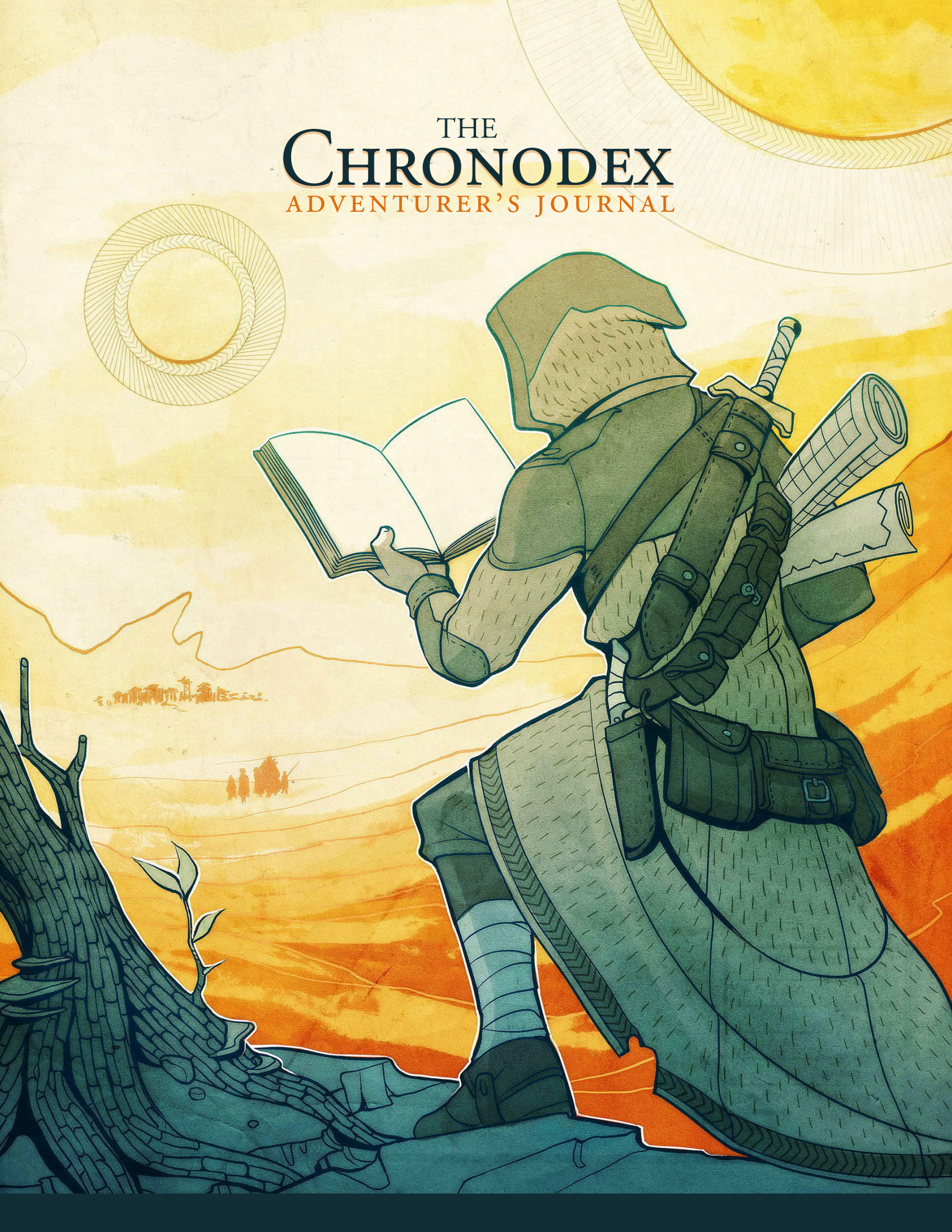


THE
CHRONODEX
ADVENTURER'S JOURNAL



CREDITS

ABOUT

The Chronodex is a tool for writing, recording, or brainstorming new worlds and settings. It is meant to be used in the creation and curation of RPGs, but can be applied towards literary endeavors. Edit it, print it out, draw on it, make it your own, and share it with your friends.

Suggestions, comments, tips, etc., can be directed towards TheChronodex.com

CREDITS + CONTRIBUTORS

Written + Designed Sarah Kaiser (@KaiserMakes)


Co-Contributor + Proofing Kasper Dupuis Richter

Additional Ideas + Proofing Dylan Hill, Siobhan Robson, Michael Tilbrook, Matthew Cowles, denizens of the Chronodex Discord

LICENCING INFO

The Chronodex is licensed under 2018 Creative Commons Attribution-NonCommercial 4.0 International (CC BY-NC 4.0.) You may copy, remix, share, and use it in your own personal projects so long as you provide credit and attribution.

I'm also happy to consider free licenses for commercial projects, especially if the project is remixed into a larger body of work. Contact me at TheChronodex@gmail.com for more information.

For full terms, see <https://creativecommons.org/licenses/by-nc/4.0/> 



Download for free or order a print-on-demand through
www.TheChronodex.com

MAP



REGION	NOTES
--------	-------

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
1																						
2																						
3																						
4																						
5																						
6																						
7																						
8																						
9																						
10																						
11																						
12																						
13																						
14																						
15																						
16																						
17																						
18																						
19																						
20																						
21																						
22																						
23																						
24																						
25																						
26																						

REGION



REGION

NAME SUB-REGION OF...

QUOTE

Common Knowledge

Climate

Defining Features

Resources

Dangers

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															
12															

Uncommon Knowledge

What is hidden?

How is the region changing?

About *Additional details and notes*

REGION

NAME SUB-REGION OF...

QUOTE

Common Knowledge

Climate

Defining Features

Resources

Dangers

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															
12															

Uncommon Knowledge

What is hidden?

How is the region changing?

About *Additional details and notes*

MAJOR LOCATION



MAJOR LOCATION

NAME

Locality

Reputation

Faction/Leadership

About

System of Governance

Languages

Why do people come here?

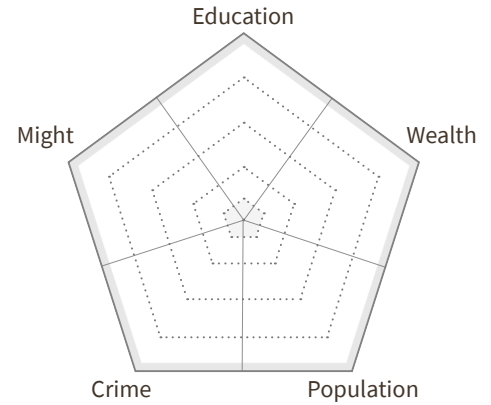
How do people move around?

What can only be found here?

Common Rumors

Did any player characters come from here?

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1														
2														
3														
4														
5														
6														
7														
8														
9														
10														
11														
12														



Assets

What does it have?

What does it need?

Player Affinity

Antagonistic

Devoted

Locals of Note Leaders, merchants, etc

Name	Nature	Role	Goals

About Additional details and notes

LOCATIONS



LOCATION

NAME _____

Locality Reputation Faction/Leadership

_____ _____ _____

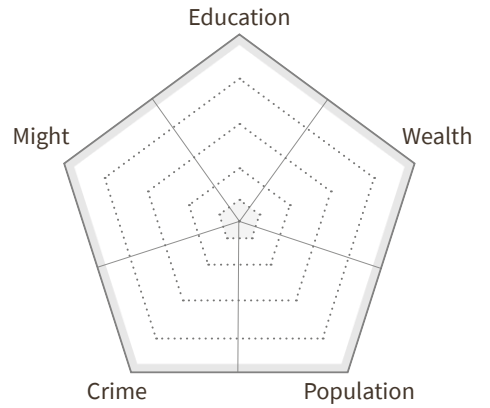
Player Affinity

Antagonistic _____ Devoted

Assets

What does it have? What does it need?

_____ _____



Locals of Note *Leaders, merchants, etc*

Name	Nature	Role	Goals
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

About *Additional details and notes*

LOCATION

NAME _____

Locality Reputation Faction/Leadership

_____ _____ _____

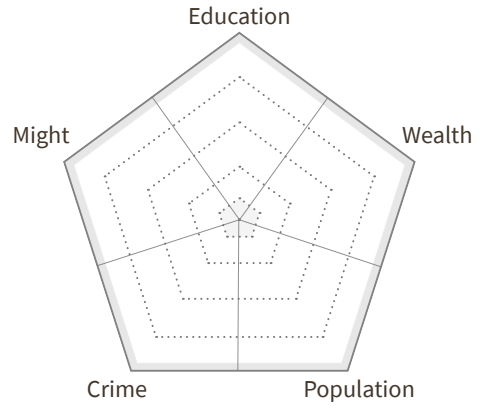
Player Affinity

Antagonistic _____ Devoted

Assets

What does it have? What does it need?

_____ _____



Locals of Note *Leaders, merchants, etc*

Name	Nature	Role	Goals
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

About *Additional details and notes*

MINOR LOCATIONS



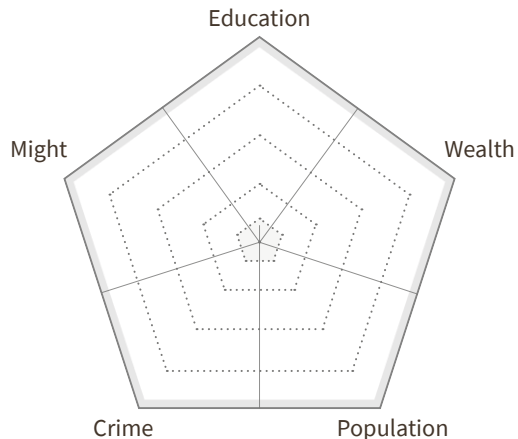
MINOR LOCATION

NAME

Locality Reputation Faction/Leadership

A RUMOR

NOTES



Player Affinity

Antagonistic

Devoted

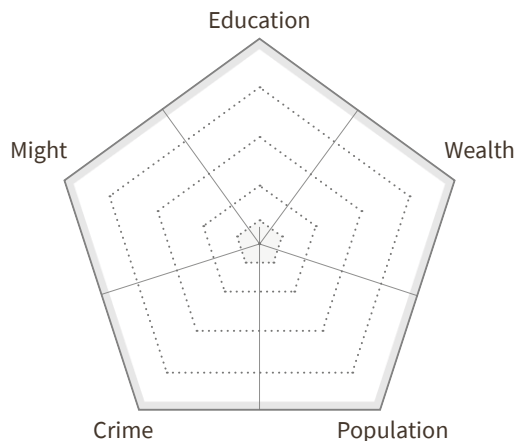
MINOR LOCATION

NAME

Locality Reputation Faction/Leadership

A RUMOR

NOTES



Player Affinity

Antagonistic

Devoted

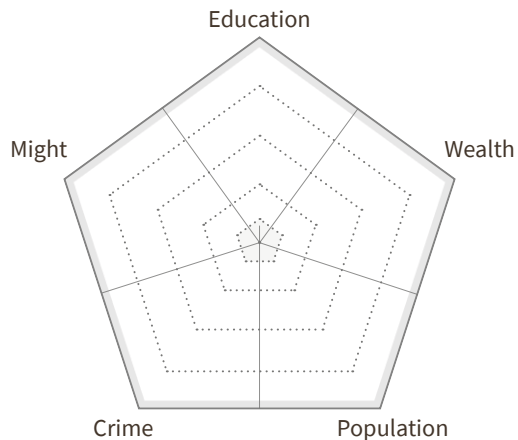
MINOR LOCATION

NAME

Locality Reputation Faction/Leadership

A RUMOR

NOTES



Player Affinity

Antagonistic

Devoted

MAJOR FACTION



MAJOR FACTION

NAME

A RUMOR

Size

Exclusive

Prolific

Influence

Insignificant

World Mover

Might

Trifling

Indomitable

Player Affinity

Antagonistic

Devoted

Goals *What are their aims?*

1

2

3

About *Who are they?*

Who is the founder?

Who controls it now?

Why did this faction form?

How would one recognize its members?

What is their system of leadership/government?

How do they mesh with local/regional law or regulation?

What is the greatest threat to their existence?

What have they accomplished?

Members of Note *Leaders, important personnel*

Name	Nature	Role	Goals

Locations

Assets

Allies

Enemies

About

FACTIONS



FACTION

NAME <hr/> A RUMOR <hr/>			Size ----- Exclusive Prolific																
Goals <i>What are their aims?</i> 1 <hr/> 2 <hr/> 3 <hr/>			Influence ----- Insignificant World Mover																
Allies <hr/> <hr/> <hr/>	Enemies <hr/> <hr/> <hr/>	Might ----- Trifling Indomitable																	
Members of Note <i>Leaders, important personnel</i> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th style="width: 25%;">Name</th> <th style="width: 25%;">Nature</th> <th style="width: 25%;">Role</th> <th style="width: 25%;">Goals</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>			Name	Nature	Role	Goals													Player Affinity ----- Antagonistic Devoted
Name	Nature	Role	Goals																
About <i>Additional details and notes</i> <hr/> <hr/> <hr/>																			

FACTION

NAME <hr/> A RUMOR <hr/>			Size ----- Exclusive Prolific																
Goals <i>What are their aims?</i> 1 <hr/> 2 <hr/> 3 <hr/>			Influence ----- Insignificant World Mover																
Allies <hr/> <hr/> <hr/>	Enemies <hr/> <hr/> <hr/>	Might ----- Trifling Indomitable																	
Members of Note <i>Leaders, important personnel</i> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th style="width: 25%;">Name</th> <th style="width: 25%;">Nature</th> <th style="width: 25%;">Role</th> <th style="width: 25%;">Goals</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>			Name	Nature	Role	Goals													Player Affinity ----- Antagonistic Devoted
Name	Nature	Role	Goals																
About <i>Additional details and notes</i> <hr/> <hr/> <hr/>																			

MINOR FACTIONS



MINOR FACTION

NAME _____

A RUMOR _____

THEIR GOAL _____

Members of Note *Leaders, important personnel*

Name	Nature	Role	Goal
_____	_____	_____	_____
_____	_____	_____	_____

About

Size

Exclusive _____ Prolific

Influence

Insignificant _____ World Mover

Might

Trifling _____ Indomitable

Player Affinity

Antagonistic _____ Devoted

MINOR FACTION

NAME _____

A RUMOR _____

THEIR GOAL _____

Members of Note *Leaders, important personnel*

Name	Nature	Role	Goal
_____	_____	_____	_____
_____	_____	_____	_____

About

Size

Exclusive _____ Prolific

Influence

Insignificant _____ World Mover

Might

Trifling _____ Indomitable

Player Affinity

Antagonistic _____ Devoted

MINOR FACTION

NAME _____

A RUMOR _____

THEIR GOAL _____

Members of Note *Leaders, important personnel*

Name	Nature	Role	Goal
_____	_____	_____	_____
_____	_____	_____	_____

About

Size

Exclusive _____ Prolific

Influence

Insignificant _____ World Mover

Might

Trifling _____ Indomitable

Player Affinity

Antagonistic _____ Devoted

CHARACTER



CHARACTER

NAME _____ the ROLE/SPECIES/TITLE _____

At First Glance

Age _____ Build _____ Origin _____

Quirks _____

What are they never without? _____

GENERAL APPEARANCE _____

Who They Were

Earliest Memory _____

What did they want to be? _____ What did they want most? _____

Favorite Memory _____ Greatest Mistake _____

Who/what made the biggest impact on their life and why? _____

Who They Are

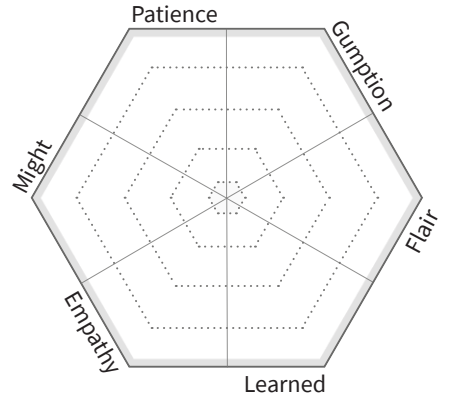
What are they good at? _____

What are they bad at? _____

What do other people like about them? _____

What do other people dislike about them? _____

Favorite Things _____



ABOUT _____

Important Family, Friends, and Foes

NAME	CONNECTION

Secrets

Goals _____

Fears _____

What do they keep hidden? _____

What must they overcome? _____

What would they kill for? _____



Additional Questions

What do they most often dream about?

What do they generally wear?

When have they been most happy?

When have they been most scared?

What do they think is their greatest flaw?

What is it really?

What do they think is their greatest virtue?

What is it really?

What qualities does your character most admire?

What qualities does your character most despise?

Have they ever had a pet?

Would they get another?

Marriage?

Children?

How do they treat those more powerful than them?

How do they treat those weaker than them?

What would they change about their life and themselves if they could?

Physical Attributes

Height

Weight

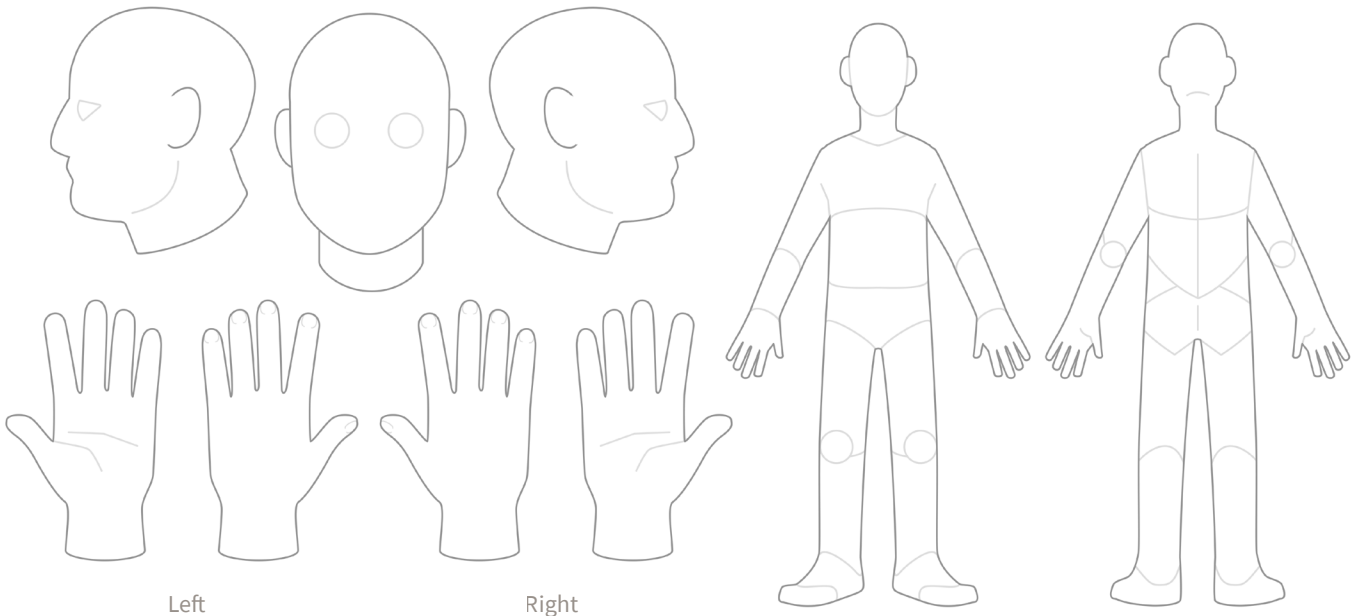
Eye Color

Complexion

Dominant Hand

Hair

Tattoos, scars, injuries, birthmarks, and other.



CHARACTERS



CHARACTER

NAME _____ the ROLE/SPECIES/TITLE _____

At First Glance

Age _____ Build _____ Quirks _____

GENERAL APPEARANCE _____ Origin _____

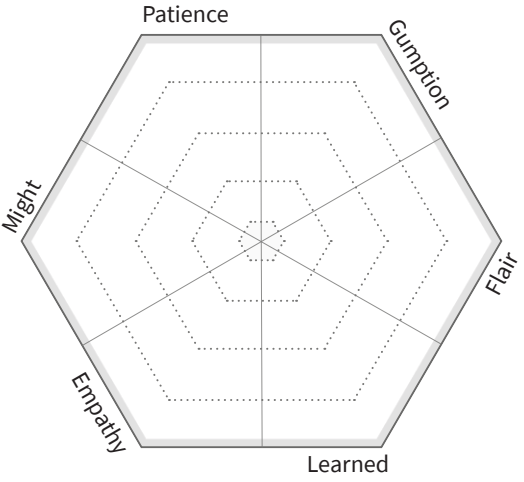
What are they never without? _____

About *Additional details and notes*

Secrets

Goals _____

Fears _____



CHARACTER

NAME _____ the ROLE/SPECIES/TITLE _____

At First Glance

Age _____ Build _____ Quirks _____

GENERAL APPEARANCE _____ Origin _____

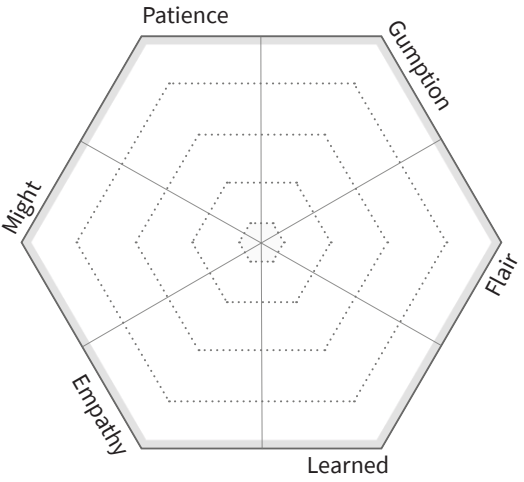
What are they never without? _____

About *Additional details and notes*

Secrets

Goals _____

Fears _____



CHARACTERS



CHARACTER

	NAME	the	ROLE/SPECIES/TITLE
	At First Glance		
	Age	Nature	Origin
	Quirks	Appearance	
About <i>Additional details and notes</i>			
Secrets			
Goals		Fears	

CHARACTER

	NAME	the	ROLE/SPECIES/TITLE
	At First Glance		
	Age	Nature	Origin
	Quirks	Appearance	
About <i>Additional details and notes</i>			
Secrets			
Goals		Fears	

CHARACTER

	NAME	the	ROLE/SPECIES/TITLE
	At First Glance		
	Age	Nature	Origin
	Quirks	Appearance	
About <i>Additional details and notes</i>			
Secrets			
Goals		Fears	

TIMELINE



PERIOD

Title

Themes

Dates

NOTES

EVENT

Date

Title

Cause

Effect

EVENT

Date

Title

Cause

Effect

EVENT

Date

Title

Cause

Effect

EVENT

Date

Title

Cause

Effect

EVENT

Date

Title

Cause

Effect

TIMELINE



EVENT	Date	Title
	Cause	Effect
	NOTES	

EVENT	Date	Title
	Cause	Effect

EVENT	Date	Title
	Cause	Effect

EVENT	Date	Title
	Cause	Effect

EVENT	Date	Title
	Cause	Effect

EVENT	Date	Title
	Cause	Effect

UNIQUE ITEMS



UNIQUE ITEM

NAME

RUMOR

Where is it?

Who wants it?

What is it worth?

NOTES

The Legend

What does it do?

Who made it?

What is it made of?

How many exist?

GENERAL APPEARANCE

The Truth

What does it do?

Who made it?

What is it made of?

How many exist?

GENERAL APPEARANCE

UNIQUE ITEM

NAME

RUMOR

Where is it?

Who wants it?

What is it worth?

NOTES

The Legend

What does it do?

Who made it?

What is it made of?

How many exist?

GENERAL APPEARANCE

The Truth

What does it do?

Who made it?

What is it made of?

How many exist?

GENERAL APPEARANCE

ITEMS



ITEM

NAME

RUMOR

What does it do?

Who made it?

What is it made of?

How many exist?

Where is it?

Who wants it?

What is it worth?

NOTES

ITEM

NAME

RUMOR

What does it do?

Who made it?

What is it made of?

How many exist?

Where is it?

Who wants it?

What is it worth?

NOTES

ITEM

NAME

RUMOR

What does it do?

Who made it?

What is it made of?

How many exist?

Where is it?

Who wants it?

What is it worth?

NOTES



The Basics

Kill Count ████			Most enemies killed at once
			Highest Damage Dealt
			Highest Damage Healed
Crit Successes	Crit Failures		Game Sessions
Towns/Cities/Sites Visited	Towns/Cities/Sites Cleared	Time Passed In Game	PC Deaths
			Resurrections

The Specifics

Favorite NPCs	
Closest Total Party Wipes	
BBEGs Defeated	Characters Romanced
Doors / Walls Broken by Force	NPCs Recruited
Group Pets	
Best Heist	
Biggest Mistake	

The Inscrutable

Weirdest Thing Eaten	The Best	Beers Consumed
# of NPCs Slept With	The Worst	Highest Dice Tower
Most Legs	Sweet Jumps	Best Origami
Most Weapons on Person	Longest Monologue	Most Pretzels Fit in Mouth
Angriest	Farthest Distance Fallen	Pizzas Consumed
Longest Time on Fire	Most Friendly Damage	Best Snack Supplied


By Player

NAME		NAME		NAME		NAME	
# of PCs	BBEG Kills	# of PCs	BBEG Kills	# of PCs	BBEG Kills	# of PCs	BBEG Kills
Friendly Fire Dealt		Friendly Fire Dealt		Friendly Fire Dealt		Friendly Fire Dealt	
NAME		NAME		NAME		NAME	
# of PCs	BBEG Kills	# of PCs	BBEG Kills	# of PCs	BBEG Kills	# of PCs	BBEG Kills
Friendly Fire Dealt		Friendly Fire Dealt		Friendly Fire Dealt		Friendly Fire Dealt	

META ACHIEVEMENTS




Achievements given for being an awesome player / friend, only one achievement can be won per player.
Reward suggestions: One time Divine or 'Friends in High Places' type intervention.
One time picking a die result. A case of beer of their choice.

 **The Host** REWARD USED ✓
Procures the game location 5 times in a row


META

WHO	HOW
-----	-----

 **The MVP** REWARD USED ✓
Player stays to clean up 5 times


META

WHO	HOW
-----	-----

 **The Asset** REWARD USED ✓
Player brings the good snacks 5 times in a row


META

WHO	HOW
-----	-----

 **The Legs** REWARD USED ✓
Player who is first to arrive to game 5 times in a row


META

WHO	HOW
-----	-----

 **The Philanthropist** REWARD USED ✓
Invests \$60 or more in shared group dice/tools/materials


META

WHO	HOW
-----	-----

 **The Scribe** REWARD USED ✓
Player who consistently (and accurately) keeps notes

META

WHO	HOW
-----	-----

 **The Artisan** REWARD USED ✓
Player who puts effort into representing the party in an artistic medium

META

WHO	HOW
-----	-----

ONE-TIME ACHIEVEMENTS



First-come-first-serve type rewards for the bold, daring, lucky, and shockingly unfortunate.
Reward suggestions: One time re-roll, bonus to a roll before die is cast.

★ **Creative Destruction** REWARD USED ✓
Kill a creature using an ability not directly intended to cause harm

ONCE

WHO HOW

★ **Prey on Their Fear, Move Like an Animal, Feel the Kill** REWARD USED ✓
Survive an encounter completely naked (or very nearly)

ONCE

WHO HOW

★ **My Kid is in Honors Math** REWARD USED ✓
Use physics creatively to save the day

ONCE

WHO HOW

★ **Tactical Nuke** REWARD USED ✓
Do enough damage to kill an enemy 3 times over

ONCE

WHO HOW

★ **!** REWARD USED ✓
Alert an enemy sentry

ONCE

WHO HOW

★ **Pile of Bards** REWARD USED ✓
Lose 3 player characters in the same campaign

ONCE

WHO HOW

★ **Cursed by the Gods** REWARD USED ✓
Roll a critical failure twice in a row

ONCE

WHO HOW

ONE-TIME ACHIEVEMENTS



First-come-first-serve type rewards for the bold, daring, lucky, and shockingly unfortunate.
Reward suggestions: One time re-roll, bonus to a roll before die is cast.

★ **Can Someone Turn Off the Rat Faucet?** REWARD USED ✓
Kill more than 20 of the same kind of goon in a session

ONCE

WHO HOW

★ **The Party Don't Start 'Til I Walk In** REWARD USED ✓
Summon or otherwise introduce 20+ minions in a single session

ONCE

WHO HOW

★ **One Hit Point Wonder** REWARD USED ✓
Survive a battle with a single hit point remaining

ONCE

WHO HOW

★ **An Offer They Couldn't Refuse** REWARD USED ✓
Become a crime lord

ONCE

WHO HOW

★ **I Am the Man, Man** REWARD USED ✓
Start or run an establishment of law

ONCE

WHO HOW

★ **Can Opener** REWARD USED ✓
Open at least 5 doors with violence

ONCE

WHO HOW

★ **It's What My Character Would do!** REWARD USED ✓
Player takes an action that is in-character and at their expense without causing the other players undue grief

ONCE

WHO HOW

ONE-TIME ACHIEVEMENTS



First-come-first-serve type rewards for the bold, daring, lucky, and shockingly unfortunate.
Reward suggestions: One time re-roll, bonus to a roll before die is cast.

★ **Death Wish** REWARD USED ✓
Continue with an action after GM asks, "Are you sure?"

ONCE

WHO HOW

★ **Shoot First, Ask Questions Later** REWARD USED ✓
Turn a dialogue scene into combat

ONCE

WHO HOW

★ **Let's Talk About This** REWARD USED ✓
Turn a combat scene into a dialogue

ONCE

WHO HOW

★ **The Files are INSIDE The Computer** REWARD USED ✓
Use a might based test to solve a technical related challenge

ONCE

WHO HOW

★ **I Cast Fist** REWARD USED ✓
Punch someone as a caster

ONCE

WHO HOW

★ **Exotic Wares** REWARD USED ✓
Steal something alive

ONCE

WHO HOW

★ **Basically Legal** REWARD USED ✓
Steal something stolen


ONCE

WHO HOW

REPEATING ACHIEVEMENTS



Rewards that can be earned multiple times by multiple players. (Give a new one to a player when they earn it!)
 Reward suggestions: One time bonus to a roll before die is cast (potency of bonus multiplied by times earned.)



You Win This Time, Gravity!

Deal a killing blow with fall damage caused by your actions

REWARD EARNED

REWARD USED

REPEATS

WHO	HOW



If at First You Don't Succeed


Experience character death and re-roll a new character

REWARD EARNED

REWARD USED

REPEATS

WHO	HOW



The Defenestrator


Toss an enemy out a window

REWARD EARNED

REWARD USED

REPEATS

WHO	HOW



Change of Heart

Switched sides or betrayed the player's own faction in a significant way

REWARD EARNED

REWARD USED

REPEATS

WHO	HOW



The Doppelganger

Steal the identity of an important NPC, then successfully impersonate them

REWARD EARNED

REWARD USED

REPEATS

WHO	HOW



We Shall Call It... Thislandia

Found your own colony/town/city/etc

REWARD EARNED

REWARD USED

REPEATS

WHO	HOW

PASSED ACHIEVEMENTS



Achievements that are passed from player to player.

Reward suggestions: Receive a one-time bonus multiplied by the number of times the award has passed, receive a bonus on opposed tests vs the player you took it from last

Nuclear Launch Detected

Passed to the character who deals the HIGHEST damage in a single hit

REWARD USED

<i>WHO</i>	<i>HOW</i>	

The Filibusterer

Passed to the player with the longest recorded monologue

REWARD USED

<i>WHO</i>	<i>HOW</i>	

The Dossier

Passed to the character with the longest submitted character backstory/bio

REWARD USED

<i>WHO</i>	<i>HOW</i>	

The Connoisseur

To be passed to the person who most recently brought snacks or beer most extraordinaire

REWARD USED

<i>WHO</i>	<i>HOW</i>	

GROUP ACHIEVEMENTS




*Achievements earned once by the whole group.
Reward suggestions: The group can claim a one-time surprise round or
grant the GM a one-time bane/difficulty/challenge to a roll*

GROUP		The Hero We Want	REWARD USED <input checked="" type="checkbox"/>
	<i>Saved or helped an NPC for no particular reward or immediate reason</i>		
<hr/>			
GROUP		The Hero We Need	REWARD USED <input checked="" type="checkbox"/>
	<i>Accepted and completed a task unrelated to the Plot</i>		
<hr/>			
GROUP		The Hero We Got	REWARD USED <input checked="" type="checkbox"/>
	<i>Complete a quest or plotline where, unintentionally, but as a direct result of your actions, things are generally worse off than when you started</i>		
<hr/>			
GROUP		The Hero We Deserved	REWARD USED <input checked="" type="checkbox"/>
	<i>Accepted a plot or quest and then intentionally and vigorously acted against the quest giver's best interest</i>		
<hr/>			
GROUP		The Briefcase	REWARD USED <input checked="" type="checkbox"/>
	<i>Successfully deliver a sealed package without opening it</i>		
<hr/>			
GROUP		Dubious Alliance	REWARD USED <input checked="" type="checkbox"/>
	<i>Successfully work together with an enemy to mutual benefit</i>		
<hr/>			
GROUP		Diplomancers	REWARD USED <input checked="" type="checkbox"/>
	<i>Resolve a situation prone to violence through careful diplomacy.</i>		
<hr/>			


'ACHIEVEMENTS' OF SHAME




*Shenanigans! To be 'rewarded' as... necessary.
Reward suggestions: You get nothing! NOTHING!*

SHAME  **Leeroy Jenkins!**
Charge headlong into a fight that almost (or manages to) wipe the party


WHO HOW

SHAME  **Dude, Please Don't!**
Killed a vital NPC and derailed the plot


WHO HOW

SHAME  **Alas, Poor Yorick**
Player who immediately loots dead players body


WHO HOW

SHAME  **It's Not Paranoia if it's Real...**
Spent half an hour looking for traps that weren't there


WHO HOW

SHAME  **I've Heard Enough**
Player who engages the BBEG before they finish their monologue

WHO HOW

SHAME  **Half-Henderson**
Force the GM to pause the game, leave the table for a bit, and re-write the rest of the current session

WHO HOW


SHAME  **Full Henderson**
Force the GM to abandon the plotline of the entire campaign in favor of whatever doomed shenanigans the players have created

WHO HOW

EPIC ACHIEVEMENTS




*Difficult, once-in-a-lifetime feats to be earned once per player.
Reward suggestions: The group can claim a one-time surprise round or
grant the GM a one-time bane/difficulty/challenge to a roll*

 **The Saint** REWARD USED ✓
Take damage intended for another character and dying or being mortally affected as consequence


EPIC

WHO HOW

 **Yippee-Ki-Yay Motherfucker** REWARD USED ✓
Character takes full damage during an attack that kills an elite opponent


EPIC

WHO HOW

 **Overhand Brick** REWARD USED ✓
Character one shots the BBEG under impossible circumstances

EPIC

WHO HOW

 **Huh, Didn't See That One Coming** REWARD USED ✓
Completely circumvent a planned scenario or encounter with a critical success


EPIC

WHO HOW

 **1.21 Gigawatts, Great Scott!** REWARD USED ✓
Create a time travel paradox


EPIC

WHO HOW

 **Bonaparte** REWARD USED ✓
Become the leader of a nation or tribe whose majority species is at least one size larger than you

EPIC

WHO HOW

 **The Pacifist** REWARD USED ✓
Reach max level without ever killing anything


EPIC

WHO HOW


EPIC ACHIEVEMENTS




*Difficult, once-in-a-lifetime feats.
Reward suggestions: The group can claim a one-time surprise round or
grant the GM a one-time bane/difficulty/challenge to a roll*

 **Team Mascot** REWARD USED ✓
Adopt a monster found in a dungeon as your pet


EPIC WHO HOW

 **REVENGE WILL BE MINE** REWARD USED ✓
Inadvertently create a BBEG


EPIC WHO HOW

 **Not My Real Dad** REWARD USED ✓
Turn an enemy's child/ward/beloved underling against them


EPIC WHO HOW

 **There's 37 More of Me, Asshole!** REWARD USED ✓
Player plays the same class 3 or more times with different characters


EPIC WHO HOW

 **Out to Pasture** REWARD USED ✓
Retire a high level player character

EPIC WHO HOW

 **Standard Issue** REWARD USED ✓
Reaches max level without changing equipment

EPIC WHO HOW


 **The Next Generation** REWARD USED ✓
Play as the offspring of one of the player characters that was born during the same campaign

EPIC WHO HOW

MAKE - YOUR - OWN



Tips: Something that encourages good/neutral player actions, something setting / friend group specific.




REWARD USED

META

WHO

HOW




REWARD EARNED
 REWARD USED

REPEATS

WHO

HOW




REWARD USED

ONCE

WHO

HOW



REWARD USED


GROUP

HOW



REWARD USED


WHO	HOW	
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input type="checkbox"/>
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input type="checkbox"/>
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input type="checkbox"/>
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input type="checkbox"/>
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input type="checkbox"/>
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input type="checkbox"/>



SHAME

WHO

HOW



REWARD USED

EPIC

WHO

HOW