

NARRATOR'S JOURNAL



A CAMPAIGN PLANNER FOR BLUE ROSE — THE ROLEPLAYING GAME OF ROMANTIC FANTASY

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 dark-fiend").

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 OVERVIEW

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

HOUSE RULES

TITLE		TYPE	<input type="checkbox"/> Mechanic <input type="checkbox"/> Table
DESCRIPTION			

TITLE		TYPE	<input type="checkbox"/> Mechanic <input type="checkbox"/> Table
DESCRIPTION			

TITLE		TYPE	<input type="checkbox"/> Mechanic <input type="checkbox"/> Table
DESCRIPTION			

PREVIOUS RULINGS AND TASK DIFFICULTIES

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

FEATS

NAME	TYPE	<input type="checkbox"/> General <input type="checkbox"/> Arcane <input type="checkbox"/> Expert <input type="checkbox"/> Martial
DESCRIPTION		

NAME	TYPE	<input type="checkbox"/> General <input type="checkbox"/> Arcane <input type="checkbox"/> Expert <input type="checkbox"/> Martial
DESCRIPTION		

NAME	TYPE	<input type="checkbox"/> General <input type="checkbox"/> Arcane <input type="checkbox"/> Expert <input type="checkbox"/> Martial
DESCRIPTION		

NAME		SORCERY?	<input type="checkbox"/> Yes <input type="checkbox"/> No
TALENT	<input type="checkbox"/> Animism <input type="checkbox"/> Healing <input type="checkbox"/> Meditative <input type="checkbox"/> Psychic <input type="checkbox"/> Shaping <input type="checkbox"/> Visionary		
ABILITY	<input type="checkbox"/> Intelligence <input type="checkbox"/> Wisdom <input type="checkbox"/> Charisma <input type="checkbox"/> Not Applicable		
FATIGUE?	<input type="checkbox"/> Yes <input type="checkbox"/> No	UNTRAINED?	<input type="checkbox"/> Yes <input type="checkbox"/> No
TAKE 10/20	<input type="checkbox"/> No <input type="checkbox"/> 10 <input type="checkbox"/> 10/20		

[illegible]

WEAPONS

NAME		CATEGORY		<input type="checkbox"/> Simple <input type="checkbox"/> Martial <input type="checkbox"/> Exotic	
MELEE/RANGED		<input type="checkbox"/> Melee <input type="checkbox"/> Ranged		<input type="checkbox"/> Light <input type="checkbox"/> One <input type="checkbox"/> Two	
Cost	Damage	Critical	Range Increment	Weight	Type
DESCRIPTION					

NAME		CATEGORY		<input type="checkbox"/> Simple <input type="checkbox"/> Martial <input type="checkbox"/> Exotic	
MELEE/RANGED		<input type="checkbox"/> Melee <input type="checkbox"/> Ranged		<input type="checkbox"/> Light <input type="checkbox"/> One <input type="checkbox"/> Two	
Cost	Damage	Critical	Range Increment	Weight	Type
DESCRIPTION					

NAME		CATEGORY		<input type="checkbox"/> Simple <input type="checkbox"/> Martial <input type="checkbox"/> Exotic	
MELEE/RANGED		<input type="checkbox"/> Melee <input type="checkbox"/> Ranged		<input type="checkbox"/> Light <input type="checkbox"/> One <input type="checkbox"/> Two	
Cost	Damage	Critical	Range Increment	Weight	Type
DESCRIPTION					

ARMOR AND SHIELDS

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					

ARCANE ELIXIRS/STONES

NAME	TYPE
	<input type="checkbox"/> Elixir <input type="checkbox"/> Stone
DESCRIPTION	
PREREQUISITES	
COST	
DIFFICULTY TO MAKE	

NAME	TYPE
	<input type="checkbox"/> Elixir <input type="checkbox"/> Stone
DESCRIPTION	
PREREQUISITES	
COST	
DIFFICULTY TO MAKE	

NAME	TYPE
	<input type="checkbox"/> Elixir <input type="checkbox"/> Stone
DESCRIPTION	
PREREQUISITES	
COST	
DIFFICULTY TO MAKE	

EQUIPMENT/SERVICES

NAME		COST		WEIGHT	
DESCRIPTION					

NAME		COST		WEIGHT	
DESCRIPTION					

NAME		COST		WEIGHT	
DESCRIPTION					

MAJOR NARRATOR CHARACTER (PAGE 1 OF 3)

NAME	REPUTATION
DESCRIPTION/PERSONALITY	

SIZE		LEVEL	
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	

MAJOR NARRATOR CHARACTER (PAGE 2 OF 3)

RELATIONSHIP WITH HEROES

	<input type="checkbox"/> Lover <input type="checkbox"/> Friend <input type="checkbox"/> Foe
	<input type="checkbox"/> Lover <input type="checkbox"/> Friend <input type="checkbox"/> Foe
	<input type="checkbox"/> Lover <input type="checkbox"/> Friend <input type="checkbox"/> Foe
	<input type="checkbox"/> Lover <input type="checkbox"/> Friend <input type="checkbox"/> Foe
	<input type="checkbox"/> Lover <input type="checkbox"/> Friend <input type="checkbox"/> Foe
	<input type="checkbox"/> Lover <input type="checkbox"/> Friend <input type="checkbox"/> Foe

RELATIONSHIP WITH NARRATOR CHARACTERS

CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Lover <input type="checkbox"/> Friend <input type="checkbox"/> Foe
CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Lover <input type="checkbox"/> Friend <input type="checkbox"/> Foe
CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Lover <input type="checkbox"/> Friend <input type="checkbox"/> Foe
CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Lover <input type="checkbox"/> Friend <input type="checkbox"/> Foe
CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Lover <input type="checkbox"/> Friend <input type="checkbox"/> Foe
CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Lover <input type="checkbox"/> Friend <input type="checkbox"/> Foe
CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Lover <input type="checkbox"/> Friend <input type="checkbox"/> 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?	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Member <input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Hireling
ORGANIZATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Member <input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Hireling
ORGANIZATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Member <input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Hireling
ORGANIZATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Member <input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Hireling
ORGANIZATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Member <input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Hireling
ORGANIZATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Member <input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Hireling
ORGANIZATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Member <input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Hireling

MINIONS AND OTHER SERVANTS

CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N

MAJOR NARRATOR CHARACTER (PAGE 3 OF 3)

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

Note: Use additional Memorable Encounters forms (see p. 23) as necessary.

MINION

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

SECRET SOCIETY/ORGANIZATION (PAGE 1 OF 2)

ORGANIZATION KNOWN TO THE PUBLIC ☐ Yes ☐ No

COMMON KNOWLEDGE/OVERVIEW

LEADER	<input type="text"/>	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
ORGANIZATION'S ALIGNMENT	<input type="text"/>	
BASE OF OPERATIONS	<input type="text"/>	LOCATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N

KNOWN MEMBERS

<input type="text"/>	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
<input type="text"/>	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
<input type="text"/>	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
<input type="text"/>	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
<input type="text"/>	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
<input type="text"/>	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
<input type="text"/>	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> 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

Note: Use additional Memorable Encounters forms (see p. 23) as necessary.

ORGANIZATION/NARRATOR CHARACTER MEMORABLE ENCOUNTERS

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

ENCOUNTERS PLANNED FOR THIS LOCATION

CHARACTERS AND CREATURES RESIDING/FREQUENTLY ENCOUNTERED AT THIS LOCATION

	SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N

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

MISCELLANEOUS INFORMATION

SHOPS, INNS, AND MARKETPLACES

NAME		
OWNER		CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
CITY/LOCATION		CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
TYPE OF SHOP		
SPECIALIZES IN		
EQUIPMENT/SERVICES COMMONLY AVAILABLE		
OTHER NOTES		

NAME		
OWNER		CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
CITY/LOCATION		CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
TYPE OF SHOP		
SPECIALIZES IN		
EQUIPMENT/SERVICES COMMONLY AVAILABLE		
OTHER NOTES		

NAME		
OWNER		CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
CITY/LOCATION		CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> 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	<input type="checkbox"/> Heroes <input type="checkbox"/> The Sovereign's Finest <input type="checkbox"/> Other:

GATE LOCATION ACTIVE/DORMANT WHEN GATE OPENS?	
DESCRIPTION OF LAND SURROUNDING THE SHADOWGATE	
KNOWN TO	<input type="checkbox"/> Heroes <input type="checkbox"/> The Sovereign's Finest <input type="checkbox"/> Other:

GATE LOCATION ACTIVE/DORMANT WHEN GATE OPENS?	
DESCRIPTION OF LAND SURROUNDING THE SHADOWGATE	
KNOWN TO	<input type="checkbox"/> Heroes <input type="checkbox"/> The Sovereign's Finest <input type="checkbox"/> Other:

RECENT CAMPAIGN EVENTS

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?	

RUMORS AND LIES

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

ADVENTURE OUTLINE

TITLE
LOCATION

SYNOPSIS

MAJOR NARRATOR CHARACTERS

	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	MINIONS
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N

ADVENTURE OPENING/INTRODUCTION

PLANNED ENCOUNTERS/EVENTS

PREFERRED OUTCOME/CONCLUSION

FUTURE ADVENTURE AND PLOT IDEAS

SYNOPSIS	NARRATOR CHARACTERS INVOLVED
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	ADVENTURE HOOKS/TRIGGERS
	ADVENTURE LOCATION

SYNOPSIS	NARRATOR CHARACTERS INVOLVED
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	ADVENTURE HOOKS/TRIGGERS
	ADVENTURE LOCATION

SYNOPSIS	NARRATOR CHARACTERS INVOLVED
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	ADVENTURE HOOKS/TRIGGERS
	ADVENTURE LOCATION

SESSION HISTORY

SESSION DATE

CAMPAIGN DATE

HEROES IN ATTENDANCE

DID THE HEROES GAIN A LEVEL?

☐ Y ☐ N

SUMMARY OF EVENTS

NARRATOR CHARACTERS ENCOUNTERED

	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N

LOCATIONS VISITED

	LOCATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	LOCATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	LOCATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	LOCATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	LOCATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N

OTHER NOTES

HEROES' REPUTATIONS

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	

ADVENTURE/NARRATOR REVIEW

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

[illegible]

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