



CAMPAIGN
PLANNER

DESIGNED BY
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True 20 Campaign Planner

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Introduction

Welcome to the **True20 Campaign Planner**. The purpose of this product is to provide you with handy forms to better organize your True20 campaign.

Our suggestion is to print out the forms you need, hole-punch them, and put them in a three-ring binder for easy reference.

Although the forms are largely self-explanatory, we have included a small user guide as an overview.

Campaign Overview Sheet (p. 4)

This sheet should only be needed once for any campaign and is designed to assist in the initial planning of the campaign. Only the most general ideas and concepts should be jotted down here, as the rest will be detailed in further sheets.

Campaign Resources Sheet (p. 5)

This sheet is used to track the various source materials used in the campaign and also whether or not the players have access to the materials.

House Rules Sheet (p. 6)

Keep track of your game's unique variations on the True20 rules.

Both mechanical (i.e. disallowed supernatural powers or feats) and table rules (do you re-roll a die that has fallen off the table?) fit here.

Previous Rulings and Task Difficulties Sheet (p. 7)

Ensure consistency on your in-game rulings for interpretive situations (i.e. the Difficulty for lifting a portcullis, for breaking down an iron-barred door, etc.) by keeping track of them here for future reference.

Custom Role Sheet (p. 8)

Use this sheet to create roles unique to the campaign or to modify existing roles to better fit your campaign.

Backgrounds Sheet (p. 9)

Use this sheet to design and track unique backgrounds for your campaign.

Component Reference Sheets (p. 10-15)

Use this sheet to design and track unique backgrounds for your campaign.

There are a total of six sheets, each of which tracks one of the following six components: skills, feats, supernatural powers, weapons, armor and shields, and goods and services.

They are designed to hold new components introduced to the game (i.e. a new feat or a new kind of armor) but can also be used to keep track of existing components that see frequent use within the game or have been chosen by the heroes.

Creature Sheet (p. 16)

This sheet summarizes all the information on new creatures for the game, or can serve as a handy reference for frequently encountered ones.

Creature Listing Sheet (p. 17)

This is a handy reference for the various creatures appearing in the game and, if the creature sheet isn't used, where their statistics can be found.

This sheet can also serve as a random encounter table by simply assigning numbers 1-20 before the creatures' names.

Major Narrator Character Sheets (p. 18-20)

These three sheets are designed for important Narrator characters (i.e. recurring enemies, steadfast allies, etc.).

They hold a number of details designed to aid in making the Narrator character come to life and making them a vibrant part of the greater world.

The first sheet holds the game statistics and serves as a reference for actions (i.e. social, physical, and fighting).

The second and third sheets keep track of the Narrator character's relationship and interactions with the heroes, other Narrator characters, organizations, etc. while also providing room for role-playing cues including the Narrator character's goals.

Minion Sheet (p. 21)

This sheet keeps track of the minions (minor characters) in a story. Use it for everything from highwaymen to minor demons.

Secret Society/Organization Sheets (p. 22-23)

These two sheets serve the same purpose as the Major Narrator Character Sheet except for secret societies and organizations.

Secret Society/Organization Listing Sheet (p. 24)

This tracker of organizations can serve as the introductory page and quick reference for the section of individual secret societies/organizations.

Organization/Narrator Character Memorable Encounters Sheet (p. 25)

This sheet continues the Memorable Encounters sections of both the Major Narrator Character and Secret Society/Organization sheets.

Business Establishments Sheet (p. 26)

This form is meant to keep track of the name of that inn or the owner of the shop in that small village the heroes visited on their last go-round.

Location/Building Sheets (p.27-28)

For site-based adventures, these are adventure-planning sheets for a specific location or building that the heroes will be exploring/fighting in. The sheets can also be used to flesh out locations frequented by the heroes.

City/Town Map and Overview Sheet (p.29)

This sheet can be used to keep track of important settlements or other smaller geographic areas.

Kingdom/Country Map and Overview Sheet (p.30)

This sheet can be used to keep track of larger geographic areas.

Recent Campaign Events Sheet (p.31)

This sheet keeps track of events that affect the game world beyond the heroes' immediate adventures and which are likely to affect the heroes themselves in the future.

Rumors and Lies Sheet (p. 32)

People always talk and experienced heroes listen. Oftentimes what they hear leads to adventure.

Adventure Outline Sheet (p. 33)

Use this sheet for event-based adventures, supplementing it with the Location/Building sheets when needed.

Future Adventure and Plot Ideas Sheet (p. 34)

Jot down your ideas for future adventures that you have while running the current one.

Session History Sheet (p. 35)

Summarize the completed adventure/game session here, both for future reference and to return to for adventure ideas.

Heroes' Reputation Sheet (p. 36)

When a Narrator character recognizes a hero, this sheet serves as a reference as to why ("I know you, you're the woman that saved young Jens from those bandits").

Adventure/Narrator Review Sheet (p. 37)

This sheet should be handed out and collected by the Narrator at the end of each game session/adventure; a few minutes spent giving honest feedback makes the game more enjoyable for everybody.

Weather Sheets (p. 38-40)

What's the weather like? Use these sheets to find out.

Notes (p. 41)

If it can't be put, or won't fit, on an existing form, keep track of it here.

CAMPAIGN TITLE			
GENRE (FANTASY, MODERN, ETC.)			
NARRATOR			
HEROES/PLAYERS IN THE CAMPAIGN			
HERO NAME		PLAYER	
HERO NAME		PLAYER	
HERO NAME		PLAYER	
HERO NAME		PLAYER	
HERO NAME		PLAYER	
HERO NAME		PLAYER	

CAMPAIGN SYNOPSIS			
CAMPAIGN BACKGROUND			
CAMPAIGN GOALS/OBJECTIVES			
ROLE OF THE HEROES			

TITLE		PUBLISHER	
TYPE?	☐ Book ☐ PDF ☐ Website	PLAYER ACCESS?	☐ Yes ☐ No
DESCRIPTION			

TITLE		PUBLISHER	
TYPE?	☐ Book ☐ PDF ☐ Website	PLAYER ACCESS?	☐ Yes ☐ No
DESCRIPTION			

TITLE		PUBLISHER	
TYPE?	☐ Book ☐ PDF ☐ Website	PLAYER ACCESS?	☐ Yes ☐ No
DESCRIPTION			

HOUSE RULES

TITLE		TYPE	☐ Mechanic ☐ Table
DESCRIPTION			

TITLE		TYPE	☐ Mechanic ☐ Table
DESCRIPTION			

TITLE		TYPE	☐ Mechanic ☐ Table
DESCRIPTION			

PREVIOUS RULINGS AND TASK DIFFICULTIES

ACTION OR TASK

SKILL/ABILITY INVOLVED

MODIFIER/DIFFICULTY

SAVE (IF ANY)

JUSTIFICATION FOR RULING/OTHER NOTES

ACTION OR TASK

SKILL/ABILITY INVOLVED

MODIFIER/DIFFICULTY

SAVE (IF ANY)

JUSTIFICATION FOR RULING/OTHER NOTES

ACTION OR TASK

SKILL/ABILITY INVOLVED

MODIFIER/DIFFICULTY

SAVE (IF ANY)

JUSTIFICATION FOR RULING/OTHER NOTES

NAME					
	DESCRIPTION				
ABILITIES	TRAITS				
SKILLS					
FEATS					

	COMBAT	FORT	REF	WILL	REPUTATION
1ST					
2ND					
3RD					
4TH					
5TH					
6TH					
7TH					
8TH					
9TH					
10TH					
11TH					
12TH					
13TH					
14TH					
15TH					
16TH					
17TH					
18TH					
19TH					
20TH					

BACKGROUND	
DESCRIPTION	
TRAITS	
ABILITY ADJUSTMENTS	
BONUS FEAT(s)	
BONUS SKILL(s)	
FAVORED FEAT(s)	
NOTES	

BACKGROUND	
DESCRIPTION	
TRAITS	
ABILITY ADJUSTMENTS	
BONUS FEAT(s)	
BONUS SKILL(s)	
FAVORED FEAT(s)	
NOTES	

NAME			TRAINED?	☐ Yes ☐ No
KEY ABILITY	☐ STR ☐ DEX ☐ CON ☐ INT ☐ WIS ☐ CHA		INTERACTION?	☐ Yes ☐ No
REQUIRES SPECIALIZATION?	☐ Yes ☐ No		REQUIRES TOOLS?	☐ Yes ☐ No
DESCRIPTION				
CHECK				
TRY AGAIN				
ACTION				
SPECIAL				

NAME			TRAINED?	☐ Yes ☐ No
KEY ABILITY	☐ STR ☐ DEX ☐ CON ☐ INT ☐ WIS ☐ CHA		INTERACTION?	☐ Yes ☐ No
REQUIRES SPECIALIZATION?	☐ Yes ☐ No		REQUIRES TOOLS?	☐ Yes ☐ No
DESCRIPTION				
CHECK				
TRY AGAIN				
ACTION				
SPECIAL				

FEATS

NAME		TYPE	☐ General ☐ Supernatural ☐ Expert ☐ Martial
DESCRIPTION			

NAME		TYPE	☐ General ☐ Supernatural ☐ Expert ☐ Martial
DESCRIPTION			

NAME		TYPE	☐ General ☐ Supernatural ☐ Expert ☐ Martial
DESCRIPTION			

WEAPONS

NAME		CATEGORY		☐ Simple ☐ Martial ☐ Exotic	
MELEE/RANGED		☐ Melee ☐ (Reach) ☐ Ranged		HAND?	
				☐ Light ☐ One ☐ Two	
Cost	Damage	Critical	Range Increment	Weight	Type
DESCRIPTION					

NAME		CATEGORY		☐ Simple ☐ Martial ☐ Exotic	
MELEE/RANGED		☐ Melee ☐ (Reach) ☐ Ranged		HAND?	
				☐ Light ☐ One ☐ Two	
Cost	Damage	Critical	Range Increment	Weight	Type
DESCRIPTION					

NAME		CATEGORY		☐ Simple ☐ Martial ☐ Exotic	
MELEE/RANGED		☐ Melee ☐ (Reach) ☐ Ranged		HAND?	
				☐ Light ☐ One ☐ Two	
Cost	Damage	Critical	Range Increment	Weight	Type
DESCRIPTION					

ARMOR AND SHIELDS

NAME					
Cost	Bonus	Dodge	Penalty	Speed	Weight
DESCRIPTION					

NAME					
Cost	Bonus	Dodge	Penalty	Speed	Weight
DESCRIPTION					

NAME					
Cost	Bonus	Dodge	Penalty	Speed	Weight
DESCRIPTION					

NAME		COST		WEIGHT	
DESCRIPTION					

NAME		COST		WEIGHT	
DESCRIPTION					

NAME		COST		WEIGHT	
DESCRIPTION					

NAME	DESCRIPTION

SIZE		ROLE AND LEVEL	
SPEED		INITIATIVE	
ATTACK			
DEFENSE			
TRAITS			

Abilities		Feats		Skills	
Strength					
Dexterity					
Constitution					
Intelligence					
Wisdom					
Charisma					
Saving Throws					
Toughness					
Fortitude					
Reflex					
Will					

[illegible]

CREATURE LISTING

[illegible]

MAJOR NARRATOR CHARACTER (PAGE 1 OF 3)

NAME	REPUTATION
DESCRIPTION/PERSONALITY	

BACKGROUND	
ROLE AND LEVEL	
SIZE	SPEED
CONVICTION	
INITIATIVE	
ATTACK	
DEFENSE	
TRAITS	

ABILITIES	FEATS	SKILLS
STRENGTH		
DEXTERITY		
CONSTITUTION		
INTELLIGENCE		
WISDOM		
CHARISMA		
SAVING THROWS		
TOUGHNESS		
FORTITUDE		
REFLEX		
WILL		
PERSONAL SYMBOL/MARK		
	EQUIPMENT, ARMS, AND ARMOR	

MAJOR NARRATOR CHARACTER (PAGE 2 OF 3)

RELATIONSHIP WITH HEROES

	☐ Friend ☐ Foe ☐ Indifferent
	☐ Friend ☐ Foe ☐ Indifferent
	☐ Friend ☐ Foe ☐ Indifferent
	☐ Friend ☐ Foe ☐ Indifferent
	☐ Friend ☐ Foe ☐ Indifferent
	☐ Friend ☐ Foe ☐ Indifferent

RELATIONSHIP WITH NARRATOR CHARACTERS

CHARACTER SHEET?	☐ Y ☐ N	☐ Friend ☐ Foe ☐ Indifferent
CHARACTER SHEET?	☐ Y ☐ N	☐ Friend ☐ Foe ☐ Indifferent
CHARACTER SHEET?	☐ Y ☐ N	☐ Friend ☐ Foe ☐ Indifferent
CHARACTER SHEET?	☐ Y ☐ N	☐ Friend ☐ Foe ☐ Indifferent
CHARACTER SHEET?	☐ Y ☐ N	☐ Friend ☐ Foe ☐ Indifferent
CHARACTER SHEET?	☐ Y ☐ N	☐ Friend ☐ Foe ☐ Indifferent
CHARACTER SHEET?	☐ Y ☐ N	☐ Friend ☐ Foe ☐ Indifferent

RELATIONSHIP WITH ORGANIZATIONS IN THE CAMPAIGN

ORGANIZATION SHEET?	☐ Y ☐ N	☐ Agent ☐ Friend ☐ Foe ☐ Indifferent
ORGANIZATION SHEET?	☐ Y ☐ N	☐ Agent ☐ Friend ☐ Foe ☐ Indifferent
ORGANIZATION SHEET?	☐ Y ☐ N	☐ Agent ☐ Friend ☐ Foe ☐ Indifferent
ORGANIZATION SHEET?	☐ Y ☐ N	☐ Agent ☐ Friend ☐ Foe ☐ Indifferent
ORGANIZATION SHEET?	☐ Y ☐ N	☐ Agent ☐ Friend ☐ Foe ☐ Indifferent
ORGANIZATION SHEET?	☐ Y ☐ N	☐ Agent ☐ Friend ☐ Foe ☐ Indifferent
ORGANIZATION SHEET?	☐ Y ☐ N	☐ Agent ☐ Friend ☐ Foe ☐ Indifferent

MINIONS, SERVANTS, AND CREATURES

CHARACTER SHEET?	☐ Y ☐ N
CHARACTER SHEET?	☐ Y ☐ N
CHARACTER SHEET?	☐ Y ☐ N
CHARACTER SHEET?	☐ Y ☐ N
CHARACTER SHEET?	☐ Y ☐ N

ROLEPLAYING NOTES (ACCENT AND MANNERISMS, CATCH PHRASES, ETC.)

RESOURCES AND GOALS

OTHER NOTES AND INFORMATION

FIRST MEETING WITH HEROES/FIRST INTRODUCED IN CAMPAIGN

SESSION DATE

CAMPAIGN DATE

EVENT/ENCOUNTER SPECIFICS

MEMORABLE ENCOUNTERS DURING THE CAMPAIGN

SESSION DATE

CAMPAIGN DATE

EVENT/ENCOUNTER SPECIFICS

SESSION DATE

CAMPAIGN DATE

EVENT/ENCOUNTER SPECIFICS

Note: Use additional Memorable Encounters forms (see p. 23) as necessary.

MINION

NAME		FOLLOWER OF	
DESCRIPTION/PERSONALITY			

BACKGROUND			
ROLE AND LEVEL			
SIZE		SPEED	
INITIATIVE			
ATTACK			
DEFENSE			
TRAITS			

ABILITIES		FEATS	SKILLS
STRENGTH			
DEXTERITY			
CONSTITUTION			
INTELLIGENCE			
WISDOM			
CHARISMA			
SAVING THROWS			
TOUGHNESS		EQUIPMENT, ARMS, AND ARMOR	
FORTITUDE			
REFLEX			
WILL			

IMPORTANT CLUE OR KNOWLEDGE THE MINION POSSESSES

OTHER NOTES

ORGANIZATION		KNOWN TO THE PUBLIC	☐ Yes ☐ No
COMMON KNOWLEDGE/OVERVIEW			

LEADER		CHARACTER SHEET?	☐ Y ☐ N
BASE OF OPERATIONS		LOCATION SHEET?	☐ Y ☐ N

KNOWN MEMBERS			
		CHARACTER SHEET?	☐ Y ☐ N
		CHARACTER SHEET?	☐ Y ☐ N
		CHARACTER SHEET?	☐ Y ☐ N
		CHARACTER SHEET?	☐ Y ☐ N
		CHARACTER SHEET?	☐ Y ☐ N
		CHARACTER SHEET?	☐ Y ☐ N
		CHARACTER SHEET?	☐ Y ☐ N

GOALS/OBJECTIVES

SECRET KNOWLEDGE

RESOURCES

ORGANIZATION			
ALLIED ORGANIZATIONS			
	ORGANIZATION SHEET?	☐ Y	☐ N
	ORGANIZATION SHEET?	☐ Y	☐ N
	ORGANIZATION SHEET?	☐ Y	☐ N
	ORGANIZATION SHEET?	☐ Y	☐ N

ENEMY ORGANIZATIONS			
	ORGANIZATION SHEET?	☐ Y	☐ N
	ORGANIZATION SHEET?	☐ Y	☐ N
	ORGANIZATION SHEET?	☐ Y	☐ N
	ORGANIZATION SHEET?	☐ Y	☐ N

MISCELLANEOUS INFORMATION			

FIRST ENCOUNTERED BY HEROES/FIRST INTRODUCED IN CAMPAIGN			
SESSION DATE		CAMPAIGN DATE	
EVENT/ENCOUNTER SPECIFICS			

MEMORABLE ENCOUNTERS DURING THE CAMPAIGN			
SESSION DATE		CAMPAIGN DATE	
EVENT/ENCOUNTER SPECIFICS			
SESSION DATE		CAMPAIGN DATE	
EVENT/ENCOUNTER SPECIFICS			

Note: Use additional Memorable Encounters forms (see p. 23) as necessary.

SECRET SOCIETIES/ORGANIZATIONS LISTING

[illegible]

ORGANIZATION/NARRATOR CHARACTER MEMORABLE ENCOUNTERS

NAME			
MEMORABLE ENCOUNTERS DURING THE CAMPAIGN			
SESSION DATE			CAMPAIGN DATE
EVENT/ENCOUNTER SPECIFICS			
SESSION DATE			CAMPAIGN DATE
EVENT/ENCOUNTER SPECIFICS			
SESSION DATE			CAMPAIGN DATE
EVENT/ENCOUNTER SPECIFICS			
SESSION DATE			CAMPAIGN DATE
EVENT/ENCOUNTER SPECIFICS			
SESSION DATE			CAMPAIGN DATE
EVENT/ENCOUNTER SPECIFICS			
SESSION DATE			CAMPAIGN DATE
EVENT/ENCOUNTER SPECIFICS			

BUSINESS ESTABLISHMENTS

NAME	
OWNER	CHARACTER SHEET? ☐ Y ☐ N
CITY/LOCATION	CHARACTER SHEET? ☐ Y ☐ N
BUSINESS TYPE	
SPECIALIZES IN	
EQUIPMENT/SERVICES COMMONLY AVAILABLE	
OTHER NOTES	

NAME	
OWNER	CHARACTER SHEET? ☐ Y ☐ N
CITY/LOCATION	CHARACTER SHEET? ☐ Y ☐ N
BUSINESS TYPE	
SPECIALIZES IN	
EQUIPMENT/SERVICES COMMONLY AVAILABLE	
OTHER NOTES	

NAME	
OWNER	CHARACTER SHEET? ☐ Y ☐ N
CITY/LOCATION	CHARACTER SHEET? ☐ Y ☐ N
BUSINESS TYPE	
SPECIALIZES IN	
EQUIPMENT/SERVICES COMMONLY AVAILABLE	
OTHER NOTES	

LOCATION _____

COMMON KNOWLEDGE - DC 10 KNOWLEDGE (NARRATOR-DETERMINED SPECIALTY) CHECK REQUIRED

BASIC KNOWLEDGE - DC 15 KNOWLEDGE (NARRATOR-DETERMINED SPECIALTY) CHECK REQUIRED

DETAILED KNOWLEDGE - DC 20 (NARRATOR-DETERMINED SPECIALTY) CHECK REQUIRED

OBSCURE KNOWLEDGE - DC 30 KNOWLEDGE (NARRATOR-DETERMINED SPECIALTY) CHECK REQUIRED

MAP

Scale: 1 square =

LOCATION

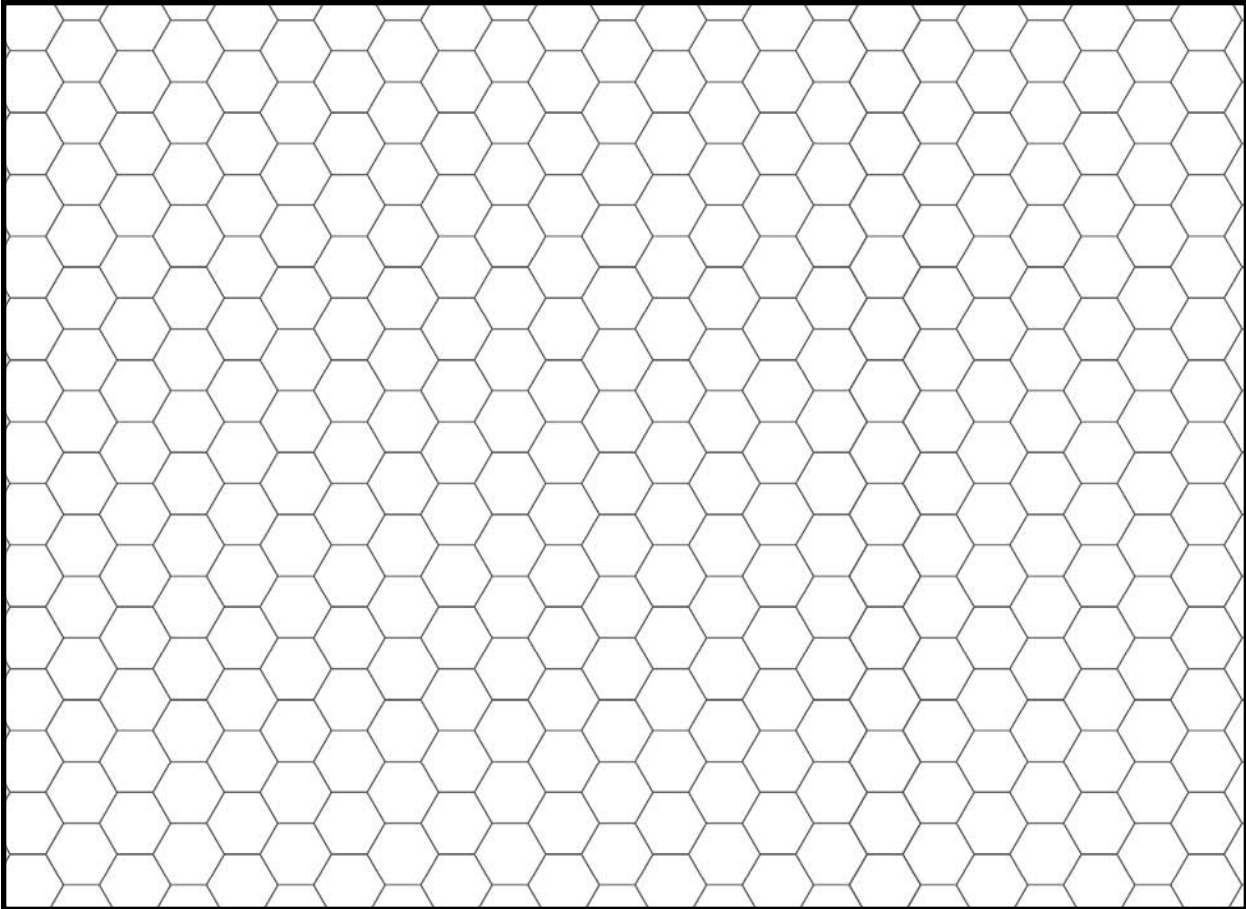
ENCOUNTERS PLANNED FOR THIS LOCATION

CHARACTERS AND CREATURES RESIDING/FREQUENTLY ENCOUNTERED AT THIS LOCATION

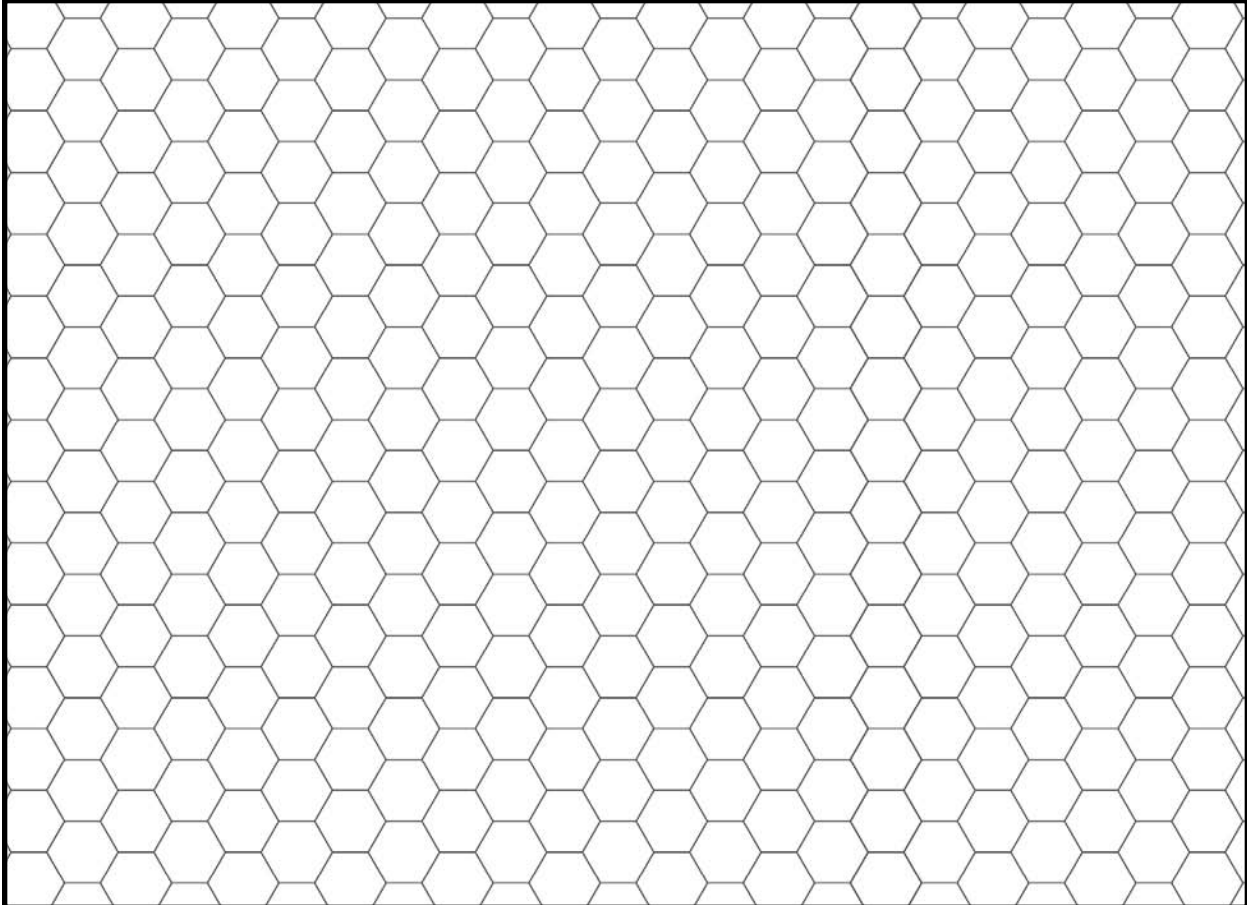
	CHARACTER/ CREATURE SHEET?	☐ Y ☐ N
	CHARACTER/ CREATURE SHEET?	☐ Y ☐ N
	CHARACTER/ CREATURE SHEET?	☐ Y ☐ N
	CHARACTER/ CREATURE SHEET?	☐ Y ☐ N
	CHARACTER/ CREATURE SHEET?	☐ Y ☐ N
	CHARACTER/ CREATURE SHEET?	☐ Y ☐ N
	CHARACTER/ CREATURE SHEET?	☐ Y ☐ N
	CHARACTER/ CREATURE SHEET?	☐ Y ☐ N

IMPORTANT EVENTS (HISTORICAL AND DURING PLAY) THAT HAVE OCCURED AT THIS LOCATION

MISCELLANEOUS INFORMATION



NAME			
LOCATION			
BUSINESS ESTABLISHMENTS		IMPORTANT NARRATOR CHARACTERS	
ESTABLISHMENT SHEET?	☐ Y ☐ N	CHARACTER SHEET?	☐ Y ☐ N
ESTABLISHMENT SHEET?	☐ Y ☐ N	CHARACTER SHEET?	☐ Y ☐ N
ESTABLISHMENT SHEET?	☐ Y ☐ N	CHARACTER SHEET?	☐ Y ☐ N
ESTABLISHMENT SHEET?	☐ Y ☐ N	CHARACTER SHEET?	☐ Y ☐ N
ESTABLISHMENT SHEET?	☐ Y ☐ N	CHARACTER SHEET?	☐ Y ☐ N
ESTABLISHMENT SHEET?	☐ Y ☐ N	CHARACTER SHEET?	☐ Y ☐ N
ESTABLISHMENT SHEET?	☐ Y ☐ N	CHARACTER SHEET?	☐ Y ☐ N
ESTABLISHMENT SHEET?	☐ Y ☐ N	CHARACTER SHEET?	☐ Y ☐ N
ESTABLISHMENT SHEET?	☐ Y ☐ N	CHARACTER SHEET?	☐ Y ☐ N
ESTABLISHMENT SHEET?	☐ Y ☐ N	CHARACTER SHEET?	☐ Y ☐ N
ESTABLISHMENT SHEET?	☐ Y ☐ N	CHARACTER SHEET?	☐ Y ☐ N
NOTES			



NAME

RULER

DESCRIPTION

PEOPLES AND CULTURES

CLIMATE AND TERRAIN

CITIES, TOWNS, AND PLACES OF INTEREST

RECENT CAMPAIGN EVENTS

LOCATION	CAMPAIGN DATE
EVENT SUMMARY	
LONG-TERM EFFECTS ON THE CAMPAIGN	
ARE THE HEROES AFFECTED AND HOW?	

LOCATION	CAMPAIGN DATE
EVENT SUMMARY	
LONG-TERM EFFECTS ON THE CAMPAIGN	
ARE THE HEROES AFFECTED AND HOW?	

LOCATION	CAMPAIGN DATE
EVENT SUMMARY	
LONG-TERM EFFECTS ON THE CAMPAIGN	
ARE THE HEROES AFFECTED AND HOW?	

DATE RUMOR WAS/WILL BE INTRODUCED IN THE GAME	
SESSION DATE	CAMPAIGN DATE
CHARACTERS INVOLVED (IF ANY)	
RUMOR SUMMARY	
TRUE/FALSE?	☐ True ☐ False
ADVENTURE OUTLINE?	☐ Y ☐ N

DATE RUMOR WAS/WILL BE INTRODUCED IN THE GAME	
SESSION DATE	CAMPAIGN DATE
CHARACTERS INVOLVED (IF ANY)	
RUMOR SUMMARY	
TRUE/FALSE?	☐ True ☐ False
ADVENTURE OUTLINE?	☐ Y ☐ N

DATE RUMOR WAS/WILL BE INTRODUCED IN THE GAME	
SESSION DATE	CAMPAIGN DATE
CHARACTERS INVOLVED (IF ANY)	
RUMOR SUMMARY	
TRUE/FALSE?	☐ True ☐ False
ADVENTURE OUTLINE?	☐ Y ☐ N

ADVENTURE OUTLINE

TITLE
LOCATION

SYNOPSIS

MAJOR NARRATOR CHARACTERS

	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	MINIONS
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N

ADVENTURE OPENING/INTRODUCTION

PLANNED ENCOUNTERS/EVENTS

PREFERRED OUTCOME/CONCLUSION

FUTURE ADVENTURE AND PLOT IDEAS

SYNOPSIS	NARRATOR CHARACTERS INVOLVED
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	ADVENTURE HOOKS/TRIGGERS
	ADVENTURE LOCATION

SYNOPSIS	NARRATOR CHARACTERS INVOLVED
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	ADVENTURE HOOKS/TRIGGERS
	ADVENTURE LOCATION

SYNOPSIS	NARRATOR CHARACTERS INVOLVED
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	CHARACTER SHEET? ☐ Y ☐ N
	ADVENTURE HOOKS/TRIGGERS
	ADVENTURE LOCATION

SESSION HISTORY

SESSION DATE

CAMPAIGN DATE

HEROES IN ATTENDANCE

DID THE HEROES GAIN A LEVEL?

☐ Y ☐ N

SUMMARY OF EVENTS

NARRATOR CHARACTERS ENCOUNTERED

	CHARACTER SHEET?	☐ Y ☐ N
	CHARACTER SHEET?	☐ Y ☐ N
	CHARACTER SHEET?	☐ Y ☐ N
	CHARACTER SHEET?	☐ Y ☐ N
	CHARACTER SHEET?	☐ Y ☐ N

LOCATIONS VISITED

	LOCATION SHEET?	☐ Y ☐ N
	LOCATION SHEET?	☐ Y ☐ N
	LOCATION SHEET?	☐ Y ☐ N
	LOCATION SHEET?	☐ Y ☐ N
	LOCATION SHEET?	☐ Y ☐ N

OTHER NOTES

HERO		REPUTATION	
EVENTS/ACTIONS THAT HAVE SHAPED THE HERO'S REPUTATION			

HERO		REPUTATION	
EVENTS/ACTIONS THAT HAVE SHAPED THE HERO'S REPUTATION			

HERO		REPUTATION	
EVENTS/ACTIONS THAT HAVE SHAPED THE HERO'S REPUTATION			

PLAYER		SESSION DATE	
WHAT DID YOU LIKE ABOUT THE ADVENTURE?			
WHAT DID YOU DISLIKE ABOUT THE ADVENTURE?			
WHAT DID THE NARRATOR DO RIGHT?			
WHAT CAN THE NARRATOR IMPROVE?			
WHAT PLOT OR STORY CONCEPTS WOULD YOU LIKE TO SEE IMPLEMENTED/EXPANDED IN FUTURE ADVENTURES?			
OTHER NOTES/FEEDBACK			

TEMPERATE, DRY

d20	Temperature	Storm/Wind
1	Hot	None
2	Hot	Roll on wind table
3	Hot	Rain
4	Hot	Downpour
5-6	Hot	Thunderstorm
7-8	Moderate	None
9-10	Moderate	Roll on wind table
11-12	Moderate	Rain
13-14	Moderate	Downpour
15	Moderate	Thunderstorm
16	Cold	None
17	Cold	Roll on wind table
18	Cold	Rain
19	Cold	Snow
20	Cold	Heavy Snow

TEMPERATE, MILD

d20	Temperature	Storm/Wind
1	Hot	None
2	Hot	Roll on wind table
3	Hot	Rain
4	Hot	Downpour
5-6	Hot	Thunderstorm
7-8	Moderate	None
9-10	Moderate	Roll on wind table
11-12	Moderate	Rain
13-14	Moderate	Downpour
15	Moderate	Thunderstorm
16	Cold	None
17	Cold	Roll on wind table
18	Cold	Rain
19	Cold	Snow
20	Cold	Heavy Snow

TEMPERATE, WET

d20	Temperature	Storm/Wind
1	Hot	None
2	Hot	Roll on wind table
3	Hot	Rain
4	Hot	Downpour
5-6	Hot	Thunderstorm
7-8	Moderate	None
9-10	Moderate	Roll on wind table
11-12	Moderate	Rain
13-14	Moderate	Downpour
15	Moderate	Thunderstorm
16	Cold	None
17	Cold	Roll on wind table
18	Cold	Rain
19	Cold	Snow
20	Cold	Heavy Snow

WIND TABLE

d20	Temperature
1-5	Light
6-10	Moderate
11-15	Strong
16-19	Severe
20	Windstorm

CAMPAIGN DATE: _____

CURRENT ADVENTURE LOCATION/REGION: _____

YESTERDAY'S WEATHER (AVERAGE)

TEMPERATURE: _____

STORM/WIND: _____

CURRENT WEATHER

Hour	Temperature	Storm/Wind
12:00-1:00am	_____	_____
1:00-2:00am	_____	_____
2:00-3:00am	_____	_____
3:00-4:00am	_____	_____
4:00-5:00am	_____	_____
5:00-6:00am	_____	_____
6:00-7:00am	_____	_____
7:00-8:00am	_____	_____
8:00-9:00am	_____	_____
9:00-10:00am	_____	_____
10:00-11:00am	_____	_____
11:00-12:00pm	_____	_____
12:00-1:00pm	_____	_____
1:00-2:00pm	_____	_____
2:00-3:00pm	_____	_____
3:00-4:00pm	_____	_____
4:00-5:00pm	_____	_____
5:00-6:00pm	_____	_____
6:00-7:00pm	_____	_____
7:00-8:00pm	_____	_____
8:00-9:00pm	_____	_____
9:00-10:00pm	_____	_____
10:00-11:00pm	_____	_____
11:00-12:00am	_____	_____

Quick & Dirty Weather

To use this form roll randomly to determine the weather conditions for the time your game session starts. Once you have this baseline, once each hour you need only:

• **Roll d20 for temperature condition** – on a roll of 1-3 the temperature moves up the chart one step (ex. Moderate to Hot), on a roll of 4-17 the temperature remains the same, on a roll of 18-20 the temperature moves down the chart one step (ex. Moderate to Cold).

• **Roll d20 for storm/wind condition** – on a roll of 1-6 the storm/wind moves up the chart one step (ex. Light Snow to Light Rain), on a roll of 7-12 the storm/wind remains the same, on a roll of 13-20 the storm/wind moves down the chart one step (ex. Light Snow to Heavy Snow).

HEAT, EXTREME

d20	Temperature	Storm/Wind
1	Heat Wave	None
2	Heat Wave	Roll on wind table
3	Heat Wave	Rain
4	Heat Wave	Downpour
5-6	Hot	None
7-8	Hot	Roll on wind table
9-10	Hot	Rain
11-12	Hot	Downpour
13-14	Warm	None
15-17	Warm	Roll on wind table
18-19	Warm	Rain
20	Warm	Downpour

HEAT, MILD

d20	Temperature	Storm/Wind
1	Heat Wave	None
2	Heat Wave	Roll on wind table
3	Heat Wave	Rain
4	Heat Wave	Downpour
5-6	Heat Wave	Thunderstorm
7-8	Hot	None
9-10	Hot	Roll on wind table
11-12	Hot	Rain
13-14	Hot	Downpour
15	Hot	Thunderstorm
16	Warm	None
17	Warm	Roll on wind table
18	Warm	Rain
19	Warm	Downpour
20	Warm	Thunderstorm

HEAT, WET

d20	Temperature	Storm/Wind
1	Heat Wave	None
2	Heat Wave	Roll on wind table
3	Heat Wave	Rain
4	Heat Wave	Downpour
5-6	Heat Wave	Extreme rain
7-8	Hot	None
9-10	Hot	Roll on wind table
11-12	Hot	Rain
13-14	Hot	Downpour
15	Hot	Thunderstorm
16	Warm	None
17	Warm	Roll on wind table
18	Warm	Rain
19	Warm	Downpour
20	Warm	Thunderstorm

WIND TABLE

d20	Temperature
1-5	Light
6-10	Moderate
11-15	Strong
16-19	Severe
20	Windstorm

CAMPAIGN DATE: _____

CURRENT ADVENTURE LOCATION/REGION: _____

YESTERDAY'S WEATHER (AVERAGE)

TEMPERATURE: _____

STORM/WIND: _____

CURRENT WEATHER

Hour	Temperature	Storm/Wind
12:00-1:00am	_____	_____
1:00-2:00am	_____	_____
2:00-3:00am	_____	_____
3:00-4:00am	_____	_____
4:00-5:00am	_____	_____
5:00-6:00am	_____	_____
6:00-7:00am	_____	_____
7:00-8:00am	_____	_____
8:00-9:00am	_____	_____
9:00-10:00am	_____	_____
10:00-11:00am	_____	_____
11:00-12:00pm	_____	_____
12:00-1:00pm	_____	_____
1:00-2:00pm	_____	_____
2:00-3:00pm	_____	_____
3:00-4:00pm	_____	_____
4:00-5:00pm	_____	_____
5:00-6:00pm	_____	_____
6:00-7:00pm	_____	_____
7:00-8:00pm	_____	_____
8:00-9:00pm	_____	_____
9:00-10:00pm	_____	_____
10:00-11:00pm	_____	_____
11:00-12:00am	_____	_____

Quick & Dirty Weather

To use this form roll randomly to determine the weather conditions for the time your game session starts. Once you have this baseline, once each hour you need only:

• **Roll d20 for temperature condition** – on a roll of 1-3 the temperature moves up the chart one step (ex. Hot to Heat Wave), on a roll of 4-17 the temperature remains the same, on a roll of 18-20 the temperature moves down the chart one step (ex. Hot to Warm).

• **Roll d20 for storm/wind condition** – on a roll of 1-6 the storm/wind moves up the chart one step (ex. Heavy Rain to Light Rain), on a roll of 7-12 the storm/wind remains the same, on a roll of 13-20 the storm/wind moves down the chart one step (ex. Heavy Rain to Extreme Rain).

COLD, EXTREME

d20	Temperature	Storm/Wind
1	Freezing	None
2	Freezing	Roll on wind table
3	Freezing	Snow
4	Freezing	Heavy snow
5-6	Freezing	Snowstorm
7-8	Cold Snap	None
9-10	Cold Snap	Roll on wind table
11-12	Cold Snap	Snow
13-14	Cold Snap	Heavy snow
15	Cold Snap	Snowstorm
16	Cold	None
17	Cold	Roll on wind table
18	Cold	Snow
19	Cold	Heavy snow
20	Cold	Snowstorm

COLD, MILD

d20	Temperature	Storm/Wind
1	Freezing	None
2	Freezing	Roll on wind table
3	Freezing	Snow
4	Freezing	Heavy snow
5-6	Freezing	Snowstorm
7-8	Cold Snap	None
9-10	Cold Snap	Roll on wind table
11-12	Cold Snap	Snow
13-14	Cold Snap	Heavy snow
15	Cold Snap	Snowstorm
16	Cold	None
17	Cold	Roll on wind table
18	Cold	Snow
19	Cold	Heavy snow
20	Cold	Snowstorm

COLD, WET

d20	Temperature	Storm/Wind
1	Freezing	None
2	Freezing	Roll on wind table
3	Freezing	Snow
4	Freezing	Heavy snow
5-6	Freezing	Snowstorm
7-8	Cold Snap	None
9-10	Cold Snap	Roll on wind table
11-12	Cold Snap	Snow
13-14	Cold Snap	Heavy snow
15	Cold Snap	Snowstorm
16	Cold	None
17	Cold	Roll on wind table
18	Cold	Snow
19	Cold	Heavy snow
20	Cold	Snowstorm

WIND TABLE

d20	Temperature
1-5	Light
6-10	Moderate
11-15	Strong
16-19	Severe
20	Windstorm

Freezing: Similar to Cold Snap except that it lowers temperatures by -20° F.

CAMPAIGN DATE: _____

CURRENT ADVENTURE LOCATION/REGION: _____

YESTERDAY'S WEATHER (AVERAGE)

TEMPERATURE: _____

STORM/WIND: _____

CURRENT WEATHER

Hour	Temperature	Storm/Wind
12:00-1:00am	_____	_____
1:00-2:00am	_____	_____
2:00-3:00am	_____	_____
3:00-4:00am	_____	_____
4:00-5:00am	_____	_____
5:00-6:00am	_____	_____
6:00-7:00am	_____	_____
7:00-8:00am	_____	_____
8:00-9:00am	_____	_____
9:00-10:00am	_____	_____
10:00-11:00am	_____	_____
11:00-12:00pm	_____	_____
12:00-1:00pm	_____	_____
1:00-2:00pm	_____	_____
2:00-3:00pm	_____	_____
3:00-4:00pm	_____	_____
4:00-5:00pm	_____	_____
5:00-6:00pm	_____	_____
6:00-7:00pm	_____	_____
7:00-8:00pm	_____	_____
8:00-9:00pm	_____	_____
9:00-10:00pm	_____	_____
10:00-11:00pm	_____	_____
11:00-12:00am	_____	_____

Quick & Dirty Weather

To use this form roll randomly to determine the weather conditions for the time your game session starts. Once you have this baseline, once each hour you need only:

• **Roll d20 for temperature condition** – on a roll of 1-3 the temperature moves up the chart one step (ex. Cold Snap to Freezing), on a roll of 4-17 the temperature remains the same, on a roll of 18-20 the temperature moves down the chart one step (ex. Cold Snap to Cold).

• **Roll d20 for storm/wind condition** – on a roll of 1-6 the storm/wind moves up the chart one step (ex. Heavy Snow to Snow), on a roll of 7-12 the storm/wind remains the same, on a roll of 13-20 the storm/wind moves down the chart one step (ex. Heavy Snow to Snowstorm).

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