



Session record

Capture what changed, then leave your party a clear next move.

CAMPAIGN

SESSION / DATE

PARTY / LOCATION

What happened?

Decisions and consequences

Next session: where do we start?



Party and connections

Record goals and relationships, using the rules your group already plays.

CAMPAIGN / PARTY

CHARACTER	PLAYER	ROLE	PERSONAL GOAL

People and factions we care about

NAME	CONNECTION TO THE PARTY	WHERE TO FIND THEM

Our shared goal



Quest threads

Keep the next action visible. Copy this page when the world gets complicated.

THREAD 1 **NAME / PROMISE**

WHY IT MATTERS / WHO IS INVOLVED

NEXT ACTION / PLACE TO GO

WHAT WE LEARNED / HOW IT ENDED

THREAD 2 **NAME / PROMISE**

WHY IT MATTERS / WHO IS INVOLVED

NEXT ACTION / PLACE TO GO

WHAT WE LEARNED / HOW IT ENDED

THREAD 3 **NAME / PROMISE**

WHY IT MATTERS / WHO IS INVOLVED

NEXT ACTION / PLACE TO GO

WHAT WE LEARNED / HOW IT ENDED



Loot and shared supplies

Track who holds each item. Agree on shared spending before the next session.

CAMPAIGN / DATE

ITEM / SUPPLY	QTY	HELD BY	FOUND / SPENT / NOTES

Shared funds

CURRENCY / RESOURCE	START	CHANGE	BALANCE	DATE

Party agreement: how do we share or spend this?
