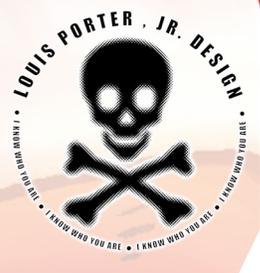


**DEVIL'S WORKSHOP PRESENTS**

# **SUPER POWERED ADVENTURE PLANNER**



**LPJ9848**

**\$5.95**



**LOUIS PORTER JR. DESIGN**

**CAMPAIGN OVERVIEW**

CAMPAIGN TITLE: \_\_\_\_\_

GAMEMASTER: \_\_\_\_\_

PUBLISHED SETTING?  YES  NO PUBLISHER: \_\_\_\_\_

CAMPAIGN SYNOPSIS: \_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

CAMPAIGN START DATE: \_\_\_\_\_ CURRENT 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 PUBLISHED SETTING**

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**IMPORTANT EVENTS IN THE CAMPAIGN HISTORY**

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 HISTORY**

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 HISTORY**

EVENT KNOWN AS: \_\_\_\_\_ DATE: \_\_\_\_\_

KNOWN TO THE PUBLIC?  YES  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: \_\_\_\_\_

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\_\_\_\_\_

**LOCATION IN THE CAMPAIGN**

NAME OF LOCATION: \_\_\_\_\_

PLACEMENT IN THE CAMPAIGN WORLD: \_\_\_\_\_

BRIEF DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_

LEADER(S): \_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**PUBLISHED ADVENTURES USED**

**TITLE:** \_\_\_\_\_

**PUBLISHER:** \_\_\_\_\_

**RESULTS:** \_\_\_\_\_

\_\_\_\_\_

**SUPER POWERED ADVENTURE PLANNER**

**CHARACTER ARCHETYPE / AGENT**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE / AMPHIBIAN**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE / ANDROID**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE / ANGEL**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**SUPER POWERED ADVENTURE PLANNER**

**CHARACTER ARCHETYPE | ANIMAL**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE | BATTLESUIT**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE | CARTOON CRITTER**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE | CHEMICAL**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**SUPER POWERED ADVENTURE PLANNER**

**CHARACTER ARCHETYPE COMIC HERALD**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE COMPOSITE**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE CONSTRUCT**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE CYBORG**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**SUPER POWERED ADVENTURE PLANNER**

**CHARACTER ARCHETYPE DEMIGOD**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE DEMON**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE ELEMENTAL**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE ENERGY BEING**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**SUPER POWERED ADVENTURE PLANNER**

**CHARACTER ARCHETYPE | EXALTED DESTROYER**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE | GADGETEER**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE | JUNGLE LORD**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE | MARTIAL ARTIST**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**SUPER POWERED ADVENTURE PLANNER**

**CHARACTER ARCHETYPE MIMIC**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE MYSTIC**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE PARAGON**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE PLANTLIFE**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**SUPER POWERED ADVENTURE PLANNER**

**CHARACTER ARCHETYPE | POWERHOUSE**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE | PSYCHIC**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE | ROBOT**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE | SHAPSHIFTER**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**SUPER POWERED ADVENTURE PLANNER**

**CHARACTER ARCHETYPE SHARPSHOOTER**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE SPEEDSTER**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE SUPER SOLDIER**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE TOTEM**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**SUPER POWERED ADVENTURE PLANNER**

**CHARACTER ARCHETYPE | WEAPON SPECIALIST**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE | WORLD DEVOURER**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE** \_\_\_\_\_

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE** \_\_\_\_\_

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE** \_\_\_\_\_

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE** \_\_\_\_\_

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE** \_\_\_\_\_

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER ARCHETYPE** \_\_\_\_\_

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**SUPER POWERED ADVENTURE PLANNER**

**CHARACTER TEMPLATE / ALIEN OVERSEER**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE / BIOLOGICAL INTRUDER**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE / COMBAT ENDOSKELETON**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE / TOUCHED BY COMIC FORCE**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**SUPER POWERED ADVENTURE PLANNER**

**CHARACTER TEMPLATE | DEMONIC POSSESSION**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE | DEVOLVED**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE | DISABLED HERO**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE | ENERGY INFUSED**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**SUPER POWERED ADVENTURE PLANNER**

**CHARACTER TEMPLATE GESTALT**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE GRIM AVENGER**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE LEGACY HERO**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE MOLMECH**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**SUPER POWERED ADVENTURE PLANNER**

**CHARACTER TEMPLATE / MYSTIC OVERSEER**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE / MUTATING / POWERS IN FLUX**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE / PSYCHIC ENTITY**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE / REBIRTH / UNDYING**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE SYMBIOTE**

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE** \_\_\_\_\_

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE** \_\_\_\_\_

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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**CHARACTER TEMPLATE** \_\_\_\_\_

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS: \_\_\_\_\_

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OTHER NOTES: \_\_\_\_\_

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# SUPER POWERED ADVENTURE PLANNER

## CHARACTER TEMPLATE

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS:

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OTHER NOTES:

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## CHARACTER TEMPLATE

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS:

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OTHER NOTES:

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## CHARACTER TEMPLATE

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS:

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OTHER NOTES:

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## CHARACTER TEMPLATE

SRD STANDARD:  YES  NO

If no, record changes below.

ARCHETYPE TRAITS:

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OTHER NOTES:

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**SUPER POWERED ADVENTURE PLANNER**

**NEW POWER:**

COST: \_\_\_\_\_ ACTION: \_\_\_\_\_ RANGE: \_\_\_\_\_

DURATION: \_\_\_\_\_ SAVING THROW: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

POWER EXTRA: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

POWER TRICKS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

POWER FLAWS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NEW POWER:**

COST: \_\_\_\_\_ ACTION: \_\_\_\_\_ RANGE: \_\_\_\_\_

DURATION: \_\_\_\_\_ SAVING THROW: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

POWER EXTRA: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

POWER TRICKS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

POWER FLAWS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NEW FEAT:** \_\_\_\_\_

**DESCRIPTION:** \_\_\_\_\_

**PREREQUISITES:** \_\_\_\_\_

**BENEFIT:** \_\_\_\_\_

**SPECIAL:** \_\_\_\_\_

**NEW FEAT:** \_\_\_\_\_

**DESCRIPTION:** \_\_\_\_\_

**PREREQUISITES:** \_\_\_\_\_

**BENEFIT:** \_\_\_\_\_

**SPECIAL:** \_\_\_\_\_

**NEW FEAT:** \_\_\_\_\_

**DESCRIPTION:** \_\_\_\_\_

**PREREQUISITES:** \_\_\_\_\_

**BENEFIT:** \_\_\_\_\_

**SPECIAL:** \_\_\_\_\_

**NEW WEAKNESS:** \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**PLOT DEVICE:** \_\_\_\_\_

APPEARANCE: \_\_\_\_\_

ORIGIN/CREATION STORY: \_\_\_\_\_

FIRST APPEARANCE: \_\_\_\_\_

CURRENT STATUS/LOCATION: \_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

**PLOT DEVICE:** \_\_\_\_\_

APPEARANCE: \_\_\_\_\_

ORIGIN/CREATION STORY: \_\_\_\_\_

FIRST APPEARANCE: \_\_\_\_\_

CURRENT STATUS/LOCATION: \_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

**PLOT DEVICE:** \_\_\_\_\_

APPEARANCE: \_\_\_\_\_

ORIGIN/CREATION STORY: \_\_\_\_\_

FIRST APPEARANCE: \_\_\_\_\_

CURRENT STATUS/LOCATION: \_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_



# SUPER POWERED ADVENTURE PLANNER

## RECENT CAMPAIGN EVENTS

EVENT

LOCATION

IMPORTANT NOTES

EFFECT

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

## CAMPAIGN HOLIDAYS

NAME

DATE

REASON

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





**ADVENTURE OUTLINE**

ISSUE #: \_\_\_\_\_ STORY TITLE: \_\_\_\_\_

LOCATION/SETTING: \_\_\_\_\_

VILLAINS/MAJOR CHARACTERS: \_\_\_\_\_

\_\_\_\_\_

SUPPORTING CAST: \_\_\_\_\_

\_\_\_\_\_

ADVENTURE HOOK: \_\_\_\_\_

ADVENTURE SYNOPSIS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**SCENES**

SCENE 1: \_\_\_\_\_

\_\_\_\_\_

SCENE 2: \_\_\_\_\_

\_\_\_\_\_

SCENE 3: \_\_\_\_\_

\_\_\_\_\_

SCENE 4: \_\_\_\_\_

\_\_\_\_\_

SCENE 5: \_\_\_\_\_

\_\_\_\_\_

SCENE 6: \_\_\_\_\_

\_\_\_\_\_

PREFERRED OUTCOME: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**PLANNED SCENES**

SCENE #: \_\_\_\_\_ SCENE TITLE: \_\_\_\_\_

LOCATION/SETTING: \_\_\_\_\_

SCENE TYPE:      ROLEPLAYING            COMBAT

SCENE SUMMARY: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**VILLAINS/SUPPORTING CAST AT SCENE:**

1. \_\_\_\_\_ 2. \_\_\_\_\_

3. \_\_\_\_\_ 4. \_\_\_\_\_

5. \_\_\_\_\_ 6. \_\_\_\_\_

7. \_\_\_\_\_ 8. \_\_\_\_\_

**OPENING/READ ALOUD TEXT:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**IMPORTANT GM INFORMATION:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**TIMELINE OF SCENE EVENTS**

**TIME**

**EVENT**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**PREFERRED OUTCOME**

\_\_\_\_\_

\_\_\_\_\_

**ACTUAL OUTCOME**

\_\_\_\_\_

\_\_\_\_\_

**RANDOM EVENTS**

BASIC STYLE OF PLAY? ED PUBLICLY SINCE? \_\_\_\_\_

BASIC STYLE OF PLAY?  Hack-And-Slash  Role-Playing  Somewhere in the middle

**D20 ROLL**

**EVENT**

1-2

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3-5

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6-8

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9-11

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12-15

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16-18

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19-20

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**CUSTOM RANDOM ENCOUNTER TABLE**

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_
13. \_\_\_\_\_
14. \_\_\_\_\_
15. \_\_\_\_\_
16. \_\_\_\_\_
17. \_\_\_\_\_
18. \_\_\_\_\_
19. \_\_\_\_\_
20. \_\_\_\_\_

**CUSTOM RANDOM ENCOUNTER TABLE**

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_
13. \_\_\_\_\_
14. \_\_\_\_\_
15. \_\_\_\_\_
16. \_\_\_\_\_
17. \_\_\_\_\_
18. \_\_\_\_\_
19. \_\_\_\_\_
20. \_\_\_\_\_

**SUPER POWERED ADVENTURE PLANNER**

**LOCATION BASED ENCOUNTER**

ENCOUNTER LOCATION: \_\_\_\_\_ ENCOUNTER LEVEL: \_\_\_\_\_

GOALS: \_\_\_\_\_ REWARDS: \_\_\_\_\_

ENCOUNTER SUMMARY: \_\_\_\_\_

DIFFICULTY:     EASY     MEDIUM     HARD     VERY HARD     IMPOSSIBLE

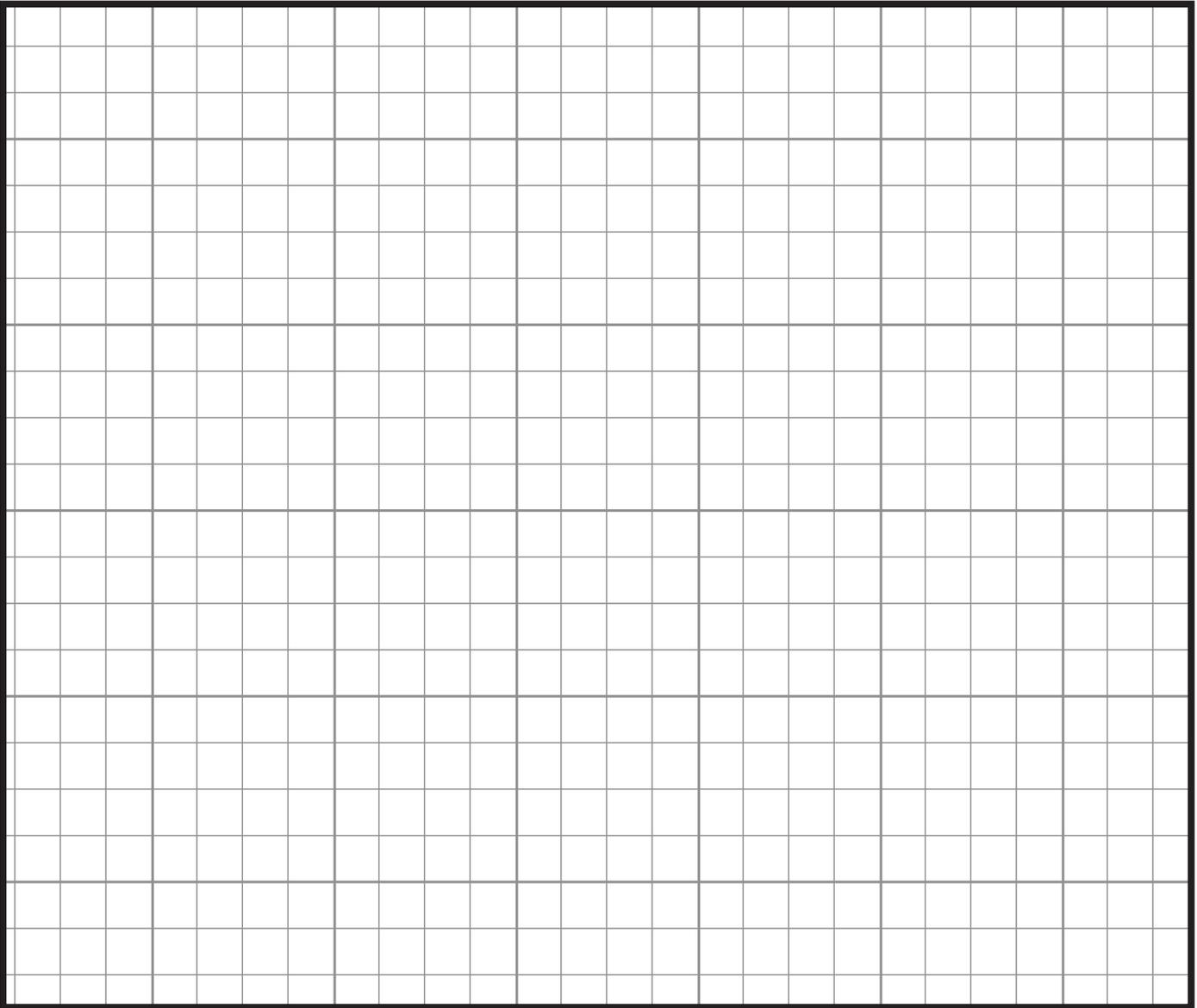
ENCOUNTER TYPE:     STATIC     DYNAMIC

TRIGGERS: 1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



**EVENT BASED ENCOUNTER**

ENCOUNTER LOCATION: \_\_\_\_\_ ENCOUNTER LEVEL: \_\_\_\_\_

GOALS: \_\_\_\_\_ REWARDS: \_\_\_\_\_

ENCOUNTER SUMMARY: \_\_\_\_\_

\_\_\_\_\_

DIFFICULTY:     EASY     MEDIUM     HARD     VERY HARD     IMPOSSIBLE

ENCOUNTER TYPE:     STATIC     DYNAMIC

TRIGGERS: 1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_

EVENT DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**TIME**

**EVENT**

TIME	EVENT
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____



**COUNTRY:** \_\_\_\_\_  
**LOCATION:** \_\_\_\_\_  
**CAPITAL:** \_\_\_\_\_  
**FORM OF GOVERNMENT:** \_\_\_\_\_  
**RULER/LEADER:** \_\_\_\_\_  
\_\_\_\_\_  
**GOVERNMENT MEMBERS**  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
**ALLIES:** \_\_\_\_\_  
\_\_\_\_\_  
**ENEMIES:** \_\_\_\_\_  
\_\_\_\_\_  
**NOTES:** \_\_\_\_\_  
\_\_\_\_\_

**COUNTRY:** \_\_\_\_\_  
**LOCATION:** \_\_\_\_\_  
**CAPITAL:** \_\_\_\_\_  
**FORM OF GOVERNMENT:** \_\_\_\_\_  
**RULER/LEADER:** \_\_\_\_\_  
\_\_\_\_\_  
**GOVERNMENT MEMBERS**  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
**ALLIES:** \_\_\_\_\_  
\_\_\_\_\_  
**ENEMIES:** \_\_\_\_\_  
\_\_\_\_\_  
**NOTES:** \_\_\_\_\_  
\_\_\_\_\_

**COUNTRY:** \_\_\_\_\_  
**LOCATION:** \_\_\_\_\_  
**CAPITAL:** \_\_\_\_\_  
**FORM OF GOVERNMENT:** \_\_\_\_\_  
**RULER/LEADER:** \_\_\_\_\_  
\_\_\_\_\_  
**GOVERNMENT MEMBERS**  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
**ALLIES:** \_\_\_\_\_  
\_\_\_\_\_  
**ENEMIES:** \_\_\_\_\_  
\_\_\_\_\_  
**NOTES:** \_\_\_\_\_  
\_\_\_\_\_

**COUNTRY:** \_\_\_\_\_  
**LOCATION:** \_\_\_\_\_  
**CAPITAL:** \_\_\_\_\_  
**FORM OF GOVERNMENT:** \_\_\_\_\_  
**RULER/LEADER:** \_\_\_\_\_  
\_\_\_\_\_  
**GOVERNMENT MEMBERS**  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
**ALLIES:** \_\_\_\_\_  
\_\_\_\_\_  
**ENEMIES:** \_\_\_\_\_  
\_\_\_\_\_  
**NOTES:** \_\_\_\_\_  
\_\_\_\_\_



**UNRESOLVED ISSUES AND LEADS**

ISSUE/LEAD RESOLVED?

YES  NO

**LOCAL CITY LOCATIONS**

NAME	LOCATION	IMPORTANT NOTES	OWNER/OPERATOR
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

**LOCAL SHOPS AND MARKETPLACES**

NAME	LOCATION	TYPE OF GOODS SOLD	OWNER/OPERATOR
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

**ORGANIZATIONS IN THE CAMPAIGN**

NAME	LOCATION	IMPORTANT NOTES	KNOWN MEMBERS
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

**RUMORS FED TO PLAYERS**

- TRUE  FALSE      RUMOR: \_\_\_\_\_  
SOURCE: \_\_\_\_\_







**SUPER POWERED ADVENTURE PLANNER**

**ITEM / ARTIFACT:** \_\_\_\_\_

LAST KNOWN LOCATION: \_\_\_\_\_

ALIGNMENT (IF ANY): \_\_\_\_\_

POWERS: \_\_\_\_\_

\_\_\_\_\_

TO DESTROY: \_\_\_\_\_

\_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

**ITEM / ARTIFACT:** \_\_\_\_\_

LAST KNOWN LOCATION: \_\_\_\_\_

ALIGNMENT (IF ANY): \_\_\_\_\_

POWERS: \_\_\_\_\_

\_\_\_\_\_

TO DESTROY: \_\_\_\_\_

\_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

**ITEM / ARTIFACT:** \_\_\_\_\_

LAST KNOWN LOCATION: \_\_\_\_\_

ALIGNMENT (IF ANY): \_\_\_\_\_

POWERS: \_\_\_\_\_

\_\_\_\_\_

TO DESTROY: \_\_\_\_\_

\_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

**ITEM / ARTIFACT:** \_\_\_\_\_

LAST KNOWN LOCATION: \_\_\_\_\_

ALIGNMENT (IF ANY): \_\_\_\_\_

POWERS: \_\_\_\_\_

\_\_\_\_\_

TO DESTROY: \_\_\_\_\_

\_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

**ITEM / ARTIFACT:** \_\_\_\_\_

LAST KNOWN LOCATION: \_\_\_\_\_

ALIGNMENT (IF ANY): \_\_\_\_\_

POWERS: \_\_\_\_\_

\_\_\_\_\_

TO DESTROY: \_\_\_\_\_

\_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

**ITEM / ARTIFACT:** \_\_\_\_\_

LAST KNOWN LOCATION: \_\_\_\_\_

ALIGNMENT (IF ANY): \_\_\_\_\_

POWERS: \_\_\_\_\_

\_\_\_\_\_

TO DESTROY: \_\_\_\_\_

\_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_



**GM NOTES ON COMPLETED ADVENTURES**

ADVENTURE TITLE: \_\_\_\_\_

CHARACTERS INVOLVED: \_\_\_\_\_

\_\_\_\_\_

SYNOPSIS: \_\_\_\_\_

\_\_\_\_\_

IMPORTANT DEVELOPMENTS: \_\_\_\_\_

\_\_\_\_\_

UNEXPECTED RESULTS: \_\_\_\_\_

\_\_\_\_\_

**GM NOTES ON COMPLETED ADVENTURES**

ADVENTURE TITLE: \_\_\_\_\_

CHARACTERS INVOLVED: \_\_\_\_\_

\_\_\_\_\_

SYNOPSIS: \_\_\_\_\_

\_\_\_\_\_

IMPORTANT DEVELOPMENTS: \_\_\_\_\_

\_\_\_\_\_

UNEXPECTED RESULTS: \_\_\_\_\_

\_\_\_\_\_

**IDEA FOR FUTURE ADVENTURES**

SYNOPSIS: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

CHARACTERS INVOLVED: \_\_\_\_\_

HOOKS/TRIGGERS: \_\_\_\_\_

LOCATION: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

**IDEA FOR FUTURE ADVENTURES**

SYNOPSIS: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

CHARACTERS INVOLVED: \_\_\_\_\_

HOOKS/TRIGGERS: \_\_\_\_\_

LOCATION: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

**IDEA FOR FUTURE ADVENTURES**

SYNOPSIS: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

CHARACTERS INVOLVED: \_\_\_\_\_

HOOKS/TRIGGERS: \_\_\_\_\_

LOCATION: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

**GEOGRAPHIC OVERVIEW**

LOCATION: \_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

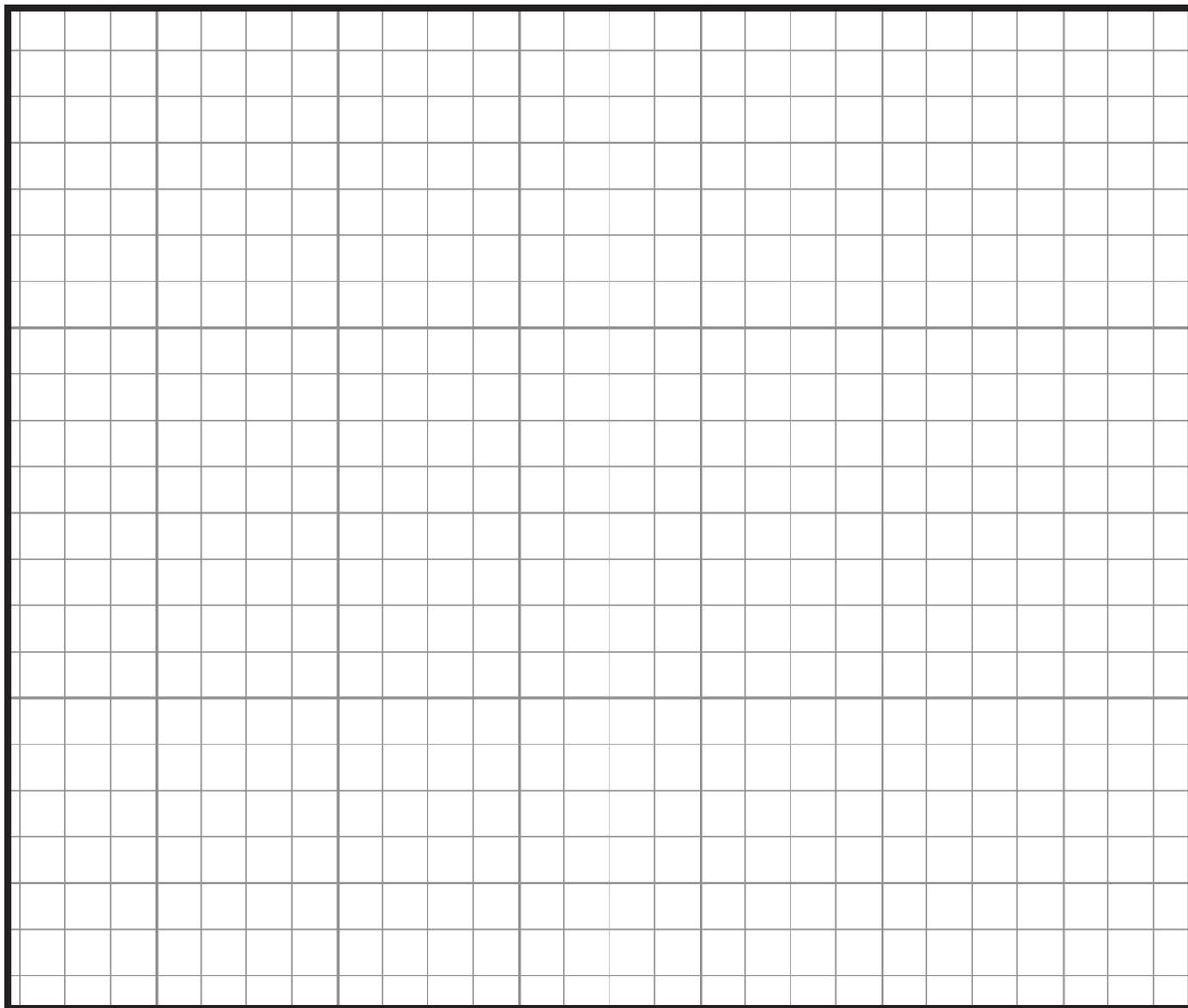
\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



**DETAILED INFORMATION AND MAPS**

LOCATION NAME: \_\_\_\_\_

COMMON KNOWLEDGE: \_\_\_\_\_

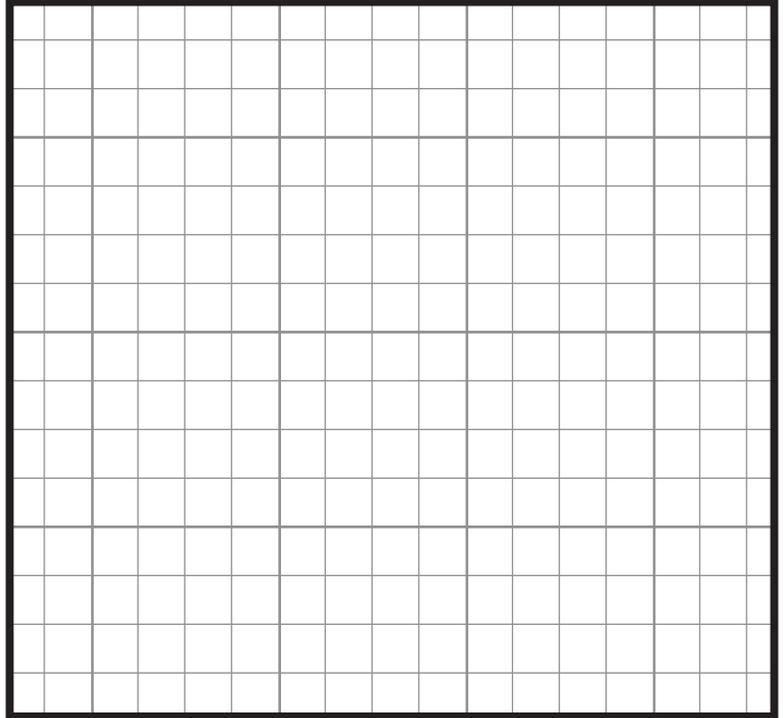
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

BARDIC KNOWLEDGE: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

OTHER NOTES: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



**DETAILED INFORMATION AND MAPS**

LOCATION NAME: \_\_\_\_\_

COMMON KNOWLEDGE: \_\_\_\_\_

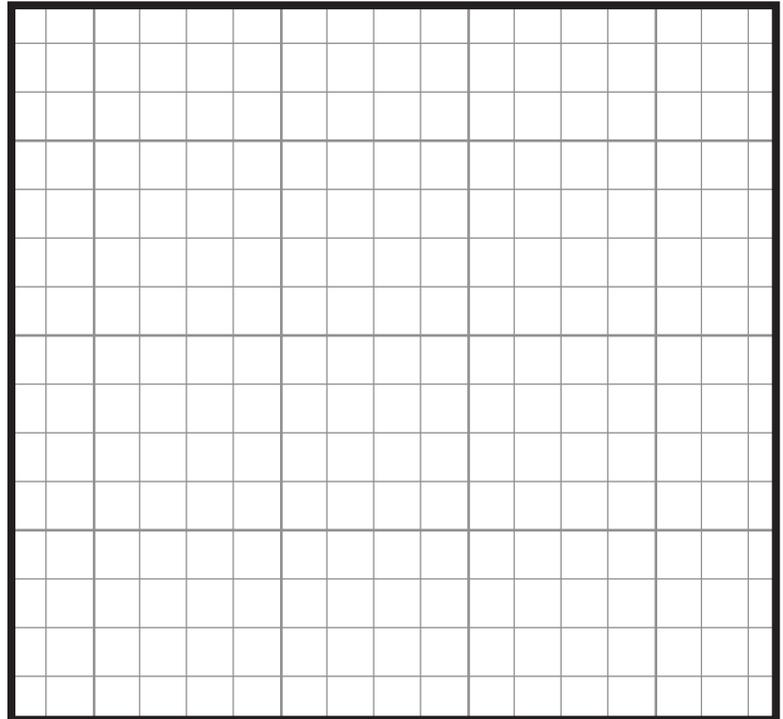
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

BARDIC KNOWLEDGE: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

OTHER NOTES: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



**MINOR SIZED TOWN INFORMATION AND MAP**

NAME: \_\_\_\_\_

LOCATION: \_\_\_\_\_

POWER CENTER/ALIGNMENT: \_\_\_\_\_

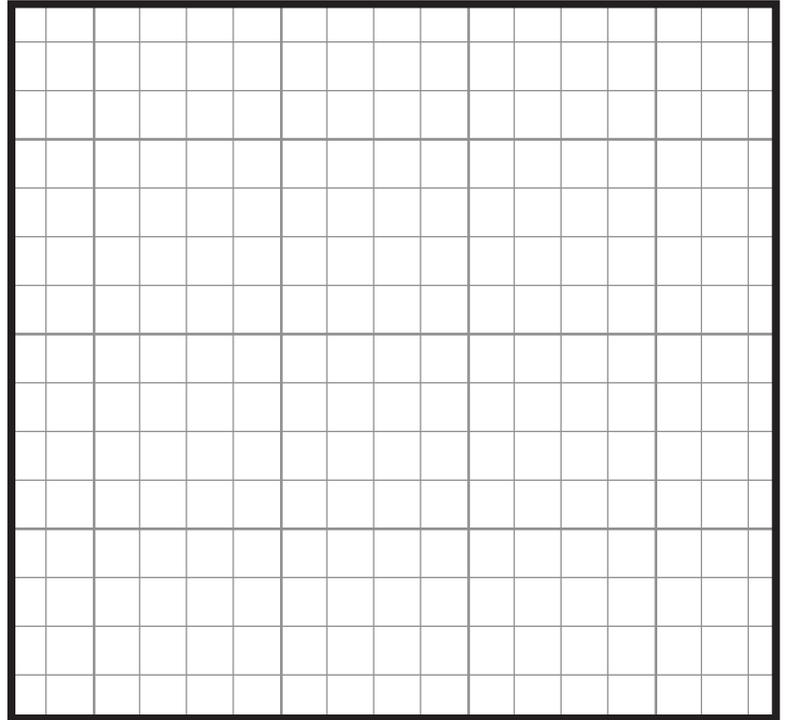
POPULATION: \_\_\_\_\_

IMPORTANT NPCS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



**MINOR SIZED TOWN INFORMATION AND MAP**

NAME: \_\_\_\_\_

LOCATION: \_\_\_\_\_

POWER CENTER/ALIGNMENT: \_\_\_\_\_

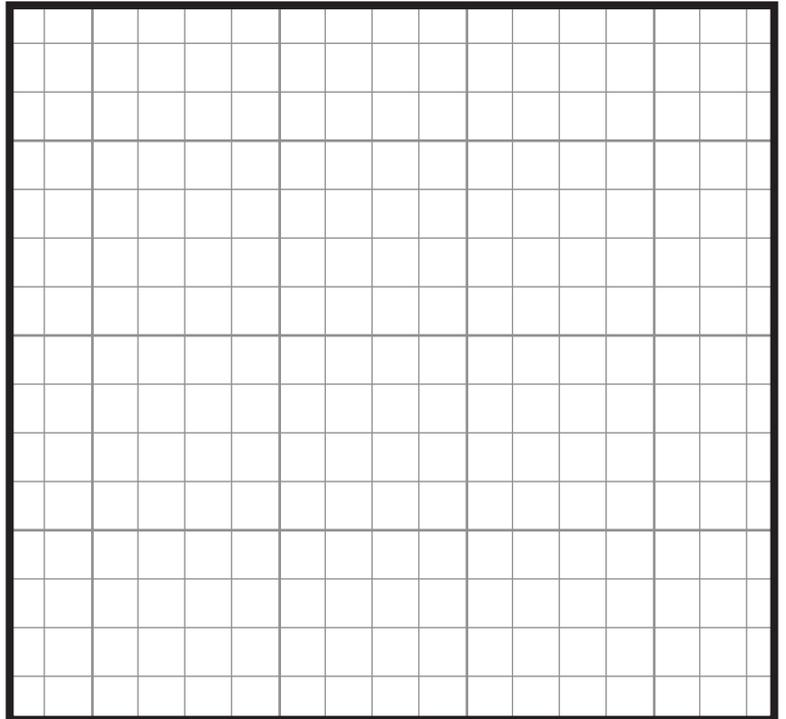
POPULATION: \_\_\_\_\_

IMPORTANT NPCS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



**MAJOR SIZED TOWN INFORMATION AND MAP**

NAME: \_\_\_\_\_

NOTES: \_\_\_\_\_

LOCATION: \_\_\_\_\_

\_\_\_\_\_

POWER CENTER/ALIGNMENT: \_\_\_\_\_

\_\_\_\_\_

POPULATION: \_\_\_\_\_

\_\_\_\_\_

IMPORTANT NPCS

\_\_\_\_\_

\_\_\_\_\_

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