SESSION PREP SHEET

PREP IN UNDER AN HOUR

Session | **Date** | **Players**

1 · Last session

5 min

Two sentences: how it ended, and what the players think comes next.

2 · Six questions

20-25 min

Plain answers, for you only.

The threat moved:

First scene:

A real choice:

Hidden complication:

Where we could stop:

3 · Three encounters

15-20 min

Light sketches. Two will probably happen.

Where:	**Where:**	**Where:**
Who:	**Who:**	**Who:**
Stakes:	**Stakes:**	**Stakes:**

4 · NPCs

5 min

One want, one secret, one habit.

Name:

Wants:

Secret:

Habit:

Name:

Wants:

Secret:

Habit:

5 · Secrets and clues

5 min

Facts they could learn tonight. Hand one out whenever they search, ask or succeed.

1

2

3

4

Then stop. Leave gaps on purpose. The full method: rollfortwo.com/articles/how-to-prep-a-session-in-under-an-hour

Free from Roll for Two - rollfortwo.com/dungeon-masters

SESSION LOG

Three Minutes After the Session

What happened

What they chose

What surprised you

Clues they found

Clues still on the list

Next session starts with

Your step 1 for next week, already written.

Loose threads and notes

Free tools for the table: Encounter Generator, NPC in a Hurry and the Initiative Tracker at rollfortwo.com/tools

Free from Roll for Two - rollfortwo.com/dungeon-masters