

GAME EXPECTATIONS



DM NAME: _____

PLAYER NAME: _____

GAME THEME AND FLAVOR

POTENTIALLY SENSITIVE ELEMENTS

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

- X 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



JOYANG

TRAVEL PLANNER

ORIGIN: _____ DESTINATION: _____

STAGE 1

START:	END:	<input type="radio"/> FAST _____ days/hrs
DISTANCE:	TERRAIN:	<input type="radio"/> NORMAL _____ days/hrs
WEATHER:		<input type="radio"/> SLOW _____ days/hrs

NARRATIVE NOTES

CHALLENGES

ELAPSED TIME (DAYS/HR)

STAGE 2

START:	END:	<input type="radio"/> FAST _____ days/hrs
DISTANCE:	TERRAIN:	<input type="radio"/> NORMAL _____ days/hrs
WEATHER:		<input type="radio"/> SLOW _____ days/hrs

NARRATIVE NOTES

CHALLENGES

ELAPSED TIME (DAYS/HR)

STAGE 3

START:	END:	<input type="radio"/> FAST _____ days/hrs
DISTANCE:	TERRAIN:	<input type="radio"/> NORMAL _____ days/hrs
WEATHER:		<input type="radio"/> SLOW _____ days/hrs

NARRATIVE NOTES

CHALLENGES

ELAPSED TIME (DAYS/HR)



NPC TRACKER

NPC NAME: _____

STAT BLOCK: _____ MM PAGE: _____

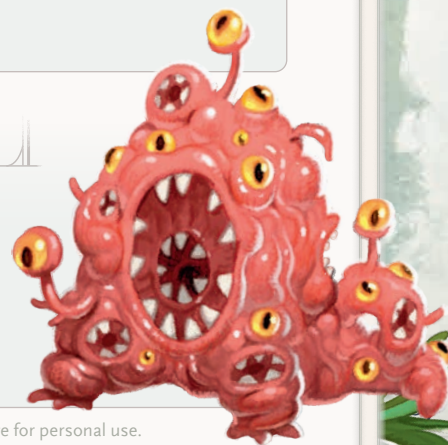
STAT BLOCK ALTERATIONS

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:



JOYANG

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

FAMILY, FRIENDS, AND FOES

QUIRKS AND WHIMS

ADVENTURE IDEAS

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

SPECIAL FACILITY:

SPACE:

ORDER:

HIRELINGS:

NOTES

SPECIAL FACILITY:

SPACE:

ORDER:

HIRELINGS:

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SPECIAL FACILITY:

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SPECIAL FACILITY:

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HIRELINGS:

NOTES