

# Blue Rose Narrator's Journal

By Michael Hammes and Philip Reed

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# Introduction

Welcome to the Blue Rose Narrator's Journal.

The purpose of this product is to provide you with forms to better organize your campaign.

Our suggestion is to print out the forms you need, hole-punch them, and put them in a three-ring binder for easy reference.

Although the forms are largely self-explanatory, we have included a small user guide as an overview.

#### Campaign Overview Sheet (p. 4)

This sheet should only be needed once for any campaign and is designed to assist in the planning of the campaign. Only the most general ideas and concepts should be jotted down here.

#### House Rules Sheet (p. 5)

Keep track of your game's unique variations on the **Blue Rose** rules.

Both mechanical (i.e. not allowing certain arcana or feats) and table rules (do you re-roll a die that has fallen off the table?) fit here.

#### Previous Rulings and Task Difficulties (p. 6)

Ensure consistency on your in-game rulings for interpretive situations (i.e. the Difficulty for lifting a portcullis, for breaking down an iron-barred door, etc.) by keeping track of them here for future reference.

#### Paths Sheets (pp. 7-9)

Use these forms to keep track of any of your game's unique adept/expert/warrior paths.

#### Element Reference Sheets (pp. 10-15)

There are a total of six sheets, each of which tracks one of the following six elements: feats, arcana, weapons, armor/shields, arcane elixirs/stones, and equipment/services.

They are designed to hold new elements introduced to the game (i.e. a new feat or a new kind of armor) but can also be used to keep track of existing elements that see frequent use within the game or have been chosen by the heroes.



This sheet summarizes all the information on new creatures for the game, or can serve as a handy reference for frequently encountered ones.

#### Major Narrator Character Sheets (pp. 17-19)

These three sheets are designed for important Narrator characters (i.e. recurring enemies, steadfast allies, etc.).

They hold a number of details designed to aid you in making the character come to life and a vibrant part of the greater game world.

The first sheet holds the game statistics and serves as a reference for actions (i.e. social, physical, and fighting).

The second and third sheets keep track of the Narrator character's relationship and interactions with the heroes, other Narrator characters, organizations, etc. while also providing room for role-playing cues including the Narrator character's goals.

#### Minion Sheet (p. 20)

This sheet keeps track of the minions (minor characters) in a story. Use it for everything from groups of highwaymen to bands of shadowspawn.

#### Secret Society/Organization Sheets (pp. 21-22)

These two sheets serve the same purpose as the Major Narrator Character Sheet for secret societies and organizations.

#### Organization/Narrator Character Memorable Encounters Sheet (p. 23)

This sheet continues the Memorable Encounters sections of both the Major Narrator Character and Secret Society/Organization sheets.

#### Location/Building Sheets (pp. 24-25)

For site-based adventures, these are adventureplanning sheets for a specific location or building that the heroes will be exploring/fighting in. The sheets can also be used to flesh out locations frequented by the heroes.

#### Shops, Inns, and Marketplaces (p. 26)

This form is meant to keep track of the name of that inn or the owner of the shop in that small village the heroes visited on their last go-round.

#### Shadowgates Sheet (p. 27)

Keep track of the portals of the darkfiends.

#### Recent Campaign Events Sheet (p. 28)

This sheet keeps track of events that affect the game world beyond the heroes' immediate adventures and are likely to affect the heroes in the future.

#### Rumors and Lies Sheet (p. 29)

People always talk and experienced heroes listen. Oftentimes what they hear leads to adventure.

#### Adventure Outline Sheet (p. 30)

Use this sheet for event-based adventures, supplementing it with the Location/Building sheet when needed.

#### Future Adventure and Plot Ideas Sheet (p. 31)

Jot down any ideas for future adventures you have while running the current one.

#### Session History Sheet (p. 32)

Summarize the completed adventure/game session here, both for future reference and to consult for adventure ideas.

#### Heroes' Reputations Sheet (p. 33)

When a hero (or heroes) is recognized by a Narrator character this sheet serves as a reference as to why the hero is famous or infamous ("I know you, you're the hero that saved young Jens from that darkfiend").

#### Adventure/Narrator Review Sheet (p. 34)

This sheet should be handed out and collected at the end of each game session/adventure; a few minutes spent giving honest feedback makes the game more enjoyable for everybody.

#### Notes (p. 35)

If it can't be put, or won't fit, on an existing form, keep track of it here.

## CAMPAIGN OVERVIEW

CAMPAIGN TITLE		
NARRATOR		
	HEROES/PLAYERS IN THE CAMPAIGN	
HERO NAME	PLAYER	
·	· · · · · · · · · · · · · · · · · · ·	·

CAMPAIGN SYNOPSIS
CAMPAIGN BACKGROUND
CAMPAIGN GOALS/OBJECTIVES
ROLE OF THE HEROES

ix ix			House Rules
	Title	Type Description	□ Mechanic □ Table
<u> </u>			
X 2 -	Title	Type Description	□ Mechanic □ Table
ZI			
	Title	Type Description	□ Mechanic □ Table

	ACTION OR TASK
SKILL/ABILITY INVOLVED	
Modifier/Difficulty	
SAVE (IF ANY)	P (0 1)
JUSTIFICA	TION FOR RULING/OTHER NOTES
	ACTION OR TASK
SKILL/ABILITY INVOLVED	
Modifier/Difficulty	
SAVE (IF ANY)	
JUSTIFICA	TION FOR RULING/OTHER NOTES
	ACTION OR TASK
Come / Account Lancount	
SKILL/ABILITY INVOLVED  MODIFIER/DIFFICULTY	
SAVE (IF ANY)	
	TION FOR RULING/OTHER NOTES
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自動工工程

### ADEPT PATHS

			Тне	ADEPT			
Level	Attack	Defense	Toughness	Fortitude	Reflex	Will	Reputation
1st	+0	+2	+0	+0	+0	+2	+1
2nd	+1	+3	+1	+0	+0	+3	+1
3rd	+1	+3	+1	+1	+1	+3	+1
4th	+2	+3	+2	+1	+1	+4	+2
5th	+2	+4	+2	+1	+1	+4	+2
6th	+3	+4	+3	+2	+2	+5	+2
7th	+3	+5	+3	+2	+2	+5	+2
8th	+4	+5	+4	+2	+2	+6	+3
9th	+4	+5	+4	+3	+3	+6	+3
10th	+5	+6	+5	+3	+3	+7	+3
11th	+5	+6	+5	+3	+3	+7	+3
12th	+6	+7	+6	+4	+4	+8	+4
13th	+6	+7	+6	+4	+4	+8	+4
14th	+7	+7	+7	+4	+4	+9	+4
15th	+7	+8	+7	+5	+5	+9	+4
16th	+8	+8	+8	+5	+5	+10	+5
17th	+8	+9	+8	+5	+5	+10	+5
18th	+9	+9	+9	+6	+6	+11	+5
19th	+9	+9	+9	+6	+6	+11	+5
20th	+10	+10	+10	+6	+6	+12	+6

### Game Abilities

Adepts have the following game abilities:

Primary Abilities: Wisdom, Charisma,

Intelligence

Secondary Ability: Constitution

Favored Skills: any 4 plus Craft (any)

and Knowledge (any)

**Known Skills:** 2 + Intelligence score

(minimum 1)

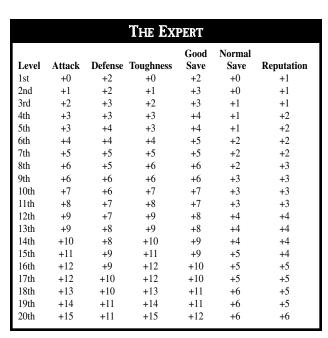
Favored Feats: Arcane, General

Starting Feats: 4

For complete information on the adept role's game abilities see *Blue Rose*, p. 62.

Name
STARTING SKILLS
STARTING FEATS
STARTING PEATS
DESCRIPTION

Name
STARTING SKILLS
STARTING FEATS
Disconiumon
DESCRIPTION



Name
QUALITIES
STARTING SKILLS
Starting Feats
DESCRIPTION

#### Game Abilities

Experts have the following game abilities:

Primary Abilities: Dexterity, Charisma Secondary Abilities: Intelligence, Wisdom

Saving Throws: 2 good and 1 normal save from Fortitude, Reflex, and

Will or 1 good and 2 normal saves and +1 to Defense

Favored Skills: any 12 plus Craft (any)

Known Skills: 6 + Intelligence score (min-

imum 1)

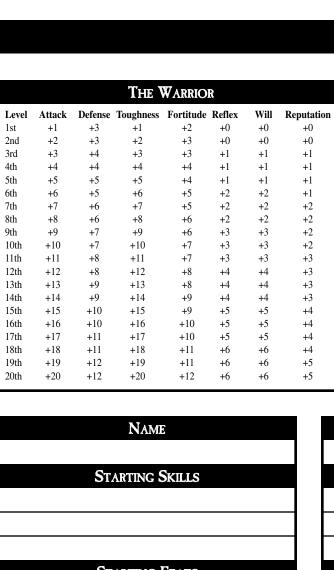
Favored Feats: Expert, General

Starting Feats: 3 and Armor Training

(light)

For complete information on the expert role's game abilities see **Blue Rose**, p. 64.

Same asimiles see 2100 11000, p. c
Name
QUALITIES
STARTING SKILLS
STARTING SKILLS
STARTING FEATS
DESCRIPTION



#### Game Abilities

Warriors have the following game abilities:

Primary Abilities: Strength, Dexterity,

Constitution

Favored Skills: any 6 plus Craft (any)

**Known Skills:** 2 + Intelligence score

(minimum 1)

Favored Feats: General, Martial

Starting Feats: 2 and Armor Training

(all), Weapon Training

For complete information on the warrior role's game abilities see *Blue Rose*, p. 66.

Name
STARTING SKILLS
STARTING FEATS
DESCRIPTION

Name
STARTING SKILLS
STARTING FEATS
DESCRIPTION

Non	
Name	TYPE General Arcane Expert Martia  DESCRIPTION
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Name	TYPE General Arcane Expert Martia
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Name	TYPE General Arcane Expert Martia
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Name	SORCERY? ☐ Yes ☐ No
TALENT	□ Animism □ Healing □ Meditative □ Psychic □ Shaping □ Visionary
ABILITY	□ Intelligence □ Wisdom □ Charisma □ Not Applicable
FATIGUE?	☐ Yes ☐ No UNTRAINED? ☐ Yes ☐ No
Take 10/20	□ No □ 10 □ 10/20
	DESCRIPTION
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	SPECIAL
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MELEE/RANGED	☐ Melee ☐	Ranged	HAND?	□ Light □ One	e 🗆 Two
Cost	Damage	Critical	Range Increment	Weight	Туре
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Cost	Damage	Critical	Increment	Weight	Туре
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	Bonus	Bonus	Armor Check Penalty	Speed	Weight
		DESCR	RIPTION		

Name					
Cost	Defense Bonus	Max Dodge Bonus	Armor Check Penalty	Speed	Weight
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Name					
Cost	Defense Bonus	Max Dodge Bonus	Armor Check Penalty	Speed	Weight
		DESCI	RIPTION		

		ARCANE ELIXIRS/STO
Name	Type Description	□ Elixir □ Stone
PREREQUISITES  COST  DIFFICULTY TO MAKE		
Name	Type Description	□ Elixir □ Stone
Prerequisites  Cost  Difficulty to Make		
Name	Type Description	□ Elixir □ Stone
Prerequisites Cost		

			EQUIPMENT/SERVICES
	Name	Cost Description	WEIGHT
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	Name	Cost Description	WEIGHT
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SIZE LEVEL TYPE SPEED INITIATIVE ALIGNMENT DEFENSE ATTACK QUALITIES  ABILITIES FEATS SKILLS STRENGTH DEXTERITY CONSTITUTION INTELLIGENCE WISDOM CHARISMA SAVING THROWS TOUGHNESS FORTITUDE REFLEX ADVANCEMENT	Name		
TYPE INITIATIVE ALIGNMENT  DEFENSE ATTACK QUALITIES  ABILITIES FEATS SKILLS  STRENGTH DEXTERITY CONSTITUTION INTELLIGENCE WISDOM CHARISMA SAVING THROWS TOUGHNESS FORTITUDE REFLEX ADVANCEMENT		DESCRIPTION	
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ABILITIES FEATS SKILLS  STRENGTH  DEXTERITY  CONSTITUTION  INTELLIGENCE  WISDOM  CHARISMA  SAVING THROWS  TOUGHNESS  FORTITUDE  REFLEX  ADVANCEMENT	ATTACK		
ABILITIES FEATS SKILLS  STRENGTH  DEXTERITY  CONSTITUTION  INTELLIGENCE  WISDOM  CHARISMA  SAVING THROWS  TOUGHNESS  FORTITUDE  REFLEX  ADVANCEMENT	QUALITIES		
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STRENGTH  DEXTERITY  CONSTITUTION  INTELLIGENCE  WISDOM  CHARISMA  SAVING THROWS  TOUGHNESS  FORTITUDE  REFLEX  ADVANCEMENT			
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CONSTITUTION  INTELLIGENCE  WISDOM  CHARISMA  SAVING THROWS  TOUGHNESS  FORTITUDE  REFLEX  ADVANCEMENT	STRENGTH		
INTELLIGENCE  WISDOM  CHARISMA  SAVING THROWS  TOUGHNESS  FORTITUDE  REFLEX  ADVANCEMENT	DEXTERITY		
WISDOM CHARISMA SAVING THROWS TOUGHNESS FORTITUDE REFLEX ADVANCEMENT	Constitution		
CHARISMA SAVING THROWS TOUGHNESS FORTITUDE REFLEX ADVANCEMENT	Intelligence		
SAVING THROWS TOUGHNESS FORTITUDE REFLEX ADVANCEMENT	WISDOM		
TOUGHNESS FORTITUDE REFLEX ADVANCEMENT	CHARISMA		
FORTITUDE REFLEX ADVANCEMENT	SAVING THROWS		
REFLEX	TOUGHNESS		
	FORTITUDE		
WILL	REFLEX	Advan	NCEMENT
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	NOTES (INCLUDING QUA	ALITIES, APPEARANCE, ORGANIZA	TION, PERSONALITY, ETC.)
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# Major Narrator Character (Page 1 of 3)

Name	REPUTATION
	DESCRIPTION/PERSONALITY
Size	LEVEL

Size	LEVEL
ROLE	SPEED
BACKGROUND/TYPE	ALIGNMENT
Conviction	CORRUPTION
Initiative	
DEFENSE	
ATTACK	
SPECIAL	
ABILITIES/SPECIAL	
QUALITIES	

ABILITIES	FEATS	SKILLS
STRENGTH		
DEXTERITY		
Constitution		
Intelligence		
WISDOM		
CHARISMA		
SAVING THROWS		
Toughness	Arc	CANA
FORTITUDE		
REFLEX		
WILL		
PERSONAL SYMBOL/MARK		
	EQUIPMENT, AR	rms, and Armor

#### Major Narrator Character (Page 2 of 3) RELATIONSHIP WITH HEROES ☐ Lover ☐ Friend ☐ Foe ☐ Lover ☐ Friend ☐ Foe □ Lover □ Friend □ Foe RELATIONSHIP WITH NARRATOR CHARACTERS CHARACTER $\Box$ Y $\Box$ N □ Lover □ Friend □ Foe SHEET? CHARACTER $\Box$ Y $\Box$ N ☐ Lover ☐ Friend ☐ Foe SHEET? CHARACTER □ Lover □ Friend □ Foe $\Box Y \Box N$ SHEET? CHARACTER $\Box$ Y $\Box$ N □ Lover □ Friend □ Foe SHEET? CHARACTER $\Box$ Y $\Box$ N ☐ Lover ☐ Friend ☐ Foe SHEET? CHARACTER $\Box$ Y $\Box$ N □ Lover □ Friend □ Foe SHEET? CHARACTER $\Box$ Y $\Box$ N ☐ Lover ☐ Friend ☐ Foe SHEET? $\square Y \square N$ IS THE CHARACTER ROMANTICALLY INVOLVED? CHARACTER IF YES, WITH WHOM? $\Box Y \Box N$ $\Box$ Y $\Box$ N $\Box$ Y $\Box$ N Are They Married? Is IT TRUE LOVE? WHAT TYPE OF RELATIONSHIP/MARRIAGE IS IT? □ Caria Duanen □ Cepia Luath □ Star RELATIONSHIP WITH ORGANIZATIONS IN THE CAMPAIGN ORGANIZATION Q Y Q N ☐ Member ☐ Friend ☐ Foe ☐ Hireling SHEET? ORGANIZATION Q Y Q N ☐ Member ☐ Friend ☐ Foe ☐ Hireling SHEET? ORGANIZATION Q Y Q N ☐ Member ☐ Friend ☐ Foe ☐ Hireling SHEET? ORGANIZATION Q Y Q N ☐ Member ☐ Friend ☐ Foe ☐ Hireling SHEET? ORGANIZATION Y N ☐ Member ☐ Friend ☐ Foe ☐ Hireling ORGANIZATION Y N ☐ Member ☐ Friend ☐ Foe ☐ Hireling SHEET? ORGANIZATION Q Y Q N ☐ Member ☐ Friend ☐ Foe ☐ Hireling MINIONS AND OTHER SERVANTS CHARACTER $\Box Y \Box N$ SHEET? CHARACTER $\Box$ Y $\Box$ N SHEET? CHARACTER $\Box$ Y $\Box$ N SHEET? CHARACTER $\Box$ Y $\Box$ N SHEET? CHARACTER $\Box Y \Box N$ SHEET?

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ROLEPLAYING NO	TES (ACCENT AND MANNERISMS, CATCH PHRASES, ETC.)
	RESOURCES AND GOALS
	OTHER NOTES AND INFORMATION
	NG WITH HEROES/FIRST INTRODUCED IN CAMPAIGN
SESSION DATE	CAMPAIGN DATE
	PRABLE ENCOUNTERS DURING THE CAMPAIGN
SESSION DATE	CAMPAIGN DATE EVENT/ENCOUNTER
	CAMPAIGN DATE
SESSION DATE	( AMPAICN I LATE

Name	FOLLOWER OF
	DESCRIPTION/PERSONALITY
Size	Level
ROLE	Speed
ACKGROUND/TYPE	ALIGNMENT
Initiative	
Defense	
Аттаск	
ABILITIES	FEATS SKILLS
STRENGTH	
DEXTERITY	
Constitution	
INTELLIGENCE	
WISDOM	Arcana
CHARISMA	
SAVING THROWS	FOUNDATION ADVISOR ADVISOR
TOUGHNESS	EQUIPMENT, ARMS, AND ARMOR
FORTITUDE REFLEX	
WILL	
WILL	
IMPORTANT CLI	UE OR KNOWLEDGE THE MINION POSSESSES
	SE ON ARTO WEED OF THE THRUST POSSESSES
	OTHER NOTES

# SECRET SOCIETY/ORGANIZATION (PAGE 1 OF 2) KNOWN TO THE PUBLIC Yes No **O**RGANIZATION COMMON KNOWLEDGE/OVERVIEW CHARACTER SHEET? LEADER $\Box$ Y $\Box$ N ORGANIZATION'S ALIGNMENT LOCATION SHEET? $\Box$ Y $\Box$ N BASE OF OPERATIONS KNOWN MEMBERS CHARACTER SHEET? $\Box$ Y $\Box$ N CHARACTER $\Box$ Y $\Box$ N SHEET? GOALS/OBJECTIVES SECRET KNOWLEDGE RESOURCES 21

Organization	
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	ORGANIZATION D
	SHEET?  ORGANIZATION SHEET?
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	Organization Sheet?
Miscell	aneous Information
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FIRST ENCOUNTERED BY H SESSION DATE	EROES/FIRST INTRODUCED IN CAMPAIGN  CAMPAIGN DATE
SESSION DATE	CAMPAIGN DATE
SESSION DATE  MEMORABLE ENCO	CAMPAIGN DATE  DUNTERS DURING THE CAMPAIGN
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SESSION DATE  MEMORABLE ENCO	CAMPAIGN DATE  DUNTERS DURING THE CAMPAIGN
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Session Date  Memorable Enco Session Date  Evi	CAMPAIGN DATE  DUNTERS DURING THE CAMPAIGN  CAMPAIGN DATE

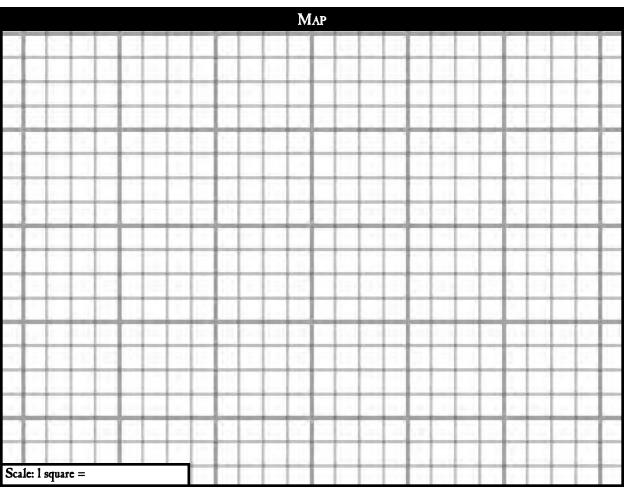
# ORGANIZATION/NARRATOR CHARACTER MEMORABLE ENCOUNTERS

Name	7
NAME	Mariana Parana P
	MEMORABLE ENCOUNTERS DURING THE CAMPAIGN
Session Date	CAMPAIGN DATE
	Event/Encounter
Session Date	CAMPAIGN DATE
	EVENT/ENCOUNTER
Session Date	CAMPAIGN DATE
SESSION DATE	EVENT/ENCOUNTER
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Session Date	CAMPAIGN DATE
	EVENT/ENCOUNTER
Session Date	CAMPAIGN DATE
	Event/Encounter
Session Date	CAMPAIGN DATE
SESSION DATE	
	EVENT/ENCOUNTER



# LOCATION/BUILDING (PAGE 1 OF 2)

LOCATION	CORRUPT?	$\Box$ Y $\Box$ N
COMMON KNOWLEDGE - DC 10 KNOWLEDGE (NARRATOR-DETERMINED	SPECIALTY) CHECK	K REQUIRED
	-	
BASIC KNOWLEDGE - DC 15 KNOWLEDGE (NARRATOR-DETERMINED S	PECIALTY) CHECK	REQUIRED
	-	
DETAILED KNOWLEDGE - DC 20 (NARRATOR-DETERMINED SPECIA	ALTY) CHECK REQU	JIRED
· ·		
OBSCURE KNOWLEDGE - DC 30 KNOWLEDGE (NARRATOR-DETERMINED	SPECIALTY) CHECK	REQUIRED
· ·	•	



LOCATION	ENGOLINEERO DE ANNERO FOR ELEG LOCATION	
	ENCOUNTERS PLANNED FOR THIS LOCATION	
CHARACTE	ERS AND CREATURES RESIDING/FREQUENTLY ENCOUNTERED AT THIS LOCA	
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	SHEET?	
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Important Ev	SHEET? VENTS (HISTORICAL AND DURING PLAY) THAT HAVE OCCURED AT THIS I	
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EQUIPMENT/SERVICES COMMONLY AVAILABLE	
OTHER NOTES	
CHARACTER	
SHEET?	<u> </u>
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FOLIPMENT/SERVICES COMMONLY AVAILABLE	
OTHER NOTES	
CHADACTED	
Character	COYON
SHEET?	
FOLIPMENT/SERVICES COMMONLY AVAILABLE	
Eggi MENT, OLIVICES GOMMONET TVAILABLE	
OTHER NOTES	
26	
	EQUIPMENT/SERVICES COMMONLY AVAILABLE  OTHER NOTES  CHARACTES  CHARACTES  SHEET?  EQUIPMENT/SERVICES COMMONLY AVAILABLE  OTHER NOTES  CHARACTES  CHARACTES

GATE LOCATION	
ACTIVE/DORMANT	
WHEN GATE OPENS?	
Descr	RIPTION OF LAND SURROUNDING THE SHADOWGATE
Known to	☐ Heroes ☐ The Sovereign's Finest ☐ Other:
GATE LOCATION	
ACTIVE/DORMANT	
WHEN GATE OPENS?	
	RIPTION OF LAND SURROUNDING THE SHADOWGATE
Julio Os	MIPTION OF LAND SOMROUNDING THE STADOWGATE
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Known to	☐ Heroes ☐ The Sovereign's Finest ☐ Other:
GATE LOCATION	
ACTIVE/DORMANT	
WHEN GATE OPENS?	
DESCI	RIPTION OF LAND SURROUNDING THE SHADOWGATE
Known to	☐ Heroes ☐ The Sovereign's Finest ☐ Other:

# RECENT CAMPAIGN EVENTS LOCATION CAMPAIGN DATE **EVENT SUMMARY** LONG-TERM EFFECTS ON THE CAMPAIGN ARE THE HEROES AFFECTED AND HOW? CAMPAIGN DATE LOCATION **EVENT SUMMARY** LONG-TERM EFFECTS ON THE CAMPAIGN ARE THE HEROES AFFECTED AND HOW? CAMPAIGN DATE LOCATION **EVENT SUMMARY** LONG-TERM EFFECTS ON THE CAMPAIGN ARE THE HEROES AFFECTED AND HOW? 28

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Session Date	TE RUMOR WAS/ WILL	CAMPAIGN DATE	
OLOGIOI DIII	CHARACTERS I	INVOLVED (IF ANY)	
	Rumor	R SUMMARY	
GATHER INFORMATION D		LEADS TO ADVENTURE?	
True/False?	☐ True ☐ False	Adventure Outline?	
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True/False?	□ True □ False	Adventure Outline?	□Y □N
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Session Date		CAMPAIGN DATE	
	CHARACTERS I	NVOLVED (IF ANY)	
	RUMOR	R SUMMARY	
Company D	<u></u>		— <b>4</b> 7
Gather Information D True/False?		LEADS TO ADVENTURE?	
LKUEZ PALSEZ	☐ True ☐ False	Adventure Outline?	$\Box$ Y $\Box$ N

	Adventure Outi
Title	
LOCATION	
Synopsis	Major Narrator Characters
O THOY OLD	CHARACTER SHEET?
	CHARACTER SHEET?
	CHARACTER Y Y
	CHARACTER SHEET?
	Minions
	Character Sheet?
	CHARACTER Y Y
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## FUTURE ADVENTURE AND PLOT IDEAS

Company	N	
Synopsis	NARRATOR CHARACTERS INVOLVED	
	Character Sheet?	1
	Character Sheet?	1
	Character Sheet?	4
	Character Sheet?	7
	Adventure Hooks/Triggers	
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		_
		_
	Adventure Location	
	TID VERVIOUS SECTION	
		_
Synopsis	NARRATOR CHARACTERS INVOLVED	
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	SHEET? CHARACTER	-
	Sheet? Character	$\dashv$
	SHEET? CHARACTER	$\dashv$
	SHEET?	7
	Adventure Hooks/Triggers	L
		_
		 _
	Adventure Location	L
Synopsis	NARRATOR CHARACTERS INVOLVED	
	Character Sheet?	1
	Character Sheet?	I
	Character Sheet?	1
	CHARACTER SHEET?	1
	Adventure Hooks/Triggers	

ADVENTURE LOCATION

SESSION DATE	CAMPAIGN DATE	
CLOCION DITLL		
	HEROES IN ATTENDANCE	
	<u> </u>	
DID THE HI	eroes Gain a Level?	$\Box$ Y $\Box$ N
	SUMMARY OF EVENTS	
Na	RRATOR CHARACTERS ENCOUNTERE	D
		Character
		CHARACTER Y 1
		CHARACTER Y 1
		SHEET?
		CHARACTER Y 1
	LOCATIONS VISITED	
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Hero	REPUTATION
	EVENTS/ACTIONS THAT HAVE SHAPED THE HERO'S REPUTATION
Hero	REPUTATION
1100	EVENTS/ACTIONS THAT HAVE SHAPED THE HERO'S REPUTATION
	EVENTS/ ACTIONS THAT TIAVE SHAFED THE FIERO S REPUTATION
<u> </u>	
Hero	Droverterion
TIERO	REPUTATION
	EVENTS/ACTIONS THAT HAVE SHAPED THE HERO'S REPUTATION

# Adventure/Narrator Review

PLAYER	SESSION DATE
	WHAT DID YOU LIKE ABOUT THE ADVENTURE?
	WHAT DID YOU DISLIKE ABOUT THE ADVENTURE?
	WHAT DID THE NARRATOR DO RIGHT?
	WHAT CAN THE NARRATOR IMPROVE?
	WHAT PLOT OR STORY CONCEPTS WOULD YOU LIKE TO SEE
	IMPLEMENTED/EXPANDED IN FUTURE ADVENTURES?
	OTHER NOTES/FEEDBACK
	OTHER NOTES/ PEEDBACK



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