FILL-IN PAGES

The following four pages are templates that you can use to write down vital information as you prepare and run your games. You are free to copy and print extra copies of these pages, as you need.

SESSION WORKSHEET

This worksheet helps you walk through the eight steps of game preparation described in *Return of the Lazy DM*. When you're not sure where to start to prepare for your next game, grab a copy of this sheet and use it to guide your prep.

You can save copies of these sheets to see how your adventure evolves from session to session, or just to keep a historical record of your game.

CHARACTER TRACKER

This sheet can help you keep track of the player characters in your campaign—the first and often most vital step in game preparation. Putting the characters first and foremost ensures that the rest of your prep keeps the characters in mind, and puts them in the spotlight they deserve. The design of this sheet is purposefully open, to let you write down the things most important to you as you track the characters in your game.

NPC TRACKER

When you're running a game, things are happening fast and furiously. It's easy to completely improvise an NPC, then forget about that character seconds later. This NPC tracker is intended to help you quickly write down NPCs as you create them in your game. Like the character tracker, the design of this sheet has been left open so you can add whatever information you find valuable in your game.

CAMPAIGN PLANNER

The campaign planner sheet follows the campaign building approach discussed in *Return of the Lazy DM*.

Start with the primary campaign hook. This is the one-line description that describes what your campaign is about.

Then move on to the six truths of your world–the six things that set your campaign apart from all the other worlds and campaigns out there. These truths can help your players design their characters, and will help you focus on what makes your campaign unique.

Then go on to your campaign fronts—a concept borrowed from the excellent story-focused RPGs Apocalypse World and Dungeon World. Each of these fronts represents a primary mover in the campaign's world. This might be three major villains, or it might be a mixture of villains, upcoming events, or major factions in the world.

These fronts represent the major motivators in the campaign that the characters will interact with. Each front has a primary goal and three grim portents. The goal is the point toward which the front moves. The grim portents are the three noticeable events that can take place and reveal to the characters that the front is moving forward. All these concepts are discussed in *Return of the Lazy DM*.

With these sheets in hand, you can easily keep track of your campaigns, adventures, characters, and NPCs, both during preparation and as you play.

SESSION WORKSHEET

CAMPAIGN

SESSION #   DATE

Who are the characters?

_____

_____

_____

_____

_____

What is the strong start?

_____

_____

_____

What scenes might occur?

_____

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_____

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_____

What secrets and clues might they uncover?

_____

_____

_____

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_____

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_____

What fantastic locations might they discover?

_____

_____

_____

_____

_____

What NPCs might they meet?

_____

_____

_____

What monsters might they face?

_____

_____

What magic items might they acquire?

_____

_____

CHARACTER TRACKER

Character Name	
Player Name	
Race/Class	
Background	
Ideals, Traits, Flaws, Bonds	
Notes	
Adventuring Group Notes	

NPC TRACKER

NPC Name	
Character Archetype	
Notable Statistics	
Notes and Interactions	

NPC Name	
Character Archetype	
Notable Statistics	
Notes and Interactions	

CAMPAIGN PLANNER

CAMPAIGN HOOK: What is this campaign about? What is the goal?

_____

_____

_____

_____

SIX TRUTHS OF YOUR WORLD: What makes this campaign unique?

_____

_____

_____

_____

_____

CAMPAIGN FRONTS: What are the major moving forces in this campaign?

Front 1: _____

Goal: _____

Three Grim Portents:

_____

_____

_____

Front 2: _____

Goal: _____

Three Grim Portents:

_____

_____

_____

Front 3: _____

Goal: _____

Three Grim Portents:

_____

_____

_____