

# Game Master Session Notebook



GM Note-Taking Template

Session Date: \_\_\_\_\_

Campaign Date: \_\_\_\_\_

PCs Present: \_\_\_\_\_

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Session Goal: \_\_\_\_\_

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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
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New Hooks Discovered

New Hook Name: \_\_\_\_\_  
NPC/Origin: \_\_\_\_\_  
  
Hook Leads To: \_\_\_\_\_  
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New Hook Name: \_\_\_\_\_  
NPC/Origin: \_\_\_\_\_  
  
Hook Leads To: \_\_\_\_\_  
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New Lore Revealed

New Lore: \_\_\_\_\_  
NPC/Origin of Info: \_\_\_\_\_  
Lore Notes: \_\_\_\_\_  
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New Lore: \_\_\_\_\_  
NPC/Origin of Info: \_\_\_\_\_  
Lore Notes: \_\_\_\_\_  
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New Items Collected

New Item: \_\_\_\_\_  
 NPC/Origin of Item: \_\_\_\_\_  
 PC with possession: \_\_\_\_\_  
 Item Notes: \_\_\_\_\_  
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New Item: \_\_\_\_\_  
 NPC/Origin of Item: \_\_\_\_\_  
 PC with possession: \_\_\_\_\_  
 Item Notes: \_\_\_\_\_  
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New Item: \_\_\_\_\_  
 NPC/Origin of Item: \_\_\_\_\_  
 PC with possession: \_\_\_\_\_  
 Item Notes: \_\_\_\_\_  
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PC Notes

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PC Name: \_\_\_\_\_  
 NPCs Encountered: \_\_\_\_\_  
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 Player Downtime Requests: \_\_\_\_\_  
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 XP Gained: \_\_\_\_\_  
 Treasure Collected: \_\_\_\_\_  
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 Injuries/Continuing Effects: \_\_\_\_\_  
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PC Name: \_\_\_\_\_  
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Campaign Date: \_\_\_\_\_

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Session Goal: \_\_\_\_\_

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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
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NPC Name: \_\_\_\_\_  
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Encounter/Conversation Notes: \_\_\_\_\_  
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New Hooks Discovered

New Hook Name: \_\_\_\_\_  
NPC/Origin: \_\_\_\_\_  
  
Hook Leads To: \_\_\_\_\_  
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New Hook Name: \_\_\_\_\_  
NPC/Origin: \_\_\_\_\_  
  
Hook Leads To: \_\_\_\_\_  
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New Lore Revealed

New Lore: \_\_\_\_\_  
NPC/Origin of Info: \_\_\_\_\_  
Lore Notes: \_\_\_\_\_  
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New Lore: \_\_\_\_\_  
NPC/Origin of Info: \_\_\_\_\_  
Lore Notes: \_\_\_\_\_  
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New Items Collected

New Item : \_\_\_\_\_  
 NPC/Origin of Item: \_\_\_\_\_  
 PC with possession: \_\_\_\_\_  
 Item Notes: \_\_\_\_\_  
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 NPC/Origin of Item: \_\_\_\_\_  
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 NPC/Origin of Item: \_\_\_\_\_  
 PC with possession: \_\_\_\_\_  
 Item Notes: \_\_\_\_\_  
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PC Notes

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PC Name: \_\_\_\_\_  
 NPCs Encountered: \_\_\_\_\_  
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 Player Downtime Requests: \_\_\_\_\_  
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 XP Gained: \_\_\_\_\_  
 Treasure Collected: \_\_\_\_\_  
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 Injuries/Continuing Effects: \_\_\_\_\_  
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GM Note-Taking Template

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Campaign Date: \_\_\_\_\_

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Session Goal: \_\_\_\_\_

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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
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New Hooks Discovered

New Hook Name: \_\_\_\_\_  
NPC/Origin: \_\_\_\_\_  
  
Hook Leads To: \_\_\_\_\_  
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New Hook Name: \_\_\_\_\_  
NPC/Origin: \_\_\_\_\_  
  
Hook Leads To: \_\_\_\_\_  
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New Lore Revealed

New Lore: \_\_\_\_\_  
NPC/Origin of Info: \_\_\_\_\_  
Lore Notes: \_\_\_\_\_  
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New Lore: \_\_\_\_\_  
NPC/Origin of Info: \_\_\_\_\_  
Lore Notes: \_\_\_\_\_  
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New Items Collected

New Item : \_\_\_\_\_  
 NPC/Origin of Item: \_\_\_\_\_  
 PC with possession: \_\_\_\_\_  
 Item Notes: \_\_\_\_\_  
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PC Notes

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PC Name: \_\_\_\_\_  
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 Player Downtime Requests: \_\_\_\_\_  
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 XP Gained: \_\_\_\_\_  
 Treasure Collected: \_\_\_\_\_  
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 NPCs Encountered: \_\_\_\_\_  
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 Player Downtime Requests: \_\_\_\_\_  
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 XP Gained: \_\_\_\_\_  
 Treasure Collected: \_\_\_\_\_  
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 Injuries/Continuing Effects: \_\_\_\_\_  
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PC Name: \_\_\_\_\_  
 NPCs Encountered: \_\_\_\_\_  
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 Player Downtime Requests: \_\_\_\_\_  
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 XP Gained: \_\_\_\_\_  
 Treasure Collected: \_\_\_\_\_  
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 Injuries/Continuing Effects: \_\_\_\_\_  
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GM Note-Taking Template

Session Date: \_\_\_\_\_

Campaign Date: \_\_\_\_\_

PCs Present: \_\_\_\_\_

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Session Goal: \_\_\_\_\_

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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
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New Hooks Discovered

New Hook Name: \_\_\_\_\_  
NPC/Origin: \_\_\_\_\_  
  
Hook Leads To: \_\_\_\_\_  
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New Hook Name: \_\_\_\_\_  
NPC/Origin: \_\_\_\_\_  
  
Hook Leads To: \_\_\_\_\_  
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New Lore Revealed

New Lore: \_\_\_\_\_  
NPC/Origin of Info: \_\_\_\_\_  
Lore Notes: \_\_\_\_\_  
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New Lore: \_\_\_\_\_  
NPC/Origin of Info: \_\_\_\_\_  
Lore Notes: \_\_\_\_\_  
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New Items Collected

New Item : \_\_\_\_\_  
 NPC/Origin of Item: \_\_\_\_\_  
 PC with possession: \_\_\_\_\_  
 Item Notes: \_\_\_\_\_  
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New Item : \_\_\_\_\_  
 NPC/Origin of Item: \_\_\_\_\_  
 PC with possession: \_\_\_\_\_  
 Item Notes: \_\_\_\_\_  
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New Item : \_\_\_\_\_  
 NPC/Origin of Item: \_\_\_\_\_  
 PC with possession: \_\_\_\_\_  
 Item Notes: \_\_\_\_\_  
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PC Notes

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PC Name: \_\_\_\_\_  
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 Player Downtime Requests: \_\_\_\_\_  
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 XP Gained: \_\_\_\_\_  
 Treasure Collected: \_\_\_\_\_  
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 Injuries/Continuing Effects: \_\_\_\_\_  
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GM Note-Taking Template

Session Date: \_\_\_\_\_

Campaign Date: \_\_\_\_\_

PCs Present: \_\_\_\_\_

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Session Goal: \_\_\_\_\_

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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
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New Hooks Discovered

New Hook Name: \_\_\_\_\_  
NPC/Origin: \_\_\_\_\_  
  
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New Lore Revealed

New Lore: \_\_\_\_\_  
NPC/Origin of Info: \_\_\_\_\_  
Lore Notes: \_\_\_\_\_  
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New Lore: \_\_\_\_\_  
NPC/Origin of Info: \_\_\_\_\_  
Lore Notes: \_\_\_\_\_  
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New Items Collected

New Item : \_\_\_\_\_  
 NPC/Origin of Item: \_\_\_\_\_  
 PC with possession: \_\_\_\_\_  
 Item Notes: \_\_\_\_\_  
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 NPC/Origin of Item: \_\_\_\_\_  
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PC Notes

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PC Name: \_\_\_\_\_  
 NPCs Encountered: \_\_\_\_\_  
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 Player Downtime Requests: \_\_\_\_\_  
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 XP Gained: \_\_\_\_\_  
 Treasure Collected: \_\_\_\_\_  
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 Injuries/Continuing Effects: \_\_\_\_\_  
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PC Name: \_\_\_\_\_  
 NPCs Encountered: \_\_\_\_\_  
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 Player Downtime Requests: \_\_\_\_\_  
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 XP Gained: \_\_\_\_\_  
 Treasure Collected: \_\_\_\_\_  
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 Injuries/Continuing Effects: \_\_\_\_\_  
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PC Name: \_\_\_\_\_  
 NPCs Encountered: \_\_\_\_\_  
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 Player Downtime Requests: \_\_\_\_\_  
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 XP Gained: \_\_\_\_\_  
 Treasure Collected: \_\_\_\_\_  
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PC Name: \_\_\_\_\_  
 NPCs Encountered: \_\_\_\_\_  
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 Player Downtime Requests: \_\_\_\_\_  
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 XP Gained: \_\_\_\_\_  
 Treasure Collected: \_\_\_\_\_  
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 Injuries/Continuing Effects: \_\_\_\_\_  
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PC Name: \_\_\_\_\_  
 NPCs Encountered: \_\_\_\_\_  
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 Player Downtime Requests: \_\_\_\_\_  
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 XP Gained: \_\_\_\_\_  
 Treasure Collected: \_\_\_\_\_  
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 Injuries/Continuing Effects: \_\_\_\_\_  
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GM Note-Taking Template

Session Date: \_\_\_\_\_

Campaign Date: \_\_\_\_\_

PCs Present: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Session Goal: \_\_\_\_\_

\_\_\_\_\_

NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
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NPC Name: \_\_\_\_\_  
First Encountered: \_\_\_\_\_  
Race: \_\_\_\_\_  
Language: \_\_\_\_\_  
Attitude: \_\_\_\_\_  
Encounter/Conversation Notes: \_\_\_\_\_  
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New Hooks Discovered

New Hook Name: \_\_\_\_\_  
NPC/Origin: \_\_\_\_\_  
  
Hook Leads To: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

New Hook Name: \_\_\_\_\_  
NPC/Origin: \_\_\_\_\_  
  
Hook Leads To: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

New Lore Revealed

New Lore: \_\_\_\_\_  
NPC/Origin of Info: \_\_\_\_\_  
Lore Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

New Lore: \_\_\_\_\_  
NPC/Origin of Info: \_\_\_\_\_  
Lore Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

New Items Collected

New Item : \_\_\_\_\_  
 NPC/Origin of Item: \_\_\_\_\_  
 PC with possession: \_\_\_\_\_  
 Item Notes: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

New Item : \_\_\_\_\_  
 NPC/Origin of Item: \_\_\_\_\_  
 PC with possession: \_\_\_\_\_  
 Item Notes: \_\_\_\_\_  
 \_\_\_\_\_  
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New Item : \_\_\_\_\_  
 NPC/Origin of Item: \_\_\_\_\_  
 PC with possession: \_\_\_\_\_  
 Item Notes: \_\_\_\_\_  
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PC Notes

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PC Name: \_\_\_\_\_  
 NPCs Encountered: \_\_\_\_\_  
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 Player Downtime Requests: \_\_\_\_\_  
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 XP Gained: \_\_\_\_\_  
 Treasure Collected: \_\_\_\_\_  
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 Injuries/Continuing Effects: \_\_\_\_\_  
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PC Name: \_\_\_\_\_  
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 XP Gained: \_\_\_\_\_  
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 Injuries/Continuing Effects: \_\_\_\_\_  
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## GM Note-Taking Template

- List of Attitude Prompts:
  - Optimist/Pessimist
  - Hedonist/Ascetic
  - Helpful/Selfish
  - Moody/Quiet
  - Trusting/Suspicious
  - Agreeable/Contrary
  - Streetwise/Naïve
  - Modest/Arrogant
  - Well-spoken/Rambling
  - Abrasive/Aloof
  - Hostile/Courteous
  - Cheerful/Morose

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