

Download This Free Template To Take Better Post-Session Notes

A lot can happen in a tabletop RPG session! An unplanned NPC gets introduced. The players visit a new district of the city, visiting shops that didn't exist until you made them up on the spot. The players might make progress on several different quest threads. They might acquire important items or relics, but haven't fully uncovered everything there is to know about those items.

Remembering everything that happened can be a nightmare, even if your group just meets once a week. If your group meets on a longer schedule – or has to skip a session for some reason – it can be even worse.

So when I finish up a game session, I like to sit down and take a few minutes to jot down some quick notes while everything is fresh in my memory. For the most part, I stick to short bullet-notes that I can go back and expand later on. Here's what I include in my notes:

- Session length & Date
- NPC notes
 - Was anyone new introduced or improvised? What details were established about them?
- Location notes
 - Did the players go anywhere unexpected? If those locations are significant, what details are important about them?
- Item & Gear notes
 - What loot did the players find? Does any of it have secrets I need to keep tabs on?
- Event & Encounter notes

Post-Session DM
Notes

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