



CAMPAIGN TITLE: GAMEMASTER: PUBLISHED SETTING? □ YES □ NO PUBLISHER: CAMPAIGN SYNOPSIS: CAMPAIGN START DATE: CAMPAIGN CITY: HEROES HAVE OPERATED PUBLICLY SINCE? BASIC STYLE OF PLAY? □ Hack-And-Slash □ Role-Playing □ Somewhere in the middle

	PUBLISHED PDFS OR SOURCEBOOKS USED
TITLE: _	

CHANGES TO PUBLIHED SETTING	

	MEMBERS OF THE	ORGANIZATION	
HERO	PC/NPC	PLAYER	
		C	
	□ PC □ NP		
	□ PC □ NP	C	
	□ PC □ NP	C	
		C	
	□ PC □ NP	C	
	□ PC □ NP	C	
		C	
	□ PC □ NP0	C	
		C	
	□ PC □ NP0	C	
		C	
POWERS AND FEATS	<u> </u>	' ₋	

IMPORTANT EVENTS IN THE CAMPAIGN HIST	ORY/
EVENT KNOWN AS:	DATE:
KNOWN TO THE PUBLIC? □ YES □ NO	
KEY CHARACTERS PRESENT/INVOLVED:	
EVENT SUMMARY:	
LONG-TERM EFFECT (IF ANY):	
IMPORTANT EVENTS IN THE CAMPAIGN HIST	ORÝ
EVENT KNOWN AS:	V
KNOWN TO THE PUBLIC? □ YES □ NO	<u> </u>
KEY CHARACTERS PRESENT/INVOLVED:	
EVENT SUMMARY:	
LONG-TERM EFFECT (IF ANY):	
IMPORTANT EVENTS IN THE CAMPAIGN HIST	ORY
EVENT KNOWN AS:	DATE:
KNOWN TO THE PUBLIC? \square YES \square NO	
KEY CHARACTERS PRESENT/INVOLVED:	
EVENT SUMMARY:	
LONG-TERM EFFECT (IF ANY):	

LOCATION IN THE CAMPAIGN	
NAME OF LOCATION:	
PLACEMENT IN THE CAMPAIGN WORLD:	
BRIEF DESCRIPTION:	
LEADER(S):	
NOTES:	
LOCATION IN THE CAMPAIGN	
NAME OF LOCATION:	
PLACEMENT IN THE CAMPAIGN WORLD:	
BRIEF DESCRIPTION:	
LEADER(S):	
NOTES:	
LOCATION IN THE CAMPAIGN	
NAME OF LOCATION:	
PLACEMENT IN THE CAMPAIGN WORLD:	
BRIEF DESCRIPTION:	
LEADER(S):	
NOTES	
NOTES:	

TITLE: **PUBLISHER:** RESULTS: TITLE: **PUBLISHER:** RESULTS: TITLE: **PUBLISHER: RESULTS:** TITLE: **PUBLISHER:** RESULTS: ____ TITLE: **PUBLISHER:** RESULTS: ____ TITLE: **PUBLISHER:** RESULTS: TITLE: **PUBLISHER: RESULTS:**

CHARACTER ARCHETYPE AGENT	CHARACTER ARCHETYPE AMPHIBIAN
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:
	7
CHARACTER ARCHETYPE ANDROID	CHARACTER ARCHETYPE ANGEL
CHARACTER ARCHETYPE ANDROID SRD STANDARD: □ YES □ NO	CHARACTER ARCHETYPE ANGEL SRD STANDARD: □ YES □ NO
and the state of t	
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.

CHARACTER ARCHETYPE ANIMAL	CHARACTER ARCHETYPE BATTLESHIT
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER ARCHETYPE CARTOON CRITTER	CHARACTER ARCHETYPE CHEMICAL
CHARACTER ARCHETYPE (CARTOON CRITTER) SRD STANDARD: YES NO	CHARACTER ARCHETYPE CHEMICAL SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.

CHARACTER ARCHETYPE COMIC HERALD	CHARACTER ARCHETYPE COMPOSITE
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER ARCHETYPE (CONSTRUCT)	CHARACTER ARCHETYPE CYBORG
CHARACTER ARCHETYPE CONSTRUCT SRD STANDARD: □ YES □ NO	CHARACTER ARCHETYPE CYBORG SRD STANDARD: YES NO
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.

CHARACTER ARCHETYPE DEINIGOD	CHARACTER ARCHETYPE DEMON
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER ARCHETYPE ELEMENTAL	CHARACTER ARCHETYPE ENERGY BEING
CHARACTER ARCHETYPE ELEMENTAL SRD STANDARD: □ YES □ NO	CHARACTER ARCHETYPE ENERGY BEING SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.

CHARACTER ARCHETYPE EXALTED DESTROYER	CHARACTER ARCHETYPE GADGETEER
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER ARCHETYPE JUNGLE LORD	CHARACTER ARCHETYPE MARTIAL ARTIST
CHARACTER ARCHETYPE JUNGLE LORD SRD STANDARD: YES NO	CHARACTER ARCHETYPE MARTIAL ARTIST SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO

CHARACTER ARCHETYPE MIMIC	CHARACTER ARCHETYPE INVSTIC
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
	.
OTHER NOTES:	OTHER NOTES:
	.
CHARACTER ARCHETYPE PARAGON	CHARACTER ARCHETYPE PLANTLIFE
CHARACTER ARCHETYPE PARAGON SRD STANDARD: YES NO	CHARACTER ARCHETYPE PLANTLIFE SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.

CHARACTER ARCHETYPE POWERHOUSE	CHARACTER ARCHETYPE PSYCHIC
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER ARCHETYPE ROBOT	CHARACTER ARCHETYPE SHAPSHIFTER
CHARACTER ARCHETYPE ROBOT SRD STANDARD: □ YES □ NO	CHARACTER ARCHETYPE SHAPSHIFTER SRD STANDARD: YES NO
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO

CHARACTER ARCHETYPE SHARPSHOOTER	CHARACTER ARCHETYPE SPEEDSTER
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:
	,
CHARACTER ARCHETYPE SUPER SOLDIER	CHARACTER ARCHETYPE TOTEM
CHARACTER ARCHETYPE SUPER SOLDIER SRD STANDARD: YES NO	CHARACTER ARCHETYPE TOTEM SRD STANDARD: YES NO
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.

CHARACTER ARCHETYPE WEAPON SPECIALIST	CHARACTER ARCHETYPE WORLD DEVOURER
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER ARCHETYPE	CHARACTER ARCHETYPE
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
	l re i i i i i
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	If no, record changes below. ARCHETYPE TRAITS:

CHARACTER ARCHETYPE	CHARACTER ARCHETYPE
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER ARCHETYPE	CHARACTER ARCHETYPE
CHARACTER ARCHETYPE SRD STANDARD: □ YES □ NO	CHARACTER ARCHETYPE SRD STANDARD: YES NO
SRD STANDARD: □ YES □ NO	SRD STANDARD: YES NO
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: YES NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: YES NO If no, record changes below.

CHARACTER TEMPLATE ALIEN OVERSEER	CHARACTER TEMPLATE BIOLOGICAL INTRUDER
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER TEMPLATE COMBAT ENDOSKELETON	CHARACTER TEMPLATE TOUCHED BY COMIC FORCE
CHARACTER TEMPLATE COMBAT ENDOSKELETON SRD STANDARD: YES NO	CHARACTER TEMPLATE TOUCHED BY COMIC FORCE SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.

CHARACTER TEMPLATE DEMONIC POSSESSION	CHARACTER TEMPLATE DEVOLVED
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:
	1
CHARACTER TEMPLATE DISABLED HERO	CHARACTER TEMPLATE ENERGY INFUSED
CHARACTER TEMPLATE DISABLED HERO SRD STANDARD: □ YES □ NO	CHARACTER TEMPLATE ENERGY INFUSED SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO

CHARACTER TEMPLATE GESTALT	CHARACTER TEMPLATE GRIM AVENGER
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER TEMPLATE LEGACY HERO	CHARACTER TEMPLATE MOLINECH
CHARACTER TEMPLATE LEGACY HERO SRD STANDARD: □ YES □ NO	CHARACTER TEMPLATE MOLMECH SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.	SRD STANDARD: □ YES □ NO If no, record changes below.

CHARACTER TEMPLATE MUTATING / POWERS IN FLUX
SRD STANDARD: □ YES □ NO
If no, record changes below.
ARCHETYPE TRAITS:
OTHER NOTES:
CHARACTER TEMPLATE REBIRTH /, UNDYING
CHARACTER TEMPLATE REBIRTH / LINDYING SRD STANDARD: YES NO
SRD STANDARD: □ YES □ NO
SRD STANDARD: □ YES □ NO If no, record changes below.
SRD STANDARD: □ YES □ NO If no, record changes below.

CHARACTER TEMPLATE SYMBIOTE	CHARACTER TEMPLATE
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER TEMPLATE	CHARACTER TEMPLATE
CHARACTER TEMPLATE SRD STANDARD: YES NO	CHARACTER TEMPLATE SRD STANDARD: YES NO
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO

CHARACTER TEMPLATE	CHARACTER TEMPLATE
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:
CHARACTER TEMPLATE	CHARACTER TEMPLATE
SRD STANDARD: □ YES □ NO	SRD STANDARD: □ YES □ NO
If no, record changes below.	If no, record changes below.
ARCHETYPE TRAITS:	ARCHETYPE TRAITS:
OTHER NOTES:	OTHER NOTES:

ARCHETYPES APPROVED & AVAILABLE FOR CAMPAIGN USE **ARCHETYPE SOURCE CAMPAIGN SPECIFIC INFORMATION**

POWERS SOURCE CAMPAIGN SPECIFIC INFORMATION

POWERS NOT AVAILABLE IN THE CAMPAIGN
FEATS NOT AVAILABLE IN THE CAMPAIGN
SETTING SPECIFIC EQUIPMENT INFORMATION

COST.	A CTION.		DANCE.	
COST:				
DURATION:				
DESCRIPTION:				
POWER EXTRA:				
POWER TRICKS:				
POWER FLAWS:				
NEW POWERS	}			
NEW POWER:	ACTION:		RANGE:	
NEW POWERS COST: DURATION:	ACTION:	SAVING THROW: _	RANGE:	
NEW POWERS COST: DURATION:	ACTION:	SAVING THROW: _	RANGE:	
	ACTION:	SAVING THROW:	RANGE:	
NEW POWERS COST: DURATION:	ACTION:	SAVING THROW:	RANGE:	
NEW POWERS COST: DURATION: DESCRIPTION: POWER EXTRA:	ACTION:	SAVING THROW: _	RANGE:	
DEW POWERS COST: DURATION: DESCRIPTION: POWER EXTRA: POWER TRICKS:	ACTION:	SAVING THROW:	RANGE:	
NEW POWERS COST: DURATION: DESCRIPTION: POWER EXTRA:	ACTION:	SAVING THROW:	RANGE:	

NEW FEATS	
DESCRIPTION:	
PDEDEOMICITES	
SPECIAL:	
	_
NEW FEATS	
DECCRIPTION	
PREREQUISITES:	
BENEFIT:	
SPECIAL:	
THE STATE OF THE S	
DESCRIPTION:	
DESCRIPTION.	
PREREQUISITES:	
BENEFIT:	
-	
SPECIAL:	

NEW WEAKNESS:
DESCRIPTION:
NEW WEAKNESS?
DESCRIPTION:
NEW WEAKNESSS DESCRIPTION:
NEW WEAKNESS? DESCRIPTION:
DESCRIPTION:

PLOT DEVICE:	
APPEARANCE:	
ORIGIN/CREATION STORY:	
FIRST APPEARANCE:	
CURRENT STATUS/LOCATION:	
NOTES:	
PLOT DEVICES	
APPEARANCE:	
ORIGIN/CREATION STORY:	
FIRST APPEARANCE:	
CURRENT STATUS/LOCATION:	
NOTES:	
PLOT DEVICE:	
APPEARANCE:	
ORIGIN/CREATION STORY:	
FIRST APPEARANCE:	
CURRENT STATUS/LOCATION:	
NOTES:	

CAMPAIGN TIME					
CURRENT YEAR:					
	CURRENT DAY:				
	NUMBER OF DAYS IN WEEK:				
MONTH NAMES					
DAY NAMES					
TIMELINE O	FUMPORTANT HISTORIC EVENTS				

EVENT	LOCATION	IMPORTANT NOT	-	EFFECT
NAME		CAMPAIGN HOLD	IDAYS REASO	N

VILLAIN NAME HEAD VILLAIN **HEAD MINION** MINION

SUPPORTING CAST LIST **NAME** NOTE

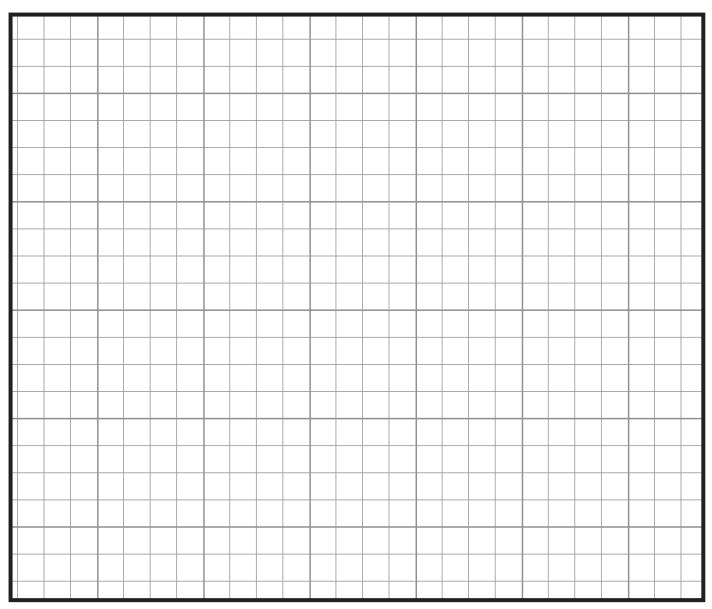
	ADVENTURE OUTLINE
ISSUE #:	STORY TITLE:
LOCATION/SETTING:	
VILLAINS/MAJOR CHA	ARACTERS:
SUPPORTING CAST:	
ADVENTURE HOOK:	
ADVENTURE SYNOPSIS	S:
SCENE 1:	SCENES
SCENE 2:	
SCENE 3:	
SCENE 4:	
SCENE 5:	
SCENE 6:	
PREFERRED OUTCOM	E:

	PLA	NNED SCENES
SCENE #:	SCENE TITLE:	
LOCATION/SE		
SCENE TYPE:	□ ROLEPLAYING	□ COMBAT
SCENE SUMMA	ARY:	
VILLAINS/SUP	PORTING CAST AT SCENI	E:
1		2
		4
5		6
7		8
-		
IMPORTANT G	M INFORMATION:	
-		
	Tiniri III	- OF ACTUE FULLIFA
		OF, SCENE EVENTS
TIME	EVENT	
PREFERRED O	UTCOME	
ACTUAL OUT	COME	
ACTUAL OUT	COME	
ACTUAL OUT	COME	

BASIC STYLE OF PLAY? ED PUBLICLY SINCE? BASIC STYLE OF PLAY? \square Hack-And-Slash \square Role-Playing \square Somewhere in the middle D20 ROLL **EVENT** 1-2 3-5 6-8 9-11 12-15 16-18 19-20

CUSTOM RANDOM ENCOUNTER TABLE	CUSTOM RANDOM ENCOUNTER TABLE
1.	1
2.	2.
3.	3.
4.	4
5	5
6.	6
7.	7
8.	8.
9.	9.
10.	10.
11.	11
12.	12.
13.	13.
14.	14.
15.	15.
16.	16.
17.	17.
40	
	19.
20.	20.

ENCOUNTER LOCATION: GOALS:	REWARDS:			
ENCOUNTER SUMMARY:				
DIFFICULTY: EASY			□ VERY HARD	☐ IMPOSSIBLE
ENCOUNTER TYPE: TRIGGERS: 1 NOTES:	2	·	3	



ENCOUNTER LOCATION: ____ ENCOUNTER LEVEL: ____ GOALS: _____ REWARDS: ____ ENCOUNTER SUMMARY: DIFFICULTY: BEASY MEDIUM HARD VERY HARD IMPOSSIBLE **ENCOUNTER TYPE:** \Box **STATIC** \Box **DYNAMIC** TRIGGERS: 1. _____ 2. ____ 3. ____ EVENT DESCRIPTION: **EVENT** TIME

POTENTIAL CRIME SCENES **NAME LOCATION IMPORTANT NOTES OWNER**

COUNTRYS	COUNTRYS
LOCATION:	
CAPITAL:	
FORM OF GOVERNMENT:	FORM OF GOVERNMENT:
RULER/LEADER:	
GOVERNMENT MEMBERS	GOVERNMENT MEMBERS
ALLIES:	ALLIES:
ENEMIES:	ENEMIES:
NOTES:	NOTES:
COLINTRYA	COLINTRY
COUNTRYS LOCATION:	COUNTRYS LOCATION:
LOCATION:	LOCATION:
CAPITAL:	_ LOCATION: _ CAPITAL:
LOCATION:	_ LOCATION: _ CAPITAL:
CAPITAL: FORM OF GOVERNMENT:	LOCATION: CAPITAL: FORM OF GOVERNMENT:
CAPITAL: FORM OF GOVERNMENT: RULER/LEADER:	LOCATION:
CAPITAL: FORM OF GOVERNMENT: RULER/LEADER:	CAPITAL: FORM OF GOVERNMENT: RULER/LEADER: GOVERNMENT MEMBERS
CAPITAL: FORM OF GOVERNMENT: RULER/LEADER: GOVERNMENT MEMBERS	CAPITAL: FORM OF GOVERNMENT: RULER/LEADER: GOVERNMENT MEMBERS ALLIES:
CAPITAL: FORM OF GOVERNMENT: RULER/LEADER: GOVERNMENT MEMBERS ALLIES:	CAPITAL: FORM OF GOVERNMENT: RULER/LEADER: GOVERNMENT MEMBERS ALLIES: ENEMIES:

COLIA	VTRY2	COUNTRYS	
LOCATI	ION:	LOCATION:	
	L:		
	OF GOVERNMENT		
RULER/	LEADER:	RULER/LEADER:	
GOVER	NMENT MEMBER	S GOVERNMENT MEMBERS	
ALLIES	•	ALLIES:	
ENEMIE	ES:	ENEMIES:	
NOTES:		NOTES:	
	G	THER MINOR CITIES AND LOCATIONS	
CITY	_		
CITY	_	THER MINOR CITIES AND LOCATIONS	
CITY	_	THER MINOR CITIES AND LOCATIONS	
CITY	_	THER MINOR CITIES AND LOCATIONS	
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CITY	_	THER MINOR CITIES AND LOCATIONS	
CITY	_	THER MINOR CITIES AND LOCATIONS	
CITY	_	THER MINOR CITIES AND LOCATIONS	

ISSUE/LEAD RESOLVED? ____ □ YES □ NO \square YES \square NO \square YES \square NO ____ □ YES □ NO \square YES \square NO ____ □ YES □ NO

		LOCAL CITY LOCATIONS	
NAME	LOCATION	IMPORTANT NOTES	OWNER/OPERATOR
		CAL'SHOPS AND MARKETPLACES	
NAME		CAL SHOPS AND MARKETPLACES TYPE OF GOODS SOLD	OWNER/OPERATOR
NAME			
NAME			
NAME			
NAME	LOCATION	TYPE OF GOODS SOLD	OWNER/OPERATOR
NAME		TYPE OF GOODS SOLD	OWNER/OPERATOR
NAME	LOCATION	TYPE OF GOODS SOLD	OWNER/OPERATOR
NAME	LOCATION	TYPE OF GOODS SOLD	OWNER/OPERATOR
	LOCATION	TYPE OF GOODS SOLD	OWNER/OPERATOR
	LOCATION	TYPE OF GOODS SOLD	OWNER/OPERATOR

	4	GANIZATIONS IN THE CAMPAIG	
NAME	LOCATION	IMPORTANT NOTES	KNOWN MEMBERS
□ TRUE □ FALSE	RUMO	RUMORS FED TO PLAYERS OR:	
□ TRUE □ FALSE		DR:	
	SOUR	OR:	
	SOUR RUMO	OR: CE: OR:	
□ TRUE □ FALSE	SOUR RUMO SOUR	OR: CE: CE:	
□ TRUE □ FALSE	SOUR RUMO SOUR RUMO	OR: CE: CE: CR:	
□ TRUE □ FALSE □ TRUE □ FALSE	SOUR RUMO SOUR RUMO SOUR	OR: CE: CE: CE: CE: CE:	
□ TRUE □ FALSE □ TRUE □ FALSE	SOUR RUMO SOUR RUMO SOUR RUMO	OR:	
□ TRUE □ FALSE □ TRUE □ FALSE □ TRUE □ FALSE	SOUR RUMO SOUR RUMO SOUR SOUR	OR: CE: CE: CE: CE: CE:	
□ TRUE □ FALSE □ TRUE □ FALSE □ TRUE □ FALSE	SOUR RUMO SOUR RUMO SOUR RUMO	OR: CE: CE: OR: CE: CE: CE: CE:	
□ TRUE □ FALSE □ TRUE □ FALSE □ TRUE □ FALSE □ TRUE □ FALSE	SOUR RUMO SOUR RUMO SOUR RUMO SOUR	OR:	

ISSUE/LEAD RESOLVED? \square YES \square NO \square YES \square NO

NAME	CR	EFFECT	SEARCH	DISABLE DEVICE
NAIVIE	CK	EFFECI	SEARCH	DEVICE
				
	F	EATHTRAPS/HIDDEN DOORS	YOTHER IDEAS	
	4		Million Marie	

LEGENDARY ITEMS AND EQUIPMENT

had the bound of the bound of the best of	45
ITEM FOUND?	
	\square YES \square NO
	□ YES □ NO
	\square YES \square NO
	\square YES \square NO
	□ YES □ NO
	□ YES □ NO
	□ YES □ NO
	□ YES □ NO
	□ YES □ NO
	□ YES □ NO
	□ YES □ NO
	□ YES □ NO
	□ YES □ NO
	□ YES □ NO
	□ YES □ NO
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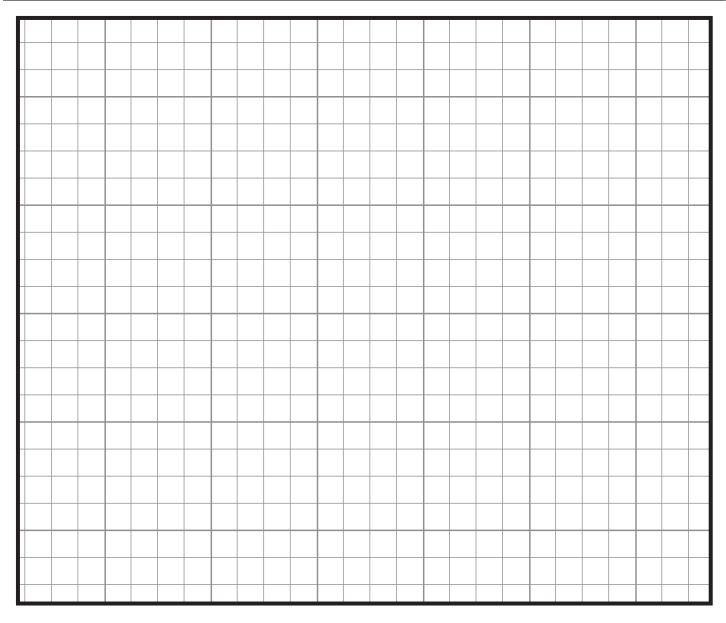
ITEM // ARTIFACTS	ITEM / ARTIFACTS
LAST KNOWN LOCATION:	LAST KNOWN LOCATION:
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CAMPAIGN MONSTE	R/ROBOT//ALIEN//III	YSICAL BEING LISTING

GM NOTES ON COMPLETED ADVENTURES	
ADVENTURE TITLE:	
CHARACTERS INVOLVED:	
SYNOPSIS:	
IMPORTANT DEVELOPMENTS:	
UNEXPECTED RESULTS:	
GM NOTES ON COMPLETED ADVENTURES	
GM NOTES ON COMPLETED ADVENTURES ADVENTURE TITLE: CHARACTERS INVOLVED:	
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	IDEA FOR FUTURE ADVENTURES
SYNOPSIS:	
CHARACTERS INVOLVED: _	
HOOKS/TRIGGERS:	
LOCATION:	
	IDEA FOR FUTURE ADVENTURES
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CHARACTERS INVOLVED: _	
HOOKS/TRIGGERS:	
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	IDEA FOR FUTURE ADVENTURES
SYNOPSIS:	
CHARACTERS INVOLVED: _	
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LOCATION:	

GEOGRAPHIC OVERVIEW				
LOCATION:				
NOTES:				



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ME:CATION: WER CENTER/ALIGNMEN PULATION:		NFORM	ATION	AND M
ME:OCATION:OVER CENTER/ALIGNMENOPULATION:OPORTANT NPCS		NFORINI	ATION	AND M
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MAJOR SIZED TOW	IN INFORMATION AND MAP
NAME:	
LOCATION:	
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POPULATION:	_
IMPORTANT NPCS	
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