

September 28, 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	
Total Potential XP	+6-19 XP	

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