

Psi-Kids

Playing Card Adventure Log

I came up with this idea because I have a short attention span, have a terrible memory, and love playing solo role-playing games. I wanted a way to create adventures on the fly and keep track of everything without having to do a lot of bookkeeping.

I was already using cards instead of dice, so it seemed natural to make my own set of cards. They needed to be able to grow with the game, record important characters, events, locations, and more. This is how PCAL was born.

HOW TO USE PCAL:

First, there's no wrong way to use PCAL. The cards are purposefully left generic, except for the character sheet which is specific to *Bookmark NO HP RPG*.

Print your cards out on cardstock. I recommend printing a card like an NPC/PC/CRE/FOE on one side and a NOTES card on the back. I also have lots of cards with NOTES printed on both sides. These act as my primary journal.

For lists, I have one on each side of the card. The numbers are purposefully light so you could have a card with 1-6 on the front and 7-12 on the back.

Play around with different combinations and print what you like.

If you want more tips on how I use PCAL, watch my short video at:

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Visit me at jamesthegeek.com (which is occasionally updated)

Get my stuff at [DriveThruRPG](https://DriveThruRPG.com)

Email me at james@jamesthegeek.com

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Title/Dividers

PSI-KIDS

PSI-KIDS

PSI-KIDS

PSI-KIDS

B

G

W

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B

G

W

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W

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PSI-KIDS

PSI-KIDS

PSI-KIDS

PSI-KIDS

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B








G





W





W









PSI-KIDS 		PSI-KIDS 		PSI-KIDS 		PSI-KIDS 	
Toughness		Toughness		Toughness		Toughness	
Attack	d	Attack	d	Attack	d	Attack	d
Boons		Boons		Boons		Boons	
CRE							
PSI-KIDS 		PSI-KIDS 		PSI-KIDS 		PSI-KIDS 	
Toughness		Toughness		Toughness		Toughness	
Attack	d	Attack	d	Attack	d	Attack	d
Boons		Boons		Boons		Boons	
CRE							

PSI-KIDS 		PSI-KIDS 		PSI-KIDS 		PSI-KIDS 		
B		B		B		B		
G		G		G		G		
W		W		W		W		
W		W		W		W		
							CRE	CRE
PSI-KIDS 		PSI-KIDS 		PSI-KIDS 		PSI-KIDS 		
B		B		B		B		
G		G		G		G		
W		W		W		W		
W		W		W		W		
							CRE	CRE

PSI-KIDS 		PSI-KIDS 		PSI-KIDS 		PSI-KIDS 	
Toughness		Toughness		Toughness		Toughness	
Attack	d	Attack	d	Attack	d	Attack	d
Boons		Boons		Boons		Boons	
FOE		FOE		FOE		FOE	
PSI-KIDS 		PSI-KIDS 		PSI-KIDS 		PSI-KIDS 	
Toughness		Toughness		Toughness		Toughness	
Attack	d	Attack	d	Attack	d	Attack	d
Boons		Boons		Boons		Boons	
FOE		FOE		FOE		FOE	

PSI-KIDS 		PSI-KIDS 		PSI-KIDS 		PSI-KIDS 	
Toughness		Toughness		Toughness		Toughness	
Attack	d	Attack	d	Attack	d	Attack	d
Boons		Boons		Boons		Boons	
FOE							

PSI-KIDS 		PSI-KIDS 		PSI-KIDS 		PSI-KIDS 	
Toughness		Toughness		Toughness		Toughness	
Attack	d	Attack	d	Attack	d	Attack	d
Boons		Boons		Boons		Boons	
FOE							

PSI-KIDS 		PSI-KIDS 		PSI-KIDS 		PSI-KIDS 	
B		B		B		B	
G							
W							
W							
							FOE
PSI-KIDS 		PSI-KIDS 		PSI-KIDS 		PSI-KIDS 	
B		B		B		B	
G							
W							
W							
							FOE

PSI-KIDS

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B	
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G

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W

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NPC

PSI-KIDS

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G

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NPC

PSI-KIDS

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G

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NPC

PSI-KIDS

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NPC

PSI-KIDS

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NPC

PSI-KIDS

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NPC

PSI-KIDS

PSI-KIDS

PSI-KIDS

PSI-KIDS

PSI-KIDS

PSI-KIDS

PSI-KIDS

PSI-KIDS

Notes

PSI-KIDS		PSI-KIDS		PSI-KIDS		PSI-KIDS	
B		B		B		B	
G							
W							
W							
PC		PC		PC		PC	
PSI-KIDS		PSI-KIDS		PSI-KIDS		PSI-KIDS	
B		B		B		B	
G							
W							
W							
PC		PC		PC		PC	

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Notes

PSI-KIDS

Last time our heroes

PSI-KIDS

Previously

PSI-KIDS

Finding themselves

PSI-KIDS

The heroes bravely

PSI-KIDS

The heroes find out that

PSI-KIDS

The heroes face their toughest

challenge yet as they

PSI-KIDS

The heroes had to use all their

skills to

PSI-KIDS

When we left our heroes, they

were

PSI-KIDS		PSI-KIDS		PSI-KIDS		PSI-KIDS	
1		1		1		1	
2		2		2		2	
3		3		3		3	
4		4		4		4	
5		5		5		5	
6		6		6		6	
PSI-KIDS		PSI-KIDS		PSI-KIDS		PSI-KIDS	
1		1		1		1	
2		2		2		2	
3		3		3		3	
4		4		4		4	
5		5		5		5	
6		6		6		6	

PSI-KIDS

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