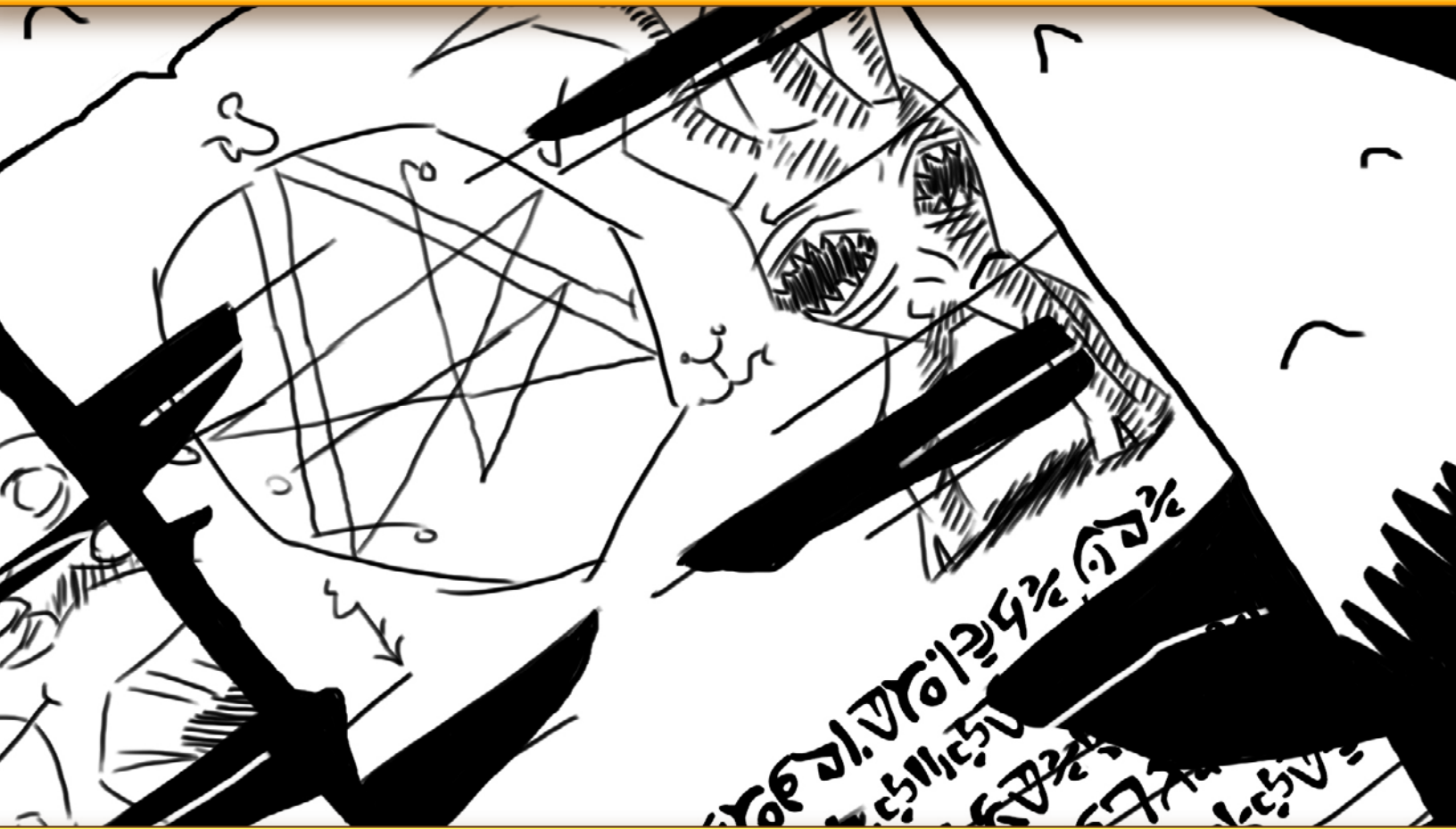
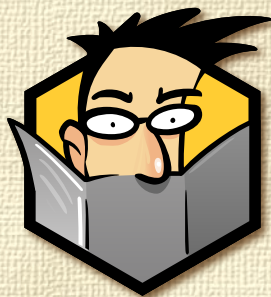


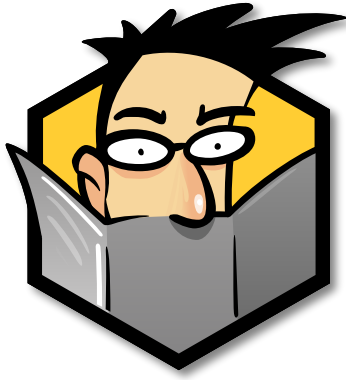
CAMPAIGN TRACKER WORKBOOK



Never Forget a Name or Detail Again



Johnn Four



The Campaign Tracker Workbook

By Johnn Four, Roleplaying Tips Publishing

How To Use

Hola fellow Game Master. I hope you find this print-friendly Campaign Tracker Workbook helps you be a better GM. I'm Johnn Four and I'm on a mission to help 1,000 game masters become Epic Level with tools like this one, the NPC Tracker, the Roleplaying Tips Newsletter, and the Campaign Logger.

If we become better game masters then we run better games. If we run better games, we become more confident and we have more fun at every game. That means we are more likely to game more often. And the more we play, the better life is. (And the stronger our hobby is too – long live RPG!)

Each page of the Campaign Tracker has a dedicated purpose. Print out the specific pages you think you'll find most useful and file them in your GM binder.

The **Campaign Log** is a cover sheet that helps you track sessions and remind you of your main plot goals as you prep and GM. Re-read your plot summary before each session so your larger plans stay fresh in your mind.

Use the **Player Roster** to herd the cats. Fill in contact details so you can reach your players easily in case of emergency, last-minute changes, or if someone seems to be late. Add a note about each player's Kick, or reason why they enjoy RPG so you can tailor encounters and adventures to hit each player's fun-spot. Make quick character so you remember who's playing which character and what character goals they have to mesh with the Player Kicks.

Fill out the **Cast of Characters** to help you plan and run sessions better. Make notes of PC strengths, weaknesses, and abilities so you can cunningly tailor games.

Session Logs are for tracking details during gameplay to maintain consistency and immersion. Record all the stuff you make up on-the-fly so you don't forget. It's also good to track general session details for later reference, as games sometimes blur together over time.

The **Location Tracker** helps you record encounter place details, notable world locations, and key spots involved in your adventure plans. If you have maps with grids, note grid locations so you can find places faster.

I hate trying to recall what treasure the PCs found and how valuable it was. Especially for unexpected things like when the rogue picks a pocket. Use the **Item Tracker** to make notes on what stuff the PCs find or hear about, how valuable it is, and features or functions. Give each item a code, like #1, #2, #3 so you can cross-reference unnamed items easily in your campaign notes and session logs.

Stave away rules arguments and fend off rules lawyers with the **House Rules** tracker. Record new rules and options, as well as rules interpretations and snap judgments for future consistency and reference.

The **Graveyard** is a fun way to commemorate fallen characters and special NPCs.

And be sure to note hilarious session moments with the **Funny Quotes & Good Memories** page. I refer back to this stuff during and after campaigns and share them with my players who love seeing campaign craziness recorded in the history books!

Automate Tracking & Never Lose A Single Detail Again



For years I used index cards, Post-It Notes, and GM binders to organize my campaigns. However, I kept running across frustrating problems: notes would soon get scattered, and as campaign notes accumulated it would get harder to find stuff.

So I designed a cool app called the [Campaign Logger](#) that makes taking session notes fast and easy. And the best part is, it automagically slices and dices your campaign info with tags for super-easy cross-referencing and searching.

Want to get a list of NPCs the party has met? Just click a button. Want to see all your notes about those encounters? The Logger shows you those too. Want to see all NPCs who live in a particular village, or all the magic items in a certain dungeon, or all the treasure found in session #16?

I designed the Campaign Logger to make all your campaign details instantly available, at your fingertips, for faster prepping and smoother GMing.

Never lose track of a name, location, item, or other detail again.

[Please visit my Campaign Logger web page for more details and cool features.](#)

Campaign Log

Campaign Name:
Game System:
Start Date:

GM:
Game World:
End Date:

Session Track

Cross off each Session played to keep track of your campaign.

| | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|

Campaign Plot Overview



Player Roster

Player Name: _____
Phone: _____
Email: _____
Twitter: _____
Kick: _____
Address: _____

Character: _____

Notes:

Player Name: _____
Phone: _____
Email: _____
Twitter: _____
Kick: _____
Address: _____

Character: _____

Notes:

Player Name: _____
Phone: _____
Email: _____
Twitter: _____
Kick: _____
Address: _____

Character: _____

Notes:

Player Name: _____
Phone: _____
Email: _____
Twitter: _____
Kick: _____
Address: _____

Character: _____

Notes:

Player Name: _____
Phone: _____
Email: _____
Twitter: _____
Kick: _____
Address: _____

Character: _____

Notes:



Cast of Characters

Character Name: _____
Player Name: _____
Class: _____
Race: _____
Senses: _____
Knowledge: _____

Notes:

Character Name: _____
Player Name: _____
Class: _____
Race: _____
Senses: _____
Knowledge: _____

Notes:

Character Name: _____
Player Name: _____
Class: _____
Race: _____
Senses: _____
Knowledge: _____

Notes:

Character Name: _____
Player Name: _____
Class: _____
Race: _____
Senses: _____
Knowledge: _____

Notes:

Character Name: _____
Player Name: _____
Class: _____
Race: _____
Senses: _____
Knowledge: _____

Notes:



Session Log

Session Name:
Game Date Start:
Players:

Date:
Game Date End:

XP Earned:

General Notes:

Encounter #1:

Encounter #2:

Encounter #3:

Encounter #4:



Encounter #5:

Encounter #6:

Encounter #7:

Encounter #8:

Encounter #9:

Encounter #10:



House Rules

A large, empty rectangular box intended for writing house rules.



Graveyard (PCs and Notable NPCs)

| | | |
|------------|--|--------------------|
| Character: | | Last Words & Will: |
| Player: | | |
| Died How: | | |

| | | |
|------------|--|--------------------|
| Character: | | Last Words & Will: |
| Player: | | |
| Died How: | | |

| | | |
|------------|--|--------------------|
| Character: | | Last Words & Will: |
| Player: | | |
| Died How: | | |

| | | |
|------------|--|--------------------|
| Character: | | Last Words & Will: |
| Player: | | |
| Died How: | | |

| | | |
|------------|--|--------------------|
| Character: | | Last Words & Will: |
| Player: | | |
| Died How: | | |



Funny Quotes & Good Memories

A large empty rectangular box intended for writing funny quotes and good memories.

