

October 1, 2025

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## Aelerian Concordat — Office of Registers & Minor Oaths

*Dockside Annex, Quay VII, Lantern Ward, Payden's Port (Temporary but Proper)*

*Bell-Line: Third & Fifth (do not ring between)*

### Receipt & Covering Memorandum

By authority of Hearth-Law §12(iii)(b) and the Very Sensible Paperwork Act (Consolidated), I, **Thumrik Anvilquill**, Deputy Clerk for Minor Things (Acting), Keeper of the Third Lintel, Licensed Bell-Reader (probationary, pending), do herewith acknowledge the issue of one (1) resource packet of *Standard Tracking Forms* to persons of *adventuring disposition*. Kindly note this packet conforms to the Aelerian standard; if you intended "free-form," you should have applied to the Theatre.

The enclosed instruments are sufficient to log your undertakings, missteps, and triumphs (if any). Ink shall be iron-gall or lamp-black; arithmetic shall be honest; and entries shall be made in a hand both legible and sober. Please consider this memorandum your first successful saving throw against chaos.

I append my seal below. Do not touch the wax; it retains heat longer than your attention span.

THUMRIK ANVILQUILL, Deputy Clerk (Acting)

## 1 GM Session Preparation

### 1.1 Pre-Session Checklist

- **Campaign Clocks Update**

– Mandate:       0/6

– Crisis:       0/6

- **CP Debt Calculation**

– Banked from previous session:  CP (max 2)

– Character complications:  CP (+1 per character with complications)

– Asset complications:  CP

– Total starting CP:  CP

- **Active Threads**

– Current threads:  /  (Tier + 1 maximum)

– Escalating threads:

– Resolving threads:

- **Scene Budget Planning**

– Standard scene cap: 12 CP

– Climactic scene cap: 16 CP

– Session budget: 20 CP maximum

## 1.2 Complication Management Table

Tier	Base CP	Max Threads	Scene Cap	Climax Cap	Session Budget
I (0-40 XP)	5 CP	2 threads	12 CP	16 CP	20 CP
II (41-90 XP)	6 CP	3 threads	12 CP	16 CP	20 CP
III (91-150 XP)	7 CP	4 threads	12 CP	16 CP	20 CP
IV (151-220 XP)	8 CP	5 threads	12 CP	16 CP	20 CP
V (221+ XP)	9 CP	6 threads	12 CP	16 CP	20 CP

## 1.3 Thread Tracking

Thread Name	First Exposure	Second Occurrence	Third Strike	Resolution
	1-2 CP	2-4 CP	3-6 CP	Narrative payoff
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## 1.4 Session XP Awards

Award Type	Range	This Session
Table Attendance	+2 XP	<input type="text"/>
Major Objective Reached	+2-4 XP	<input type="text"/>
Discovery or Lore Unlocked	+1-2 XP	<input type="text"/>
Hard Choice Embraced	+1-2 XP	<input type="text"/>
Complication Spotlight	+1-3 XP	<input type="text"/>
Bond/Flag Driven Play	+1-2 XP	<input type="text"/>
GM Curveball Award	+0-3 XP	<input type="text"/>
<b>Total Potential XP</b>	<b>+6-19 XP</b>	<input type="text"/>

## 2 Player Between-Sessions Tracking

### 2.1 Character Advancement

#### 2.1.1 XP Summary

- **XP Earned This Session:**  XP
- **Total XP Available:**  XP
- **XP Spent:**  XP
- **Remaining XP:**  XP

#### 2.1.2 Attribute Improvements

Attribute	Old Rating		New Rating		Cost	Downtime		
Might		<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	days	
Finesse		<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	days	
Resolve		<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	days	
Insight		<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	days	
Aura		<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	days	

**2.1.3 Skill Improvements**

Skill	Old Level	New Level	Cost	Downtime	
Academia	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Arts	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Athletics	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Bonds	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Combat	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Lore	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Move	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Notice	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Perform	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Physique	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Ranged	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Rapport	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Resist	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Stealth	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Tactics	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	
Will	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> days	

**2.2 Asset Management****2.2.1 New Assets Acquired**

Asset Name	Type	Cost	Acquisition Method
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**2.2.2 Existing Assets**

Asset Name	Status	Used This Session	Notes
<input type="text"/>	<input type="text"/>	<input type="text"/> Yes/No	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/> Yes/No	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/> Yes/No	<input type="text"/>

## 2.3 Follower Updates

### 2.3.1 Active Followers

Name	Role	Harm	Exposure	Status
<input type="text"/>	<input type="text"/>	<input type="text"/> /3	<input type="text"/> /3	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/> /3	<input type="text"/> /3	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/> /3	<input type="text"/> /3	<input type="text"/>

### 2.3.2 New Followers Recruited

- Follower Name:
- Cost:  XP
- Downtime:  days
- Capabilities:

## 2.4 Bond Development

### 2.4.1 Bonds Strengthened

- Character/NPC:
- Development:

### 2.4.2 New Bonds Formed

- Character/NPC:
- Nature of Bond:

## 2.5 Complication Resolution

### 2.5.1 Complications Cleared

Complication	Resolution Method
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

### 2.5.2 Ongoing Complications

- Active Complications:
- CP Debt This Session: +  CP per scene

## 2.6 Boon Economy

- **Boons Held:**  / 5 maximum
- **Boons Converted to XP:**  (2 Boons = 1 XP, max 2 XP/session)
- **Boons Spent on Assets:**
- **Boons from Bond Actions:**

## 2.7 Downtime Activities

- **Total Downtime Days:**  days
- **Activities Undertaken:**
  - 
  - 
  -
- **Haste Clock Status (if applicable):**  /  segments

### 3 Session Tracking Sheet

#### 3.1 Scene-by-Scene CP Management

Scene	Starting CP	CP Spent	CP Generated	Notes
1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

#### 3.2 Player Performance Tracking

Player	Attendance	Objectives	Hard Choices	Complications	Bonds	Total XP
<input type="text"/>	+2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	+2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	+2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	+2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

#### 3.3 Complication Dividend Tracking

Player	Face Cards	Aces	XP Bonus
<input type="text"/>	<input type="text"/>	<input type="text"/>	+ <input type="text"/> XP
<input type="text"/>	<input type="text"/>	<input type="text"/>	+ <input type="text"/> XP
<input type="text"/>	<input type="text"/>	<input type="text"/>	+ <input type="text"/> XP
<input type="text"/>	<input type="text"/>	<input type="text"/>	+ <input type="text"/> XP



### 3.4 Session Notes

#### Quick Reference: Boon Economy

- **Earning Boons:** MISS significant actions with stated stakes + real consequences
- **Bond Boons:** Aid bonded allies with significant, intricately described actions
- **Scene Limit:** Max 2 Boons from failures per character per scene
- **End of Scene:** Trim held Boons to max 2
- **Holding Cap:** Maximum 5 Boons at once