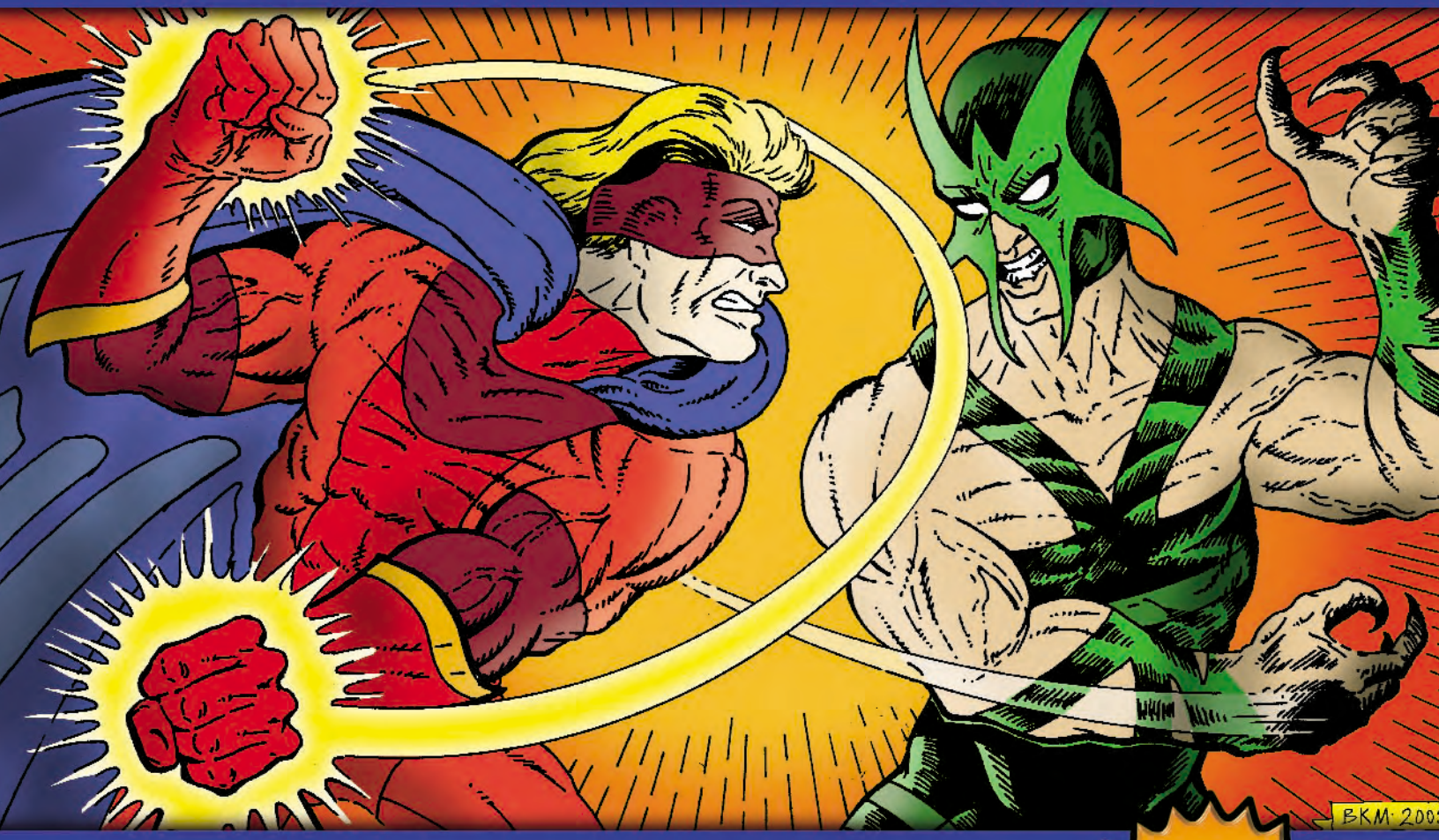
REQUIRES THE MUTANTS & MASTERMINDS RPG, SECOND EDITION, FOR USE

SUPERLINE CAMPAIGN PLANNER



BY PHILIP REED AND MICHAEL HAMMES

M&M SUPERLINK

REVISED AND EXPANDED!

Reset

SUPERLINE
CAMPAIGN PLANNER

by Philip Reed and Michael Hammes

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M&M SUPERLINK

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INTRODUCTION

Welcome to the revised 2nd edition of **Superline: Campaign Planner** for use with **2nd Edition M&M Superlink**. As with the 1st edition, the purpose of this product is to provide you, the Gamemaster, with handy forms to better organize your M&M 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 (p. 3)

This sheet should only be needed once for any campaign and is designed to assist in the design of the framework of the campaign.

Published Adventure Used (p. 4)

This sheet is used to track any published adventures included in the campaign. If you find yourself in need of adventures, Ronin Arts' **Superline** series presents new adventures each issue.

Approved Sourcebook (p. 5)

This sheet tracks any additional sourcebooks (and material out of those sourcebooks) other than the basic rules used in the campaign; it is meant as the "official" sourcebook list.

City Information (p. 6-8)

A series of three sheets designed for the GM to reference basic information about the heroes' city and the NPCs that the heroes are most likely to encounter.

Location/Building (p. 9-10)

These sheets serve both as a means of further detailing important locations in the campaign (i.e. to expand on the locations listed in the City Information sheets), and as a location-specific adventure planner.

Organization/Secret Society (p. 11-12)

These sheets can be used to flesh out and track any organization, from the heroes' own to government agencies to villainous cartels.

Villain Datafile (p. 13-15)

These three sheets are designed for major campaign or adventure villains (i.e. those listed in the City Information and Organization/Secret Society sheets).

The initial two sheets need to be filled out only if the villain is to be a recurring element in the campaign; the third sheet can be used as the statistic sheet for both recurring villains and those designed for a single adventure.

Minion/Supporting Cast (p. 16)

A simplified sheet for tracking minions and members of the supporting cast (i.e. reporters, muggers, etc., including those from the City, Location/Building, and Organization/Secret Society Information sheets); this sheet can also be used for major single adventure villains.

NPC/Organization Memorable Encounters (p. 17)

This is a continuation sheet for the Memorable Encounters In The Campaign sections found in the Organization/Secret Society, Villain Datafile, and Minion/Supporting Cast, and Plot Device sheets.

Headquarters/Hideout (p. 18)

This sheet can be used for both the heroes' headquarters as well as villain hideouts (i.e. those reference in the Villain Datafile). It can also be used for any other buildings that can make use of the Headquarters features (i.e. private mansions with security systems, government offices, etc.).

Powers And The Law (p. 19)

This sheet focuses attention on any specific laws regarding the use of superpowers in the campaign.

Powers And Society (p. 20)

This sheet focuses attention on how the "normal" population feels about super-powered beings in the world.

Custom Powers (p. 21)

Use this sheet to track any powers included in the campaign beyond those found in the sourcebooks, to track changes to powers from the sourcebooks, or simply as a handy reference guide if your campaign only allows a limited selection of powers.

Archetypes In The Campaign (p. 22)

Keep track of archetypes beyond those found in the sourcebooks, use it as a handy reference for sourcebook archetypes allowed in your campaign, or even as a character sheet for player heroes based on archetypes.

Custom Drawback (p. 23)

This sheet can be used to keep track of hero and NPC drawbacks, both unique and from the sourcebooks.

Drawback Tracker (p. 24)

This sheet is meant as an aid for the GM to keep track of the heroes' individual drawbacks from adventure to adventure.

Complications Tracker (p. 25)

Complications mean hero points. This sheet is designed to allow the GM to track individual heroes' complications on an adventure-to-adventure basis to ensure that all the heroes have an opportunity to face complications.

Plot Device (p.26)

This sheet is designed for creating and tracking any über-powerful gadgets and agents of the campaign.

Global Hot Spots (p.27)

This sheet is designed to serve as a guide for possible adventure locations.

Adventure Outline (p.28)

Use this sheet to create the framework of an entire scene-based (event-based) adventure.

Scene (p.29)

This sheet is used to flesh out the scenes listed in the Adventure Outline.

Rumor/Adventure Lead (p.30)

Rumors are a great way to introduce upcoming adventures to heroes; this sheet tracks them.

Future Adventure Idea (p. 31)

When inspiration for an adventure strikes, write down the pertinent information here and then create the adventure using the Adventure Outline and Scene sheets.

Session History (p. 32)

Consider this sheet the diary of the campaign; complete it after every session to keep a chronological history for future reference, to return to for adventure ideas, and to reminisce.

Unresolved Issue/Leads (p. 33)

When things are left hanging by the heroes during a session, this sheet allows the GM to track them for inclusion in future adventures.

Adventure/Gamemaster Review (p. 34)

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

Notes (p. 35)

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

Reset

CAMPAIGN TITLE	
GAMEMASTER	
PUBLISHED SETTING	☐ Yes ☐ No NAME AND PUBLISHER

CAMPAIGN ROSTER OF HEROES/PLAYER CHARACTERS

HERO NAME		PLAYER NAME	
HERO NAME		PLAYER NAME	
HERO NAME		PLAYER NAME	
HERO NAME		PLAYER NAME	
HERO NAME		PLAYER NAME	
HERO NAME		PLAYER NAME	

CAMPAIGN START DATE	CURRENT DATE
CAMPAIGN SETTING	☐ Modern ☐ Historical ☐ Futuristic ☐ Otherworldly ☐ Other:
CAMPAIGN STYLE	☐ Four-Color ☐ Grim and Gritty ☐ Somewhere in Between LETHALITY ☐ High ☐ Low REALISM ☐ High ☐ Low
CAMPAIGN GENRE	☐ Golden Age ☐ Silver Age ☐ Bronze Age ☐ Iron Age ☐ Modern Age ☐ Other:
SUBGENRE	☐ None ☐ Pulp Heroes ☐ World War II ☐ Lighthearted ☐ Cold War ☐ Social Issues ☐ Lone Wolves ☐ Other:
POWER ORIGIN	☐ Aliens ☐ Gods ☐ Magic & Mysticism ☐ Mutations ☐ Psionic ☐ Super-Science ☐ Training

CAMPAIGN BACKGROUND

ROLE OF HEROES

CAMPAIGN GOALS/OBJECTIVES

Reset

PUBLISHED ADVENTURE USED			
ADVENTURE TITLE		SOURCE TITLE	
PUBLISHER		SOURCE TYPE	☐ Print ☐ PDF ☐ Web

MEMORABLE EVENTS

ADVENTURE OUTCOME

PUBLISHED ADVENTURE USED			
ADVENTURE TITLE		SOURCE TITLE	
PUBLISHER		SOURCE TYPE	☐ Print ☐ PDF ☐ Web

MEMORABLE EVENTS

ADVENTURE OUTCOME

Reset

APPROVED SOURCEBOOK			
SOURCEBOOK TITLE		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
PUBLISHER		PLAYER ACCESS	☐ Yes ☐ No
SECTIONS/RULES USED			

APPROVED SOURCEBOOK			
SOURCEBOOK TITLE		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
PUBLISHER		PLAYER ACCESS	☐ Yes ☐ No
SECTIONS/RULES USED			

APPROVED SOURCEBOOK			
SOURCEBOOK TITLE		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
PUBLISHER		PLAYER ACCESS	☐ Yes ☐ No
SECTIONS/RULES USED			

APPROVED SOURCEBOOK			
SOURCEBOOK TITLE		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
PUBLISHER		PLAYER ACCESS	☐ Yes ☐ No
SECTIONS/RULES USED			

Reset

CITY INFORMATION 1 OF 3

CITY NAME _____ **LOCATION** _____

CITY MAP

CITY DISTRICTS/NEIGHBORHOODS

DISTRICT		**TYPE**	☐ Residential ☐ Commercial ☐ Business ☐ Industrial
DISTRICT		**TYPE**	☐ Residential ☐ Commercial ☐ Business ☐ Industrial
DISTRICT		**TYPE**	☐ Residential ☐ Commercial ☐ Business ☐ Industrial
DISTRICT		**TYPE**	☐ Residential ☐ Commercial ☐ Business ☐ Industrial
DISTRICT		**TYPE**	☐ Residential ☐ Commercial ☐ Business ☐ Industrial
DISTRICT		**TYPE**	☐ Residential ☐ Commercial ☐ Business ☐ Industrial
DISTRICT		**TYPE**	☐ Residential ☐ Commercial ☐ Business ☐ Industrial

IMPORTANT BUILDINGS/LANDMARKS

LOCATION		**SHEET**	☐ Yes ☐ No
LOCATION		**SHEET**	☐ Yes ☐ No
LOCATION		**SHEET**	☐ Yes ☐ No
LOCATION		**SHEET**	☐ Yes ☐ No
LOCATION		**SHEET**	☐ Yes ☐ No
LOCATION		**SHEET**	☐ Yes ☐ No
LOCATION		**SHEET**	☐ Yes ☐ No

Reset

CITY INFORMATION 2 OF 3

CITY NAME			
NPC HEROES KNOWN TO REGULARLY OPERATE IN THE CITY			
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
VILLAINS KNOWN TO REGULARLY OPERATE IN THE CITY			
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
IMPORTANT NPCS OF THE COMMUNITY (POLITICAL LEADERS, CELEBRITIES, ETC.)			
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
ORGANIZATIONS (VILLAINOUS/HEROIC) KNOWN TO OPERATE IN THE CITY			
ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No

Reset

CITY INFORMATION 3 OF 3

CITY NAME	

CITY POLICE DEPARTMENT INFORMATION AND IMPORTANT NPCS

MAIN BUILDING AT			
COMMISSIONER		SHEET	☐ Yes ☐ No
CAPTAIN		SHEET	☐ Yes ☐ No
LIEUTENANT		SHEET	☐ Yes ☐ No
SUPPORT		SHEET	☐ Yes ☐ No
SUPPORT		SHEET	☐ Yes ☐ No
SUPPORT		SHEET	☐ Yes ☐ No
SUPPORT		SHEET	☐ Yes ☐ No

CITY FIRE DEPARTMENT INFORMATION AND IMPORTANT NPCS

MAIN BUILDING AT			
CHIEF		SHEET	☐ Yes ☐ No
SUPPORT		SHEET	☐ Yes ☐ No
SUPPORT		SHEET	☐ Yes ☐ No
SUPPORT		SHEET	☐ Yes ☐ No
SUPPORT		SHEET	☐ Yes ☐ No
SUPPORT		SHEET	☐ Yes ☐ No
SUPPORT		SHEET	☐ Yes ☐ No

CITY MEDIA PERSONALITIES

NPC		WORKS FOR		SHEET	☐ Yes ☐ No
NPC		WORKS FOR		SHEET	☐ Yes ☐ No
NPC		WORKS FOR		SHEET	☐ Yes ☐ No
NPC		WORKS FOR		SHEET	☐ Yes ☐ No
NPC		WORKS FOR		SHEET	☐ Yes ☐ No
NPC		WORKS FOR		SHEET	☐ Yes ☐ No

OTHER EMERGENCY/CITY WORKERS THAT MAY BE MET ON A REGULAR BASIS

NPC		WORKS FOR		SHEET	☐ Yes ☐ No
NPC		WORKS FOR		SHEET	☐ Yes ☐ No
NPC		WORKS FOR		SHEET	☐ Yes ☐ No
NPC		WORKS FOR		SHEET	☐ Yes ☐ No
NPC		WORKS FOR		SHEET	☐ Yes ☐ No
NPC		WORKS FOR		SHEET	☐ Yes ☐ No

OTHER NOTES/IMPORTANT CITY-RELATED INFORMATION

Reset

LOCATION/BUILDING 1 OF 2

NAME | ADDRESS

COMMON KNOWLEDGE – DC 10 KNOWLEDGE (GM-DETERMINED SPECIALTY) CHECK REQUIRED

BASIC KNOWLEDGE – DC 15 KNOWLEDGE (GM-DETERMINED SPECIALTY) CHECK REQUIRED

DETAILED KNOWLEDGE – DC 20 KNOWLEDGE (GM-DETERMINED SPECIALTY) CHECK REQUIRED

OBSCURE KNOWLEDGE – DC 30 KNOWLEDGE (GM-DETERMINED SPECIALTY) CHECK REQUIRED

LOCATION/BUILDING MAP

LOCATION/BUILDING 2 OF 2

NAME		ADDRESS	

NPCS ENCOUNTERED AT THIS LOCATION

NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No

ENCOUNTERS PLANNED FOR THIS LOCATION

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

MISCELLANEOUS INFORMATION/NOTES

Reset

ORGANIZATION/SECRET SOCIETY (PAGE 1 OF 2)

ORGANIZATION					
ORGANIZATION IS	☐ Known to the Public ☐ Secret ☐ Corporate ☐ Private ☐ Govern.	**STATUS** **SCOPE**	☐ Active ☐ Inactive ☐ Destroyed ☐ Local ☐ National ☐ International		
LEADER				**SHEET**	☐ Yes ☐ No
BASE OF OPERATIONS				**SHEET**	☐ Yes ☐ No

READILY AVAILABLE INFORMATION

GOALS/OBJECTIVES

RESOURCES

KNOWN MEMBERS

NPC		**SHEET**	☐ Yes ☐ No
NPC		**SHEET**	☐ Yes ☐ No
NPC		**SHEET**	☐ Yes ☐ No
NPC		**SHEET**	☐ Yes ☐ No
NPC		**SHEET**	☐ Yes ☐ No
NPC		**SHEET**	☐ Yes ☐ No
NPC		**SHEET**	☐ Yes ☐ No
NPC		**SHEET**	☐ Yes ☐ No

Reset

ORGANIZATION/SECRET SOCIETY (PAGE 2 OF 2)

ORGANIZATION	

SUPPORTERS

NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No

DETRACTORS

NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No

ALLIED ORGANIZATIONS

ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No

ENEMY ORGANIZATIONS

ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No

MISCELLANEOUS INFORMATION

FIRST ENCOUNTERED BY HEROES/FIRST INTRODUCED IN CAMPAIGN

CAMPAIGN DATE		SESSION DATE	

EVENT/ENCOUNTER SPECIFICS

MEMORABLE ENCOUNTERS IN THE CAMPAIGN

CAMPAIGN DATE		SESSION DATE	

EVENT/ENCOUNTER SPECIFICS

Reset

VILLAIN DATAFILE (PAGE 1 OF 3)

ALIAS/VILLAIN NAME		POWER LEVEL	
AKA		VILLAIN POINTS	

CHARACTER SKETCH

PERSONALITY/DESCRIPTION

BACKGROUND

REAL NAME		NATIONALITY	

CATCH PHRASES AND MANNERISMS

VILLAIN'S MOTIVATION

☐Conquest ☐Destruction ☐Greed ☐Madness ☐Peace ☐Power ☐Revenge ☐Sadism ☐Thrills ☐Other:

GOALS/OBJECTIVES

RESOURCES

HEADQUARTERS AND HIDEOUTS

LOCATION		SHEET	☐Yes ☐No
LOCATION		SHEET	☐Yes ☐No
LOCATION		SHEET	☐Yes ☐No

MINIONS

NPC		SHEET	☐Yes ☐No
NPC		SHEET	☐Yes ☐No
NPC		SHEET	☐Yes ☐No
NPC		SHEET	☐Yes ☐No

Reset

VILLAIN DATAFILE (PAGE 2 OF 3)

ALIAS/VILLAIN NAME	

ACCOMPLICES

NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No

ORGANIZATIONS

ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No

CRIMINAL HISTORY

NOTES

LAST KNOWN LOCATION	
STATUS	☐ Active ☐ Deceased ☐ Incarcerated ☐ Retired

FIRST ENCOUNTERED BY HEROES/FIRST INTRODUCED IN CAMPAIGN

CAMPAIGN DATE		SESSION DATE	

EVENT/ENCOUNTER SPECIFICS

MEMORABLE ENCOUNTERS IN THE CAMPAIGN

CAMPAIGN DATE		SESSION DATE	

EVENT/ENCOUNTER SPECIFICS

Reset

VILLAIN DATAFILE (PAGE 3 OF 3)

ALIAS/VILLAIN NAME

ABILITIES

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER

SAVES

TOUGHNESS	FORTITUDE	REFLEX	WILL

COMBAT

INITIATIVE	ATTACK	DAMAGE	DEFENSE

SKILLS

FEATS

POWERS

DRAWBACKS

Reset

MINION/SUPPORTING CAST

ALIAS		POWER LEVEL	
REAL NAME			

DESCRIPTION

ABILITIES/SAVES/COMBAT

STRENGTH		INITIATIVE	
DEXTERITY		ATTACK	
CONSTITUTION		DAMAGE	
INTELLIGENCE		DEFENSE	
WISDOM		FORTITUDE	
CHARISMA		REFLEX	
		WILL	

QUIRKS, PERSONALITY, MANNERISMS

HISTORY

NOTABLE SKILLS, FEATS, POWERS, ETC.

LAST KNOWN LOCATION	
STATUS	☐ Active ☐ Deceased ☐ Incarcerated ☐ Retired

FIRST ENCOUNTERED BY HEROES/FIRST INTRODUCED IN CAMPAIGN

CAMPAIGN DATE		SESSION DATE	

EVENT/ENCOUNTER SPECIFICS

MEMORABLE ENCOUNTERS IN THE CAMPAIGN

CAMPAIGN DATE		SESSION DATE	

EVENT/ENCOUNTER SPECIFICS

Reset

NPC/ORGANIZATION MEMORABLE ENCOUNTERS IN THE CAMPAIGN			
NPC/ORGANIZATION			
CAMPAIGN DATE		SESSION DATE	
EVENT/ENCOUNTER SPECIFICS			
CAMPAIGN DATE		SESSION DATE	
EVENT/ENCOUNTER SPECIFICS			
CAMPAIGN DATE		SESSION DATE	
EVENT/ENCOUNTER SPECIFICS			
CAMPAIGN DATE		SESSION DATE	
EVENT/ENCOUNTER SPECIFICS			
CAMPAIGN DATE		SESSION DATE	
EVENT/ENCOUNTER SPECIFICS			
CAMPAIGN DATE		SESSION DATE	
EVENT/ENCOUNTER SPECIFICS			
CAMPAIGN DATE		SESSION DATE	
EVENT/ENCOUNTER SPECIFICS			
CAMPAIGN DATE		SESSION DATE	
EVENT/ENCOUNTER SPECIFICS			
CAMPAIGN DATE		SESSION DATE	
EVENT/ENCOUNTER SPECIFICS			

Reset

HEADQUARTERS/HIDEOUT

OWNER		**COST**	
LOCATION		**TOUGHNESS**	

SIZE

☐ Awesome ☐ Colossal ☐ Gargantuan ☐ Huge ☐ Large ☐ Medium
☐ Small ☐ Tiny ☐ Diminutive ☐ Fine ☐ Miniscule

FEATURES

NOTES

HEADQUARTERS MAP

Reset

POWERS AND THE LAW

REGISTRATION	☐ Required by Law ☐ Voluntary ☐ No registration/no central database of powered citizens
LEGALITY	☐ Public use of powers is a crime ☐ Unlicensed public use of powers is a crime ☐ No laws
PRISON SYSTEM	☐ Specialized prisons exist ☐ Some prisons have specialized wings ☐ No specialized facilities

EXISTING LAWS REGARDING SUPERPOWERS

LAW		DATE ENACTED	
SUMMARY			
LAW		DATE ENACTED	
SUMMARY			
LAW		DATE ENACTED	
SUMMARY			
LAW		DATE ENACTED	
SUMMARY			
LAW		DATE ENACTED	
SUMMARY			
LAW		DATE ENACTED	
SUMMARY			
LAW		DATE ENACTED	
SUMMARY			
LAW		DATE ENACTED	
SUMMARY			
LAW		DATE ENACTED	
SUMMARY			

NOTES

Reset

POWERS AND SOCIETY

PUBLIC ATTITUDE ☐ Love/Admiration ☐ Indifferent ☐ Hate/Fear **% OF POP. WITH POWERS**

LOVED/ADMIRED POWERED INDIVIDUALS

NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No

HATED/FEARED POWERED INDIVIDUALS

NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No

NOTES

Reset

CUSTOM POWER

POWER NAME		COST	
EFFECT			
ACTION			
RANGE			
DURATION			
SAVING THROW			

DESCRIPTION

POWER FEATS

EXTRAS

FLAWS

NOTES/POWER IS BASED ON

Reset

ARCHETYPE NAME		POWER LEVEL	

ABILITIES

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER

SAVES

TOUGHNESS	FORTITUDE	REFLEX	WILL

SKILLS

FEATS

POWERS

COMBAT

ATTACK	INITIATIVE
DAMAGE	**DEFENSE**

DRAWBACKS

NOTES

Reset

CUSTOM DRAWBACK		
DRAWBACK NAME		VALUE
FREQUENCY	☐ Uncommon (+1) ☐ Common (+2) ☐ Very Common (+3)	
INTENSITY	☐ Minor (0) ☐ Moderate (+1) ☐ Major (+2)	
DRAWBACK DESCRIPTION		

CUSTOM DRAWBACK		
DRAWBACK NAME		VALUE
FREQUENCY	☐ Uncommon (+1) ☐ Common (+2) ☐ Very Common (+3)	
INTENSITY	☐ Minor (0) ☐ Moderate (+1) ☐ Major (+2)	
DRAWBACK DESCRIPTION		

CUSTOM DRAWBACK		
DRAWBACK NAME		VALUE
FREQUENCY	☐ Uncommon (+1) ☐ Common (+2) ☐ Very Common (+3)	
INTENSITY	☐ Minor (0) ☐ Moderate (+1) ☐ Major (+2)	
DRAWBACK DESCRIPTION		

CUSTOM DRAWBACK		
DRAWBACK NAME		VALUE
FREQUENCY	☐ Uncommon (+1) ☐ Common (+2) ☐ Very Common (+3)	
INTENSITY	☐ Minor (0) ☐ Moderate (+1) ☐ Major (+2)	
DRAWBACK DESCRIPTION		

Reset

DRAWBACK TRACKER

HERO NAME		PLAYER	
DRAWBACK			
FREQUENCY	☐ Uncommon ☐ Common ☐ Very Common	LAST CAME INTO PLAY	
INTENSITY	☐ Minor ☐ Moderate ☐ Major		
DRAWBACK			
FREQUENCY	☐ Uncommon ☐ Common ☐ Very Common	LAST CAME INTO PLAY	
INTENSITY	☐ Minor ☐ Moderate ☐ Major		
DRAWBACK			
FREQUENCY	☐ Uncommon ☐ Common ☐ Very Common	LAST CAME INTO PLAY	
INTENSITY	☐ Minor ☐ Moderate ☐ Major		
DRAWBACK			
FREQUENCY	☐ Uncommon ☐ Common ☐ Very Common	LAST CAME INTO PLAY	
INTENSITY	☐ Minor ☐ Moderate ☐ Major		

SESSION NOTES

DRAWBACK TRACKER

HERO NAME		PLAYER	
DRAWBACK			
FREQUENCY	☐ Uncommon ☐ Common ☐ Very Common	LAST CAME INTO PLAY	
INTENSITY	☐ Minor ☐ Moderate ☐ Major		
DRAWBACK			
FREQUENCY	☐ Uncommon ☐ Common ☐ Very Common	LAST CAME INTO PLAY	
INTENSITY	☐ Minor ☐ Moderate ☐ Major		
DRAWBACK			
FREQUENCY	☐ Uncommon ☐ Common ☐ Very Common	LAST CAME INTO PLAY	
INTENSITY	☐ Minor ☐ Moderate ☐ Major		
DRAWBACK			
FREQUENCY	☐ Uncommon ☐ Common ☐ Very Common	LAST CAME INTO PLAY	
INTENSITY	☐ Minor ☐ Moderate ☐ Major		

SESSION NOTES

Reset

COMPLICATIONS TRACKER				
HERO NAME		PLAYER		
DATE	CAMPAIGN DATE		SESSION DATE	
COMPLICATION		BROUGHT INTO PLAY	☐ Yes	☐ No
COMPLICATION		BROUGHT INTO PLAY	☐ Yes	☐ No
COMPLICATION		BROUGHT INTO PLAY	☐ Yes	☐ No
NOTES				

COMPLICATIONS TRACKER				
HERO NAME		PLAYER		
DATE	CAMPAIGN DATE		SESSION DATE	
COMPLICATION		BROUGHT INTO PLAY	☐ Yes	☐ No
COMPLICATION		BROUGHT INTO PLAY	☐ Yes	☐ No
COMPLICATION		BROUGHT INTO PLAY	☐ Yes	☐ No
NOTES				

COMPLICATIONS TRACKER				
HERO NAME		PLAYER		
DATE	CAMPAIGN DATE		SESSION DATE	
COMPLICATION		BROUGHT INTO PLAY	☐ Yes	☐ No
COMPLICATION		BROUGHT INTO PLAY	☐ Yes	☐ No
COMPLICATION		BROUGHT INTO PLAY	☐ Yes	☐ No
NOTES				

COMPLICATIONS TRACKER				
HERO NAME		PLAYER		
DATE	CAMPAIGN DATE		SESSION DATE	
COMPLICATION		BROUGHT INTO PLAY	☐ Yes	☐ No
COMPLICATION		BROUGHT INTO PLAY	☐ Yes	☐ No
COMPLICATION		BROUGHT INTO PLAY	☐ Yes	☐ No
NOTES				

Reset

PLOT DEVICE

PLOT DEVICE NAME		UNIQUE	☐ Yes ☐ No
DEVICE ORIGIN		TYPE	☐ Item ☐ Character
FIRST APPEARANCE			
CURRENT LOCATION			

APPEARANCE/DESCRIPTION

HISTORY/CREATION STORY

DEVICE ABILITIES/STRENGTHS/FLAWS

DEVICE SKETCH

FIRST ENCOUNTERED BY HEROES/FIRST INTRODUCED IN CAMPAIGN

CAMPAIGN DATE		SESSION DATE	

EVENT/ENCOUNTER SPECIFICS

MEMORABLE ENCOUNTERS IN THE CAMPAIGN

CAMPAIGN DATE		SESSION DATE	

EVENT/ENCOUNTER SPECIFICS

Reset

GLOBAL HOT SPOTS

1		ADVENTURE OUTLINE ☐ Yes ☐ No
2		ADVENTURE OUTLINE ☐ Yes ☐ No
3		ADVENTURE OUTLINE ☐ Yes ☐ No
4		ADVENTURE OUTLINE ☐ Yes ☐ No
5		ADVENTURE OUTLINE ☐ Yes ☐ No
6		ADVENTURE OUTLINE ☐ Yes ☐ No
7		ADVENTURE OUTLINE ☐ Yes ☐ No
8		ADVENTURE OUTLINE ☐ Yes ☐ No
9		ADVENTURE OUTLINE ☐ Yes ☐ No
10		ADVENTURE OUTLINE ☐ Yes ☐ No

NOTES

ADVENTURE OUTLINE

ISSUE #		ADVENTURE TITLE	
LOCATION/SETTING			

ADVENTURE HOOK

ADVENTURE SYNOPSIS

KEY VILLAINS/MINIONS/SUPPORTING CAST

NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No

PLANNED SCENES

SCENE #1		SHEET	☐ Yes ☐ No
SCENE #2		SHEET	☐ Yes ☐ No
SCENE #3		SHEET	☐ Yes ☐ No
SCENE #4		SHEET	☐ Yes ☐ No
SCENE #5		SHEET	☐ Yes ☐ No
SCENE #6		SHEET	☐ Yes ☐ No
SCENE #7		SHEET	☐ Yes ☐ No
SCENE #8		SHEET	☐ Yes ☐ No

PREFERRED OUTCOME

ACTUAL OUTCOME/POSSIBLE FUTURE ADVENTURES

Reset

SCENE

SCENE #		SCENE TITLE	
ISSUE #		ADVENTURE TITLE	
LOCATION/SETTING			
SCENE TYPE	☐ Roleplaying ☐ Combat		

READ ALOUD TEXT

IMPORTANT GM INFORMATION

VILLAINS/SUPPORTING CAST INVOLVED IN THE SCENE

NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No

TIMELINE OF SCENE EVENTS

TIME		EVENT	
TIME		EVENT	
TIME		EVENT	
TIME		EVENT	
TIME		EVENT	
TIME		EVENT	

PREFERRED OUTCOME

ACTUAL OUTCOME/POSSIBLE FUTURE ADVENTURES

Reset

RUMOR/ADVENTURE LEAD

RUMOR SOURCE | **SHEET** ☐ Yes ☐ No

RUMOR SUMMARY/READ ALOUD TEXT

RUMOR TRUE ☐ Yes ☐ No | **ADVENTURE OUTLINE** ☐ Yes ☐ No | **RUMOR USED** ☐ Yes ☐ No

RUMOR/ADVENTURE LEAD

RUMOR SOURCE | **SHEET** ☐ Yes ☐ No

RUMOR SUMMARY/READ ALOUD TEXT

RUMOR TRUE ☐ Yes ☐ No | **ADVENTURE OUTLINE** ☐ Yes ☐ No | **RUMOR USED** ☐ Yes ☐ No

RUMOR/ADVENTURE LEAD

RUMOR SOURCE | **SHEET** ☐ Yes ☐ No

RUMOR SUMMARY/READ ALOUD TEXT

RUMOR TRUE ☐ Yes ☐ No | **ADVENTURE OUTLINE** ☐ Yes ☐ No | **RUMOR USED** ☐ Yes ☐ No

RUMOR/ADVENTURE LEAD

RUMOR SOURCE | **SHEET** ☐ Yes ☐ No

RUMOR SUMMARY/READ ALOUD TEXT

RUMOR TRUE ☐ Yes ☐ No | **ADVENTURE OUTLINE** ☐ Yes ☐ No | **RUMOR USED** ☐ Yes ☐ No

Reset

FUTURE ADVENTURE IDEA

LOCATION		SHEET	☐ Yes ☐ No
IDEA INSPIRED BY		IDEA USED	☐ Yes ☐ No

SYNOPSIS/ROUGH IDEA

CHARACTERS THAT WOULD BE INVOLVED

NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No

HOOKS/TRIGGERS

PREFERRED OUTCOME

FUTURE ADVENTURE IDEA

LOCATION		SHEET	☐ Yes ☐ No
IDEA INSPIRED BY		IDEA USED	☐ Yes ☐ No

SYNOPSIS/ROUGH IDEA

CHARACTERS THAT WOULD BE INVOLVED

NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No

HOOKS/TRIGGERS

PREFERRED OUTCOME

Reset

SESSION HISTORY

ADVENTURE TITLE			
DATE	CAMPAIGN DATE		SESSION DATE

HEROES IN ATTENDANCE

NPCS INVOLVED IN THE SESSION

NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No

LOCATIONS VISITED

LOCATION		SHEET	☐ Yes ☐ No
LOCATION		SHEET	☐ Yes ☐ No
LOCATION		SHEET	☐ Yes ☐ No
LOCATION		SHEET	☐ Yes ☐ No
LOCATION		SHEET	☐ Yes ☐ No
LOCATION		SHEET	☐ Yes ☐ No

SESSION SUMMARY

NOTES

Reset

UNRESOLVED ISSUE/LEADS

DATE FIRST MENTIONED	CAMPAIGN DATE		SESSION DATE	
ISSUE/LEAD DETAILS				
			RESOLVED	☐ Yes ☐ No

DATE FIRST MENTIONED	CAMPAIGN DATE		SESSION DATE	
ISSUE/LEAD DETAILS				
			RESOLVED	☐ Yes ☐ No

DATE FIRST MENTIONED	CAMPAIGN DATE		SESSION DATE	
ISSUE/LEAD DETAILS				
			RESOLVED	☐ Yes ☐ No

DATE FIRST MENTIONED	CAMPAIGN DATE		SESSION DATE	
ISSUE/LEAD DETAILS				
			RESOLVED	☐ Yes ☐ No

DATE FIRST MENTIONED	CAMPAIGN DATE		SESSION DATE	
ISSUE/LEAD DETAILS				
			RESOLVED	☐ Yes ☐ No

DATE FIRST MENTIONED	CAMPAIGN DATE		SESSION DATE	
ISSUE/LEAD DETAILS				
			RESOLVED	☐ Yes ☐ No

DATE FIRST MENTIONED	CAMPAIGN DATE		SESSION DATE	
ISSUE/LEAD DETAILS				
			RESOLVED	☐ Yes ☐ No

Reset

ADVENTURE/GAMEMASTER REVIEW

PLAYER		SESSION DATE	

WHAT DID YOU LIKE ABOUT THE SESSION?

WHAT DID YOU DISLIKE ABOUT THE SESSION?

WHAT DID THE GAMEMASTER DO RIGHT?

WHAT CAN THE GAMEMASTER IMPROVE?

WHAT PLOT OR STORY IDEAS WOULD YOU LIKE TO SEE IMPLEMENTED/EXPANDED IN FUTURE SESSIONS?

OTHER NOTES/FEEDBACK

Reset

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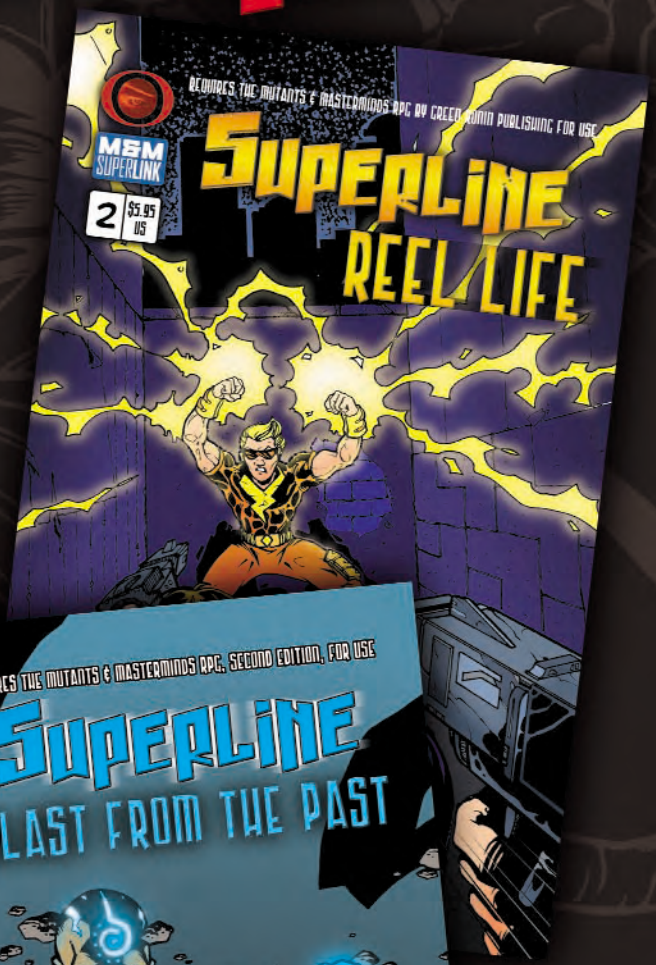

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