Townsfolk & Wildlife

Name:
Everybody Knows:

    Secret:

    Fear:

    Desire:

Name:
Everybody Knows:

    Secret:

    Fear:

    Desire:

Name:
Everybody Knows:

    Secret:

    Fear:

    Desire:

Name:
Everybody Knows:

    Secret:

    Fear:

    Desire:

Name:
Everybody Knows:

    Secret:

    Fear:

    Desire:

Name:
Everybody Knows:

    Secret:

    Fear:

    Desire:

Name:
Everybody Knows:

    Secret:

    Fear:

    Desire:

Name:
Everybody Knows:

    Secret:

    Fear:

    Desire:

Name:
Everybody Knows:

    Secret:

    Fear:

    Desire:

Goals & Progress Bars

Add divisions as required to create progress segments.

Name:
Character:

Name:
Character:

Name:
Character:

Name:
Character:

Name:
Character:

Name:
Character:

Name:
Character:

Name:
Character:

Name:
Character:

Name:
Character:

Name:
Character:

Name:
Character:

Rumors

Each player (including the Town Manager) contributes a rumor in the Gossip Phase each session.

Session 1
Notes:

-
-
-
-
-
-

Session 2
Notes:

-
-
-
-
-
-

Session 3
Notes:

-
-
-
-
-
-

Session 4
Notes:

-
-
-
-
-
-

Session 5
Notes:

-
-
-
-
-
-

Session 6
Notes:

-
-
-
-
-
-

Session 7
Notes:

-
-
-
-
-
-

Session Checklist

☐ Review Script Change and vetoed topics
☐ Gossip Phase
☐ A scene with a player character as a beast in the wild
☐ 2 bio breaks (of 5 to 10 minutes duration)

Each of the following scenes per player character (one scene can count for more than one player and more than one criteria),

☐ featuring another player character
☐ featuring a tracked NPC
☐ featuring a mundane task or rumor-related activity

After all scenes are completed,

☐ End of session snapshots
☐ Review stress, exposure, and goal progress