

GAME EXPECTATIONS



DM NAME: _____

PLAYER NAME: _____

GAME THEME AND FLAVOR

POTENTIALLY SENSITIVE ELEMENTS

EXAMPLES: SPIDERS, SNAKES, DEMONS, ROMANCE, MIND CONTROL

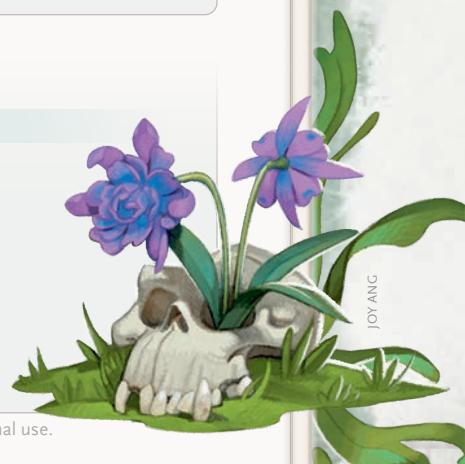
- HARD LIMIT: DON'T MENTION OR INCLUDE
- SOFT LIMIT: HANDLE WITH CARE OR OFF-CAMERA

PLAYER'S HOPES AND EXPECTATIONS

WHAT DO YOU WANT TO SEE IN THIS CAMPAIGN?

AT-THE-TABLE CONCERNS

EXAMPLES: SHOUTING, SWEARING, ALCOHOL, SHARING DICE



JOY ANG

TRAVEL PLANNER

ORIGIN: _____ DESTINATION: _____

STAGE 1

START:	END:
DISTANCE:	TERRAIN:
WEATHER:	

FAST _____ days/hrs

NORMAL _____ days/hrs

SLOW _____ days/hrs

NARRATIVE NOTES

CHALLENGES

ELAPSED TIME (DAYS/HRS) _____

STAGE 2

START:	END:
DISTANCE:	TERRAIN:
WEATHER:	

FAST _____ days/hrs

NORMAL _____ days/hrs

SLOW _____ days/hrs

NARRATIVE NOTES

CHALLENGES

ELAPSED TIME (DAYS/HRS) _____

STAGE 3

START:	END:
DISTANCE:	TERRAIN:
WEATHER:	

FAST _____ days/hrs

NORMAL _____ days/hrs

SLOW _____ days/hrs

NARRATIVE NOTES

CHALLENGES

ELAPSED TIME (DAYS/HRS) _____



NPC TRACKER

NPC NAME: _____

STAT BLOCK: _____ MM PAGE: _____

STAT BLOCK ALTERATIONS

ALIGNMENT

PERSONALITY

APPEARANCE

SECRET



SETTLEMENT TRACKER

SETTLEMENT NAME: _____

VILLAGE (POP. UP TO 500)

TOWN (POP. 501–5,000)

CITY (POP. 5,001+)

DEFINING TRAIT

CLAIM TO FAME

CURRENT CALAMITY

LOCAL LEADER

NOTEWORTHY PEOPLE

NOTEWORTHY PLACES

GP VALUE OF THE MOST EXPENSIVE ITEM FOR SALE: _____

CAMPAIGN JOURNAL

SESSION NUMBER: _____ SESSION DATE: _____

SESSION/ADVENTURE TITLE: _____

Important events from earlier sessions that might have bearing on this game session:

Brief summary of what's planned for this game session:

Additional notes:



DM'S CHARACTER TRACKER

CHARACTER'S NAME: _____

PLAYER'S NAME: _____

PLAYER MOTIVATION

ACTING

EXPLORING

FIGHTING

INSTIGATING

OPTIMIZING

PROBLEM-SOLVING

SOCIALIZING

STORYTELLING

NOTES ON PLAYER EXPECTATIONS



CHARACTER DETAILS

CLASS	SUBCLASS	LEVEL
BACKGROUND	SPECIES	ALIGNMENT

GOALS AND AMBITIONS

Large rectangular box for writing character goals and ambitions.

FAMILY, FRIENDS, AND FOES

Large rectangular box for listing family, friends, and foes.

QUIRKS AND WHIMS

Large rectangular box for noting character quirks and whims.

ADVENTURE IDEAS

Large rectangular box for generating adventure ideas.

MAGIC ITEMS

Large rectangular box for tracking magic items.

CAMPAIGN CONFLICTS

CONFLICT 1

Adventurers vs. _____

CONFLICT 2

Adventurers vs. _____

CONFLICT 3

Adventurers vs. _____



MAGIC ITEM TRACKER

LEVELS 1–4

RARITIES	ITEMS
6 COMMON	○ ○ ○ ○ ○ ○
4 UNCOMMON	○ ○ ○ ○
1 RARE	○



LEVELS 5–10

RARITIES	ITEMS
10 COMMON	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
17 UNCOMMON	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
6 RARE	○ ○ ○ ○ ○
1 VERY RARE	○

LEVELS 11–16

RARITIES	ITEMS
3 COMMON	○ ○ ○
7 UNCOMMON	○ ○ ○ ○ ○ ○ ○
11 RARE	○ ○ ○ ○ ○ ○ ○
7 VERY RARE	○ ○ ○ ○ ○ ○ ○
2 LEGENDARY	○ ○

LEVELS 17–20

RARITIES	ITEMS
5 RARE	○ ○ ○ ○ ○
11 VERY RARE	○ ○ ○ ○ ○ ○ ○
9 LEGENDARY	○ ○ ○ ○ ○ ○ ○ ○ ○

BASTION TRACKER

BASTION'S NAME: _____

CHARACTER'S NAME: _____ LEVEL: _____

BASIC FACILITIES

BASTION DEFENDERS: _____

SPECIAL FACILITY:

SPACE:

ORDER:

HIRELINGS:

NOTES

