ATLASSIAN

DnD Party Health Monitor

Overall health: **+2 SYNERGY BONUS**   **LOSING HIT POINTS**   **DANGER!**

Attributes	Definition	Example
Balanced party	You have the right adventurers, and they know what is expected of them. Party roles are explicit and who is accountable for what is well understood. The party is the right size to be effective.	*Despite differences, we still manage to come out of the quests on top. We're alive. Party versatility is there for the right party makeup. However, we lack clear accountability.*
Party cohesiveness	Party members proactively provide their experience and insights to make the party more effective. There is trust and respect across the party.	*Some of us are here to protect the kingdom because they've been bound to do so, while others have more altruistic motivations. Due to these vast differences in purpose, trust is lower than a bottom-dwelling swamp creature.*
Shared understanding	The party has a shared vision and collective purpose which they support, and confidence they have made the right strategic bets to be victorious.	*We have conflicting visions and no shared purpose. Some of us are here purely out of obligation.*
Value and metrics	The party is clear on their unique value proposition for defending and maintaining the Atlas kingdom and they can measure the intended impact. Victory is defined, and measures identified.	*Quests always have a clear goal, so it's easy to tell whether we're victorious. But the value in our quests is sometimes questionable.*
Decision making	Decisions are not made at swordpoint, but rather through discussion, considering both short and long-term implications and trade-offs. Decisions are timely and effectively communicated to patrons as appropriate.	*No defined leaders for battles or other actions when they come up. No defined leader for quests in general.*
Charter	Each party member stands behind the party's vision and value, and this is recorded in plain Common for other knights to understand.	*No agreed-upon vision or value. Need to get that sorted before we can write it down in plain Common (or any of our native languages, for that matter).*
Managed dependencies	Clear communication between party members to share insights, knowledge and lessons that could decrease risk, complexity, resources, effort, and timelines facing the party. You are viewed as "easy to rely on" from your key patrons.	*We are biased toward sharing information only with the party members who share our sense of purpose. This only serves to deepen those divisions and biases.*
Velocity	The party reflects on, then uses lessons learned and victories to make more effective decisions faster. The party is renowned for and has established methods for GQD (getting quests done).	*Slaying the proverbial dragon is really the only thing we're good at. We somehow manage to GQD, despite our lack of party unity.*

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