISDOM		
CHARISMA		
SAVING THROWS		
TOUGHNESS	ARCANA	
FORTITUDE		
REFLEX		
WILL		
PERSONAL SYMBOL/MARK		
	EQUIPMENT, ARMS, AND ARMOR	

RELATIONSHIP WITH HEROES

	❑ Lover ❑ Friend ❑ Foe
	❑ Lover ❑ Friend ❑ Foe
	❑ Lover ❑ Friend ❑ Foe
	❑ Lover ❑ Friend ❑ Foe
	❑ Lover ❑ Friend ❑ Foe
	❑ Lover ❑ Friend ❑ Foe

RELATIONSHIP WITH NARRATOR CHARACTERS

	CHARACTER SHEET?		
	CHARACTER SHEET? ❑ Y ❑ N	❑ Lover ❑ Friend ❑ Foe
	CHARACTER SHEET? ❑ Y ❑ N	❑ Lover ❑ Friend ❑ Foe
	CHARACTER SHEET? ❑ Y ❑ N	❑ Lover ❑ Friend ❑ Foe
	CHARACTER SHEET? ❑ Y ❑ N	❑ Lover ❑ Friend ❑ Foe
	CHARACTER SHEET? ❑ Y ❑ N	❑ Lover ❑ Friend ❑ Foe
	CHARACTER SHEET? ❑ Y ❑ N	❑ Lover ❑ Friend ❑ Foe
	CHARACTER SHEET? ❑ Y ❑ N	❑ Lover ❑ Friend ❑ Foe

IS THE CHARACTER ROMANTICALLY INVOLVED? ❑ Y ❑ N

IF YES, WITH WHOM? _____ CHARACTER SHEET? ❑ Y ❑ N

ARE THEY MARRIED? ❑ Y ❑ N   IS IT TRUE LOVE? ❑ Y ❑ N

WHAT TYPE OF RELATIONSHIP/MARRIAGE IS IT? ❑ Caria Duanen ❑ Cepia Luath ❑ Star

RELATIONSHIP WITH ORGANIZATIONS IN THE CAMPAIGN

	ORGANIZATION SHEET?	
	ORGANIZATION SHEET? ❑ Y ❑ N	❑ Member ❑ Friend ❑ Foe ❑ Hireling
	ORGANIZATION SHEET? ❑ Y ❑ N	❑ Member ❑ Friend ❑ Foe ❑ Hireling
	ORGANIZATION SHEET? ❑ Y ❑ N	❑ Member ❑ Friend ❑ Foe ❑ Hireling
	ORGANIZATION SHEET? ❑ Y ❑ N	❑ Member ❑ Friend ❑ Foe ❑ Hireling
	ORGANIZATION SHEET? ❑ Y ❑ N	❑ Member ❑ Friend ❑ Foe ❑ Hireling
	ORGANIZATION SHEET? ❑ Y ❑ N	❑ Member ❑ Friend ❑ Foe ❑ Hireling
	ORGANIZATION SHEET? ❑ Y ❑ N	❑ Member ❑ Friend ❑ Foe ❑ Hireling

MINIONS AND OTHER SERVANTS

	CHARACTER SHEET? ❑ Y ❑ N
	CHARACTER SHEET? ❑ Y ❑ N
	CHARACTER SHEET? ❑ Y ❑ N
	CHARACTER SHEET? ❑ Y ❑ N
	CHARACTER SHEET? ❑ Y ❑ N

ROLEPLAYING NOTES (ACCENT AND MANNERISMS, CATCH PHRASES, ETC.)

RESOURCES AND GOALS

OTHER NOTES AND INFORMATION

FIRST MEETING WITH HEROES/FIRST INTRODUCED IN CAMPAIGN

SESSION DATE	CAMPAIGN DATE

MEMORABLE ENCOUNTERS DURING THE CAMPAIGN

SESSION DATE	CAMPAIGN DATE

EVENT/ENCOUNTER

SESSION DATE	CAMPAIGN DATE

EVENT/ENCOUNTER

NAME		FOLLOWER OF	

DESCRIPTION/PERSONALITY

SIZE		LEVEL	
ROLE		SPEED	
BACKGROUND/TYPE		ALIGNMENT	
INITIATIVE			
DEFENSE			
ATTACK			

ABILITIES	FEATS	SKILLS
STRENGTH		
DEXTERITY		
CONSTITUTION		
INTELLIGENCE		
WISDOM	ARCANA	
CHARISMA		
SAVING THROWS		
TOUGHNESS	EQUIPMENT, ARMS, AND ARMOR	
FORTITUDE		
REFLEX		
WILL		

IMPORTANT CLUE OR KNOWLEDGE THE MINION POSSESSES

OTHER NOTES

ORGANIZATION [_____] **KNOWN TO THE PUBLIC** ❏ Yes ❏ No

COMMON KNOWLEDGE/OVERVIEW

LEADER		**CHARACTER SHEET?** ❏ Y ❏ N
ORGANIZATION'S ALIGNMENT		
BASE OF OPERATIONS		**LOCATION SHEET?** ❏ Y ❏ N

KNOWN MEMBERS

	CHARACTER SHEET? ❏ Y ❏ N
	CHARACTER SHEET? ❏ Y ❏ N
	CHARACTER SHEET? ❏ Y ❏ N
	CHARACTER SHEET? ❏ Y ❏ N
	CHARACTER SHEET? ❏ Y ❏ N
	CHARACTER SHEET? ❏ Y ❏ N
	CHARACTER SHEET? ❏ Y ❏ N

GOALS/OBJECTIVES

SECRET KNOWLEDGE

RESOURCES

ORGANIZATION

ALLIED ORGANIZATIONS

	ORGANIZATION SHEET?	❑ Y ❑ N
	ORGANIZATION SHEET?	❑ Y ❑ N
	ORGANIZATION SHEET?	❑ Y ❑ N
	ORGANIZATION SHEET?	❑ Y ❑ N

ENEMY ORGANIZATIONS

	ORGANIZATION SHEET?	❑ Y ❑ N
	ORGANIZATION SHEET?	❑ Y ❑ N
	ORGANIZATION SHEET?	❑ Y ❑ N
	ORGANIZATION SHEET?	❑ Y ❑ N

MISCELLANEOUS INFORMATION

FIRST ENCOUNTERED BY HEROES/FIRST INTRODUCED IN CAMPAIGN

SESSION DATE	CAMPAIGN DATE

MEMORABLE ENCOUNTERS DURING THE CAMPAIGN

SESSION DATE	CAMPAIGN DATE
EVENT/ENCOUNTER	

SESSION DATE	CAMPAIGN DATE
EVENT/ENCOUNTER	

NAME	

MEMORABLE ENCOUNTERS DURING THE CAMPAIGN

SESSION DATE		CAMPAIGN DATE	

EVENT/ENCOUNTER

SESSION DATE		CAMPAIGN DATE	

EVENT/ENCOUNTER

SESSION DATE		CAMPAIGN DATE	

EVENT/ENCOUNTER

SESSION DATE		CAMPAIGN DATE	

EVENT/ENCOUNTER

SESSION DATE		CAMPAIGN DATE	

EVENT/ENCOUNTER

SESSION DATE		CAMPAIGN DATE	

EVENT/ENCOUNTER

LOCATION		CORRUPT?	☐ Y ☐ N

COMMON KNOWLEDGE - DC 10 KNOWLEDGE (NARRATOR-DETERMINED SPECIALTY) CHECK REQUIRED

BASIC KNOWLEDGE - DC 15 KNOWLEDGE (NARRATOR-DETERMINED SPECIALTY) CHECK REQUIRED

DETAILED KNOWLEDGE - DC 20 (NARRATOR-DETERMINED SPECIALTY) CHECK REQUIRED

OBSCURE KNOWLEDGE - DC 30 KNOWLEDGE (NARRATOR-DETERMINED SPECIALTY) CHECK REQUIRED

MAP

Scale: 1 square =

LOCATION

ENCOUNTERS PLANNED FOR THIS LOCATION

CHARACTERS AND CREATURES RESIDING/FREQUENTLY ENCOUNTERED AT THIS LOCATION

	SHEET?	❏ Y ❏ N
	SHEET?	❏ Y ❏ N
	SHEET?	❏ Y ❏ N
	SHEET?	❏ Y ❏ N
	SHEET?	❏ Y ❏ N
	SHEET?	❏ Y ❏ N
	SHEET?	❏ Y ❏ N
	SHEET?	❏ Y ❏ N

IMPORTANT EVENTS (HISTORICAL AND DURING PLAY) THAT HAVE OCCURED AT THIS LOCATION

MISCELLANEOUS INFORMATION

NAME

OWNER — CHARACTER SHEET? ❏ Y ❏ N

CITY/LOCATION — CHARACTER SHEET? ❏ Y ❏ N

TYPE OF SHOP

SPECIALIZES IN

EQUIPMENT/SERVICES COMMONLY AVAILABLE

OTHER NOTES

NAME

OWNER — CHARACTER SHEET? ❏ Y ❏ N

CITY/LOCATION — CHARACTER SHEET? ❏ Y ❏ N

TYPE OF SHOP

SPECIALIZES IN

EQUIPMENT/SERVICES COMMONLY AVAILABLE

OTHER NOTES

NAME

OWNER — CHARACTER SHEET? ❏ Y ❏ N

CITY/LOCATION — CHARACTER SHEET? ❏ Y ❏ N

TYPE OF SHOP

SPECIALIZES IN

EQUIPMENT/SERVICES COMMONLY AVAILABLE

OTHER NOTES

GATE LOCATION

ACTIVE/DORMANT

WHEN GATE OPENS?

DESCRIPTION OF LAND SURROUNDING THE SHADOWGATE

KNOWN TO ❏ Heroes ❏ The Sovereign's Finest ❏ Other:

GATE LOCATION

ACTIVE/DORMANT

WHEN GATE OPENS?

DESCRIPTION OF LAND SURROUNDING THE SHADOWGATE

KNOWN TO ❏ Heroes ❏ The Sovereign's Finest ❏ Other:

GATE LOCATION

ACTIVE/DORMANT

WHEN GATE OPENS?

DESCRIPTION OF LAND SURROUNDING THE SHADOWGATE

KNOWN TO ❏ Heroes ❏ The Sovereign's Finest ❏ Other:

LOCATION

CAMPAIGN DATE

EVENT SUMMARY

LONG-TERM EFFECTS ON THE CAMPAIGN

ARE THE HEROES AFFECTED AND HOW?

LOCATION

CAMPAIGN DATE

EVENT SUMMARY

LONG-TERM EFFECTS ON THE CAMPAIGN

ARE THE HEROES AFFECTED AND HOW?

LOCATION

CAMPAIGN DATE

EVENT SUMMARY

LONG-TERM EFFECTS ON THE CAMPAIGN

ARE THE HEROES AFFECTED AND HOW?

DATE RUMOR WAS/WILL BE INTRODUCED IN THE GAME

SESSION DATE	CAMPAIGN DATE

CHARACTERS INVOLVED (IF ANY)

RUMOR SUMMARY

GATHER INFORMATION DC		LEADS TO ADVENTURE?	❏ Y ❏ N
TRUE/FALSE?	❏ True ❏ False	ADVENTURE OUTLINE?	❏ Y ❏ N

DATE RUMOR WAS/WILL BE INTRODUCED IN THE GAME

SESSION DATE	CAMPAIGN DATE

CHARACTERS INVOLVED (IF ANY)

RUMOR SUMMARY

GATHER INFORMATION DC		LEADS TO ADVENTURE?	❏ Y ❏ N
TRUE/FALSE?	❏ True ❏ False	ADVENTURE OUTLINE?	❏ Y ❏ N

DATE RUMOR WAS/WILL BE INTRODUCED IN THE GAME

SESSION DATE	CAMPAIGN DATE

CHARACTERS INVOLVED (IF ANY)

RUMOR SUMMARY

GATHER INFORMATION DC		LEADS TO ADVENTURE?	❏ Y ❏ N
TRUE/FALSE?	❏ True ❏ False	ADVENTURE OUTLINE?	❏ Y ❏ N

TITLE	
LOCATION	

SYNOPSIS	MAJOR NARRATOR CHARACTERS		
		CHARACTER SHEET?	❑ Y ❑ N
		CHARACTER SHEET?	❑ Y ❑ N
		CHARACTER SHEET?	❑ Y ❑ N
		CHARACTER SHEET?	❑ Y ❑ N
	MINIONS		
		CHARACTER SHEET?	❑ Y ❑ N
		CHARACTER SHEET?	❑ Y ❑ N
		CHARACTER SHEET?	❑ Y ❑ N
		CHARACTER SHEET?	❑ Y ❑ N
		CHARACTER SHEET?	❑ Y ❑ N

ADVENTURE OPENING/INTRODUCTION

PLANNED ENCOUNTERS/EVENTS

PREFERRED OUTCOME/CONCLUSION

SYNOPSIS	NARRATOR CHARACTERS INVOLVED		
		CHARACTER SHEET?	❏ Y ❏ N
		CHARACTER SHEET?	❏ Y ❏ N
		CHARACTER SHEET?	❏ Y ❏ N
		CHARACTER SHEET?	❏ Y ❏ N
	ADVENTURE HOOKS/TRIGGERS		
	ADVENTURE LOCATION		

SYNOPSIS	NARRATOR CHARACTERS INVOLVED		
		CHARACTER SHEET?	❏ Y ❏ N
		CHARACTER SHEET?	❏ Y ❏ N
		CHARACTER SHEET?	❏ Y ❏ N
		CHARACTER SHEET?	❏ Y ❏ N
	ADVENTURE HOOKS/TRIGGERS		
	ADVENTURE LOCATION		

SYNOPSIS	NARRATOR CHARACTERS INVOLVED		
		CHARACTER SHEET?	❏ Y ❏ N
		CHARACTER SHEET?	❏ Y ❏ N
		CHARACTER SHEET?	❏ Y ❏ N
		CHARACTER SHEET?	❏ Y ❏ N
	ADVENTURE HOOKS/TRIGGERS		
	ADVENTURE LOCATION		

SESSION DATE | **CAMPAIGN DATE**

HEROES IN ATTENDANCE

DID THE HEROES GAIN A LEVEL?　　❏ Y ❏ N

SUMMARY OF EVENTS

NARRATOR CHARACTERS ENCOUNTERED

	CHARACTER SHEET?	
	CHARACTER SHEET?	❏ Y ❏ N
	CHARACTER SHEET?	❏ Y ❏ N
	CHARACTER SHEET?	❏ Y ❏ N
	CHARACTER SHEET?	❏ Y ❏ N
	CHARACTER SHEET?	❏ Y ❏ N

LOCATIONS VISITED

	LOCATION SHEET?	
	LOCATION SHEET?	❏ Y ❏ N
	LOCATION SHEET?	❏ Y ❏ N
	LOCATION SHEET?	❏ Y ❏ N
	LOCATION SHEET?	❏ Y ❏ N
	LOCATION SHEET?	❏ Y ❏ N

OTHER NOTES

HERO _____ REPUTATION _____

EVENTS/ACTIONS THAT HAVE SHAPED THE HERO'S REPUTATION

HERO _____ REPUTATION _____

EVENTS/ACTIONS THAT HAVE SHAPED THE HERO'S REPUTATION

HERO _____ REPUTATION _____

EVENTS/ACTIONS THAT HAVE SHAPED THE HERO'S REPUTATION

PLAYER   SESSION DATE

WHAT DID YOU LIKE ABOUT THE ADVENTURE?

WHAT DID YOU DISLIKE ABOUT THE ADVENTURE?

WHAT DID THE NARRATOR DO RIGHT?

WHAT CAN THE NARRATOR IMPROVE?

WHAT PLOT OR STORY CONCEPTS WOULD YOU LIKE TO SEE IMPLEMENTED/EXPANDED IN FUTURE ADVENTURES?

OTHER NOTES/FEEDBACK

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