

Dragon Age

GM Campaign Handouts

- Adventure Record Sheet
- Major Villain Record Sheet
- Combat Encounter
- Exploration Encounter
- Roleplaying Encounter

These sheets were made to make life a little easier for GM's new to roleplaying games. They are meant to help plan out adventures, encounters, and npc's.

The sheets were inspired by the old AD&D supplement "Dungeon Master's Design Kit", and look the way they do on purpose. Dragon Age captures some of the old school flavor of early rpg's, so why not have some old school handouts to go along with it?

Adventure Record Sheet

Title: _____ Start Date: _____

Theme: _____

Major Goal: _____

Plot: _____

Plot Twist: _____

Major Allies: _____

Major Enemies: _____

Adventure

Important Locations:

Info Available:

Source(s):

Encounters

Purpose

Location

Enemies/Obstacles/Hazard

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Major Villain Record Sheet

Name: _____ Race: _____ Sex: _____

Height: _____ Weight: _____ Build: _____ Age: _____

Eyes: _____ Hair Color: _____ Pers. Appearance: _____

Mannerisms: _____

Personality and Motives: _____

Exploitable Traits and Weaknesses: _____

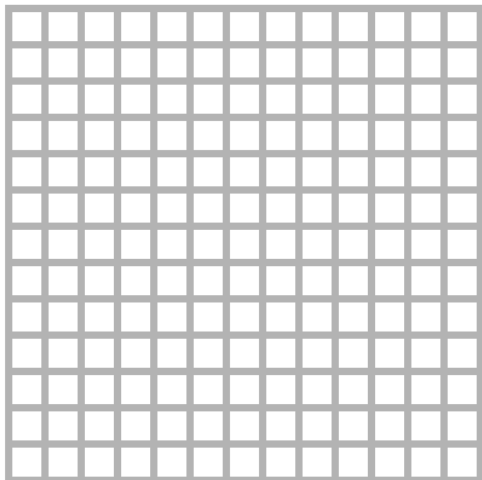
Background/History: _____

Life Goals: _____

Talents:	Equipment:	Abilities & Focuses:	Combat Ratings:
_____	_____	_____ Comm ()	Speed: _____ Health: _____
_____	_____	_____ Cons ()	Defense: _____ Armor: _____
_____	_____	_____ Cunn ()	
_____	_____	_____ Dext ()	
_____	_____	_____ Magi ()	
_____	_____	_____ Perc ()	
_____	_____	_____ Strg ()	
_____	_____	_____ Will ()	

Powers & Attacks:

Combat Encounter: _____



1 Square = ____ yards

Synopsis: _____

Description: _____

Terrain Type: _____

Hazard: _____

Hazard Type: ☐ Minor (1d6) ☐ Moderate (2d6) ☐ Major (3d6)
☐ Arduous (4d6) ☐ Harrowing (5d6) ☐ Murderous (6d6)

Enemies

Name(s)	Speed	Health	Defense	Armor	Attack(s)	Stunts
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_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Info Available: _____

Treasure Available: _____

Special end-of-combat Triggers: _____

Exploration Encounter:_____

Synopsis:_____

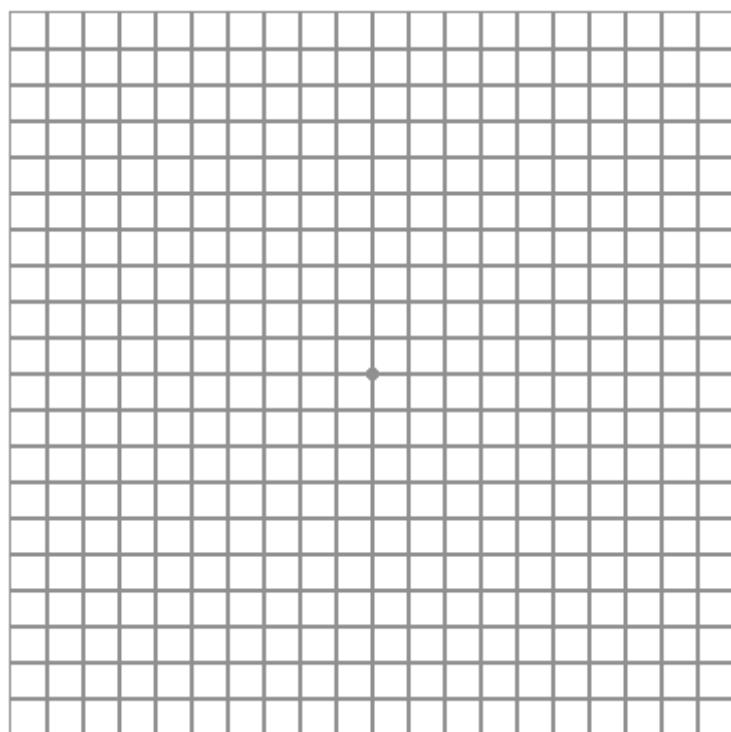
Description:_____

Terrain Type:_____

Hazard:

Hazard Type: ☐ Minor (1d6) ☐ Moderate (2d6) ☐ Major (3d6)

☐ Arduous (4d6) ☐ Harrowing (5d6) ☐ Murderous (6d6)



Info/Treasure Available:

[illegible]

NPCs Present:

Motives/Goals:

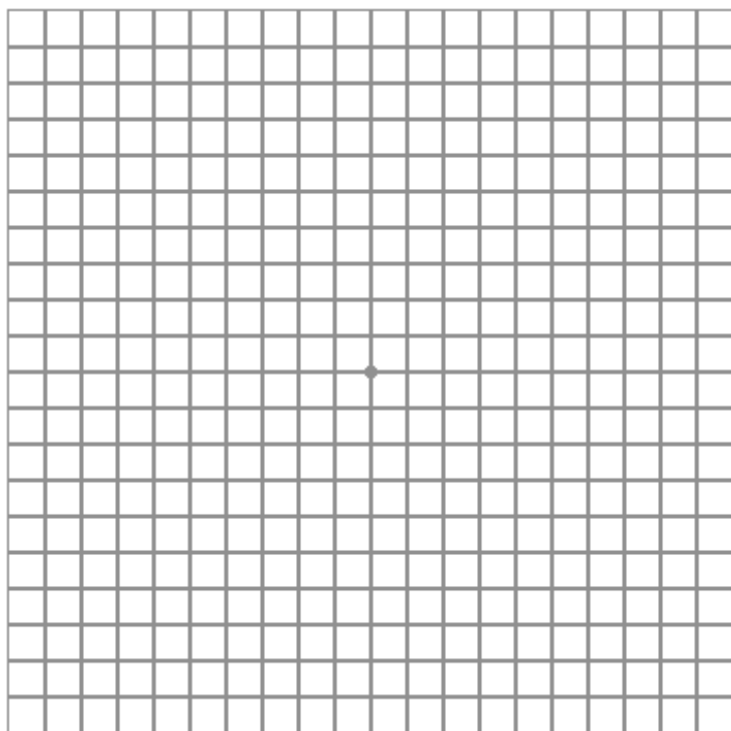
Possible Response vs. PCs:

Roleplaying Encounter: _____

Goal: _____

Description: _____

Location: _____



Info Available: _____

Secrets: _____

NPCs Present

Name: _____

Description: _____

___ Communication ()
___ Constitution ()
___ Cunning ()
___ Dexterity ()
___ Magic ()
___ Perception ()
___ Strength ()
___ Willpower ()

Attitude vs. PCs: _____

Personality: _____

Weakness: _____

Motivation: _____

Name: _____

Description: _____

___ Communication ()
___ Constitution ()
___ Cunning ()
___ Dexterity ()
___ Magic ()
___ Perception ()
___ Strength ()
___ Willpower ()

Attitude vs. PCs: _____

Personality: _____

Weakness: _____

Motivation: _____

Name: _____

Description: _____

___ Communication ()
___ Constitution ()
___ Cunning ()
___ Dexterity ()
___ Magic ()
___ Perception ()
___ Strength ()
___ Willpower ()

Attitude vs. PCs: _____

Personality: _____

Weakness: _____

Motivation: _____