

September 30, 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: \_\_\_\_ / 6
- Crisis: \_\_\_\_ / 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

## 1.4 Session XP Awards

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

## 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					
Finesse					
Resolve					
Insight					
Aura					

#### 2.1.3 Skill Improvements

Skill	Old Level	New Level	Cost	Downtime	
Academia					
Arts					
Athletics					
Bonds					
Combat					
Craft					
Deceive					
Empathy					
Lore					
Move					
Notice					
Perform					
Physique					
Pilot					
Ranged					
Rapport					
Resist					
Stealth					
Tactics					
Will					

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

Asset Name	Type	Cost	Acquisition Method

**2.2.2 Existing Assets**

Asset Name	Status	Used This Session	Notes	

**2.3 Follower Updates****2.3.1 Active Followers**

Name	Role	Harm	Exposure	Status

**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

### 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:** \_\_\_\_\_
- **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				
2				
3				
4				
5				

#### 3.2 Player Performance Tracking

Player	Attendance	Objectives	Hard Choices	Complications	Bonds	Total XP
	+2					
	+2					
	+2					
	+2					

#### 3.3 Complication Dividend Tracking

Player	Face Cards	Aces	XP Bonus	
	0	0	+0 XP	
	0	0	+0 XP	
	0	0	+0 XP	
	0	0	+0 XP	

### 3.4 Session Notes