

MODERN



CAMPAIGN PLANNER

Michael Hammes

User's Guide ver. 1.02

INTRODUCTION

Although probably not necessary, I figured that it would not hurt to include the overall conceptualization behind the various pages you will find in the *d20 Modern Campaign Planner*.

Overall Concept

You already know this, but the entire product is designed to allow you, the GM, to make use of the pages on an as-needed basis to create your own powerful tool for managing your d20 Modern campaign. Simply print out the pages you need when you need them, fill them in, place them into a folder or notebook for safekeeping and reference and, voilà, you have your very own custom, high-speed tool for keeping planning your campaign.

The Pages

Although the pages are largely self-explanatory, there are some things that could cause confusion. So, in the spirit of the age we live in (which is exemplified by the need to put warning signs on chainsaws telling people not to try and stop the chain with their hand), here follows some important information to make the use of this product more enjoyable for you, our valued customer.

Campaign Overview (*page 3*)

This page should only be needed once for any campaign and is designed to assist in the planning of the campaign. Only the most general ideas and concepts should be jotted down here, as well as the style of the campaign (Is there magic or psionics? In what way is the campaign world different from ours?).

Of interest is the **Player Access To Sourcebooks**, which serves a number of purposes. You can use it to outline which sourcebooks you plan to use in the campaign, to track exactly what books, if any, you allow the players to bring with them to the table, or it is a way for those GMs that like to surprise their players to remind themselves of just exactly what books the players have access to as they prepare their next adventure.

House Rules (page 4)

Use these sheets to keep track of any alternate game mechanics (i.e. alternate hit point rules) or table rules (i.e. dice that roll from the table do not count).

Campaign Log (page 5)

Probably the most important sheet, the **Campaign Log** is designed for use at the conclusion of every adventure. It serves as both a reminder of what happened as well as a springboard for what will happen.

Note that there is a **Date Played** and **Campaign Date** line (which show up on several other sheets as well). The **Date Played** is designed to remind you exactly of what real-world day the adventure was played, while the **Campaign Date** references the time that passed within the actual campaign world during the adventure.

Continuing Plot Elements/Rumors Follow-Up (page 6)

Designed for use with the **Campaign Log** (page 5), this sheet allows you to pull the continuing plot elements, rumors, or whatever other form of information left over from one adventure that may see use in a future adventure. It is especially handy to reference this page when looking for upcoming adventure ideas.

Campaign Resources (page 7)

This is a sheet for noting exactly which books and PDFs you use for, and allow, in your campaign. The **Notes** lines are there to note which sections of a product you allow or don't allow.

Campaign Reference Sheets (pages 8-26)

These sheets allow you to track/alter/design skills, feats, basic and advanced classes, equipment, weapons, vehicles, etc. that are available in your campaign. They include enough information to cover campaigns that allow spell and/or psionic capabilities and make it easy to cherry-pick from the various sourcebooks without having to constantly refer back to that sourcebook; simply copy the information from the sourcebook onto the appropriate page and place it in your folder or notebook.

NPC/Creature Sheets (pages 27-29)

Design and track your NPCs and creatures. These sheets work in concert with the **Contact/Villain Tracker** (p. 28) and the **Organization Tracker** (p. 31).

Contact/Villain Tracker (pages 30, 32)

Use this to track the interactions of recurring/important villains and contacts with the PCs once you've created them using the **NPC/Creature Sheets** (p. 27-29).

Organization Tracker (pages 31, 32)

Use this to keep track of the interactions of recurring/important organizations with the PCs as well as which of the NPCs you created and defined using the previous sheets work for a particular organization.

Creature Listing (page 33)

Keeps a handy list of every creature in your campaign.

Location (page 34)

Here's where you create the heroes hide-out, the villain's lair, and the pizza place that the PCs keep visiting which one day will become the site of a massive showdown with the forces of evil.

Notes (page 35)

The catchall.

CAMPAIGN NAME: _____

GM: _____

MAGIC?: YES NO **PSIONIC POWERS?:** YES NO **FX ITEMS?:** YES NO

REALITY LEVEL¹: REALISTIC HEROIC SUPER HEROIC
1 Determines Massive Damage Threshold and Point-Buy Allowance (If Used)

CAMPAIGN SYNOPSIS: _____

PUBLISHED SETTING?: YES NO **PUBLISHER:** _____

SOURCEBOOKS USED/ALLOWED: _____

PLAYER ACCESS TO SOURCEBOOKS?: YES NO **WHICH BOOKS?** _____

CAMPAIGN SETTING NOTES: _____

CAMPAIGN BACKGROUND: _____

CAMPAIGN GOAL: _____

ROLE OF THE PCs: _____

GAME MECHANIC: **TABLE RULE:**

SOURCE: _____

RULE DESCRIPTION: _____

GAME MECHANIC: **TABLE RULE:**

SOURCE: _____

RULE DESCRIPTION: _____

GAME MECHANIC: **TABLE RULE:**

SOURCE: _____

RULE DESCRIPTION: _____

GAME MECHANIC: **TABLE RULE:**

SOURCE: _____

RULE DESCRIPTION: _____

DATE PLAYED: _____

CAMPAIGN DATE: _____

ADVENTURE BACKGROUND: _____

ADVENTURE HIGHLIGHTS: _____

ADVENTURE CONCLUSION _____

CONTINUING PLOT ELEMENTS: _____

EFFECTS ON GREATER CAMPAIGN WORLD: _____

ALLIES/ENEMIES MADE: _____

SECRETS/PLOT POINTS/RUMORS REVEALED: _____

IDEAS FOR FURTHER ADVENTURES: _____

DATE INTRODUCED: _____	CAMPAIGN DATE: _____
SUMMARY: _____ _____ _____	
DATE RESOLVED: _____	CAMPAIGN DATE: _____

DATE INTRODUCED: _____	CAMPAIGN DATE: _____
SUMMARY: _____ _____ _____	
DATE RESOLVED: _____	CAMPAIGN DATE: _____

DATE INTRODUCED: _____	CAMPAIGN DATE: _____
SUMMARY: _____ _____ _____	
DATE RESOLVED: _____	CAMPAIGN DATE: _____

DATE INTRODUCED: _____	CAMPAIGN DATE: _____
SUMMARY: _____ _____ _____	
DATE RESOLVED: _____	CAMPAIGN DATE: _____

DATE INTRODUCED: _____	CAMPAIGN DATE: _____
SUMMARY: _____ _____ _____	
DATE RESOLVED: _____	CAMPAIGN DATE: _____

NAME: _____

PUBLISHER: _____

BOOK: _____ **PDF:** _____ **PLAYER ACCESS: YES** **No**

NOTES: _____

NAME: _____

PUBLISHER: _____

BOOK: _____ **PDF:** _____ **PLAYER ACCESS: YES** **No**

NOTES: _____

NAME: _____

PUBLISHER: _____

BOOK: _____ **PDF:** _____ **PLAYER ACCESS: YES** **No**

NOTES: _____

NAME: _____

PUBLISHER: _____

BOOK: _____ **PDF:** _____ **PLAYER ACCESS: YES** **No**

NOTES: _____

BOOK _____ PDF _____ HOMEBREW

NAME (KEY ABILITY): _____

TRAINED ONLY?: YES NO: ARMOR PENALTY?: YES NO:

DESCRIPTION: _____

CHECK: _____

TRY AGAIN?: _____

SPECIAL: _____

BOOK _____ PDF _____ HOMEBREW

NAME (KEY ABILITY): _____

TRAINED ONLY?: YES NO: ARMOR PENALTY?: YES NO:

DESCRIPTION: _____

CHECK: _____

TRY AGAIN?: _____

SPECIAL: _____

BOOK _____ PDF _____ HOMEBREW

NAME (KEY ABILITY): _____

TRAINED ONLY?: YES NO: ARMOR PENALTY?: YES NO:

DESCRIPTION: _____

CHECK: _____

TRY AGAIN?: _____

SPECIAL: _____

BOOK _____ PDF _____ HOMEBREW

NAME [TYPE]: _____

DESCRIPTION: _____

BENEFIT: _____

NORMAL: _____

SPECIAL: _____

BOOK _____ PDF _____ HOMEBREW

NAME [TYPE]: _____

DESCRIPTION: _____

BENEFIT: _____

NORMAL: _____

SPECIAL: _____

BOOK _____ PDF _____ HOMEBREW

NAME [TYPE]: _____

DESCRIPTION: _____

BENEFIT: _____

NORMAL: _____

SPECIAL: _____

BOOK _____ PDF _____ HOMEBREW

NAME: _____

DESCRIPTION: _____

GAME RULE INFORMATION

ABILITY: _____

HIT DIE: _____

ACTION POINTS: _____

CLASS SKILLS: _____

SKILL POINTS AT FIRST LEVEL: (_____ + INT MODIFIER) x 4
 SKILL POINTS AT EACH ADDITIONAL LEVEL: _____ + INT MODIFIER

STARTING FEATS: _____

LEVEL	B.A.B.	FORT SAVE	REF SAVE	WILL SAVE	CLASS FEATURES	DEFENSE BONUS	REPUTATION BONUS
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

BONUS FEATS: _____

BASIC CLASS NAME: _____

TALENTS

BEGINNING TALENTS: _____

TALENT TREE NAME: _____

TALENT NAME: _____

DESCRIPTION: _____

TALENT NAME: _____

DESCRIPTION: _____

TALENT NAME: _____

DESCRIPTION: _____

TALENT NAME: _____

DESCRIPTION: _____

TALENT NAME: _____

DESCRIPTION: _____

BOOK _____ PDF _____ HOMEBREW

NAME: _____

DESCRIPTION: _____

REQUIREMENTS

BASE ATTACK BONUS: _____

SKILLS: _____

FEATS: _____

OTHER: _____

CLASS INFORMATION

HIT DIE: _____

ACTION POINTS: _____

CLASS SKILLS: _____

SKILL POINTS AT EACH LEVEL: ____ + INT MODIFIER

LEVEL	B.A.B.	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	DEFENSE BONUS	REPUTATION BONUS
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

ADVANCED CLASS NAME: _____

CLASS FEATURES

NAME: _____

DESCRIPTION: _____

NAME: _____

DESCRIPTION: _____

NAME: _____

DESCRIPTION: _____

NAME: _____

DESCRIPTION: _____

NAME: _____

DESCRIPTION: _____

NAME: _____

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

KEY ABILITY AND DESCRIPTOR: _____

LEVEL: _____ **DISPLAY:** _____

MANIFESTATION TIME: _____ **RANGE:** _____

TARGET/EFFECT/AREA: _____ **DURATION:** _____

SAVING THROW: _____ **POWER RESISTANCE:** _____

POWER POINT COST: _____

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

KEY ABILITY AND DESCRIPTOR: _____

LEVEL: _____ **DISPLAY:** _____

MANIFESTATION TIME: _____ **RANGE:** _____

TARGET/EFFECT/AREA: _____ **DURATION:** _____

SAVING THROW: _____ **POWER RESISTANCE:** _____

POWER POINT COST: _____

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

SCHOOL AND DESCRIPTOR: _____

LEVEL: _____ **COMPONENTS:** _____

CASTING TIME: _____ **RANGE:** _____

TARGET/EFFECT/AREA: _____ **DURATION:** _____

SAVING THROW: _____ **SPELL RESISTANCE:** _____

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

SCHOOL AND DESCRIPTOR: _____

LEVEL: _____ **COMPONENTS:** _____

CASTING TIME: _____ **RANGE:** _____

TARGET/EFFECT/AREA: _____ **DURATION:** _____

SAVING THROW: _____ **SPELL RESISTANCE:** _____

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

TYPE: _____ CASTER/MANIFESTER LEVEL: _____

PURCHASE DC: _____ WEIGHT: _____

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

TYPE: _____ CASTER/MANIFESTER LEVEL: _____

PURCHASE DC: _____ WEIGHT: _____

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

TYPE: _____ CASTER/MANIFESTER LEVEL: _____

PURCHASE DC: _____ WEIGHT: _____

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

OBJECT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

OBJECT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

OBJECT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

TYPE	EQUIPMENT BONUS	NONPROF. BONUS	MAX. DEX. BONUS	ARMOR PENALTY	SPEED (30 FT.)	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

TYPE	EQUIPMENT BONUS	NONPROF. BONUS	MAX. DEX. BONUS	ARMOR PENALTY	SPEED (30 FT.)	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

TYPE	EQUIPMENT BONUS	NONPROF. BONUS	MAX. DEX. BONUS	ARMOR PENALTY	SPEED (30 FT.)	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK PDF HOMEBREW SIMPLE ARCHAIC EXOTIC

DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK PDF HOMEBREW SIMPLE ARCHAIC EXOTIC

DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK PDF HOMEBREW SIMPLE ARCHAIC EXOTIC

DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK PDF HOMEBREW GRENADE EXPLOSIVE

DAMAGE	CRITICAL	DAMAGE TYPE	BURST RADIUS	REFLEX DC	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK PDF HOMEBREW GRENADE EXPLOSIVE

DAMAGE	CRITICAL	DAMAGE TYPE	BURST RADIUS	REFLEX DC	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK PDF HOMEBREW GRENADE EXPLOSIVE

DAMAGE	CRITICAL	DAMAGE TYPE	BURST RADIUS	REFLEX DC	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

DIRECT HIT DAMAGE	SPLASH DAMAGE	CRITICAL ¹	DAMAGE TYPE	REFLEX DC	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

1 THREAT RANGE APPLIES TO DIRECT HIT ONLY; SPLASH DAMAGE DOES NOT THREATEN CRITICAL HIT.

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

DIRECT HIT DAMAGE	SPLASH DAMAGE	CRITICAL ¹	DAMAGE TYPE	REFLEX DC	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

1 THREAT RANGE APPLIES TO DIRECT HIT ONLY; SPLASH DAMAGE DOES NOT THREATEN CRITICAL HIT.

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

DIRECT HIT DAMAGE	SPLASH DAMAGE	CRITICAL ¹	DAMAGE TYPE	REFLEX DC	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

1 THREAT RANGE APPLIES TO DIRECT HIT ONLY; SPLASH DAMAGE DOES NOT THREATEN CRITICAL HIT.

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

HANDGUN LONGARM HEAVY WEAPON SIMPLE ARCHAIC

DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	RATE OF FIRE	MAGAZINE	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

HANDGUN LONGARM HEAVY WEAPON SIMPLE ARCHAIC

DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	RATE OF FIRE	MAGAZINE	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

HANDGUN LONGARM HEAVY WEAPON SIMPLE ARCHAIC

DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	RATE OF FIRE	MAGAZINE	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

AIRCRAFT CAR MOTORCYCLE TRUCK WATER OTHER

CREW	PASS.	CARGO	INIT.	MAN.	TOP SPEED	DEFENSE	HARDNESS	HIT POINTS	SIZE	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

AIRCRAFT CAR MOTORCYCLE TRUCK WATER OTHER

CREW	PASS.	CARGO	INIT.	MAN.	TOP SPEED	DEFENSE	HARDNESS	HIT POINTS	SIZE	PURCHASE DC	RESTRICTION

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

AIRCRAFT WHEELED TRACKED WATER

CREW	PASS.	CARGO	INIT.	MAN.	TOP SPEED	DEFENSE	HARDNESS	HIT POINTS	SIZE	PURCHASE DC	RESTRICTION

MOUNTED RANGED WEAPONS

DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	RATE OF FIRE	MAGAZINE	SIZE	WEIGHT	PURCHASE DC	RESTRICTION
							*	*	*
							*	*	*
							*	*	*

MOUNTED EXPLOSIVE WEAPONS

DAMAGE	CRITICAL	DAMAGE TYPE	BURST RADIUS	REFLEX DC	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION
							*	*	*
							*	*	*
							*	*	*

*WEIGHT, PURCHASE DC, AND RESTRICTION RATINGS DO NOT APPLY; WEAPONS ARE PART OF THE VEHICLE ON WHICH THEY ARE MOUNTED.

DESCRIPTION: _____

NAME: _____

TYPE: **ORDINARY** **VILLAIN** **CONTACT**

CLASSES: _____

CR____; **SIZE**____; **HD**____; **HP**____; **MAS**____; **INIT**____; **SPD**____; **DEFENSE**____,

TOUCH____, **FLAT-FOOTED**____; **BAB**____, **GRAP**____; **ATK**_____

FULL ATK_____

FS____; **REACH**____; **AL**____; **SV FORT**____, **REF**____, **WILL**____; **AP**____; **REP**____

STR____, **DEX**____, **CON**____, **INT**____, **WIS**____, **CHA**_____

OCCUPATION: _____

SKILLS: _____

FEATS: _____

TALENTS: _____

POWER POINTS: _____

POWERS/SPELLS KNOWN: _____

POSSESSIONS: _____

NOTES (MEMBER OF ORGANIZATION, RESOURCES, GOALS, PERSONALITY, TRAITS, ETC.): _____

NAME: _____

TYPE: ORDINARY VILLAIN CONTACT

CLASSES: _____

CR____; SIZE____; HD____; HP____; MAS____; INIT____; SPD____; DEFENSE____,

TOUCH____, FLAT-FOOTED____; BAB____, GRAP____; ATK_____

FULL ATK_____

FS____; REACH____; AL____; SV FORT____, REF____, WILL____; AP____; REP____

STR____, DEX____, CON____, INT____, WIS____, CHA_____

SA: _____

SQ: _____

SPECIES TRAITS: _____

OCCUPATION: _____

SKILLS: _____

FEATS: _____

TALENTS: _____

POWER POINTS: _____

POWERS/SPELLS KNOWN: _____

POSSESSIONS: _____

NOTES (MEMBER OF ORGANIZATION, RESOURCES, GOALS, PERSONALITY, TRAITS, ETC.): _____

NAME: _____

CR____; **SIZE**____; **HD**____; **HP**____; **MAS**____; **INIT**____; **SPD**____; **DEFENSE**____,

TOUCH____, **FLAT-FOOTED**____; **BAB**____, **GRAP**____; **ATK**_____

FULL ATK_____

FS____; **REACH**____; **AL**____; **SV FORT**____, **REF**____, **WILL**____; **AP**____; **REP**____

STR____, **DEX**____, **CON**____, **INT**____, **WIS**____, **CHA**_____

SA: _____

SQ: _____

SPECIES TRAITS: _____

SKILLS: _____

FEATS: _____

ADVANCEMENT: _____

NOTES (HABITAT, COMBAT TACTICS, SOCIAL STRUCTURE, ETC.): _____

NAME: _____

CONTACT TYPE: INFORMATION EXPERT RESOURCE

VILLAIN TYPE: ORDINARY HEROIC

PART OF ORGANIZATION?: YES NO **NAME OF ORGANIZATION:** _____

RELATIONSHIP TO PCs: _____

INTERACTIONS WITH PCs (WHAT HAS THIS NPC DONE FOR/TO THE PCs OR WHAT HAVE THE PCs DONE FOR/TO THIS NPC)

DATE PLAYED: _____ **CAMPAIGN DATE:** _____

SPECIFICS: _____

DATE PLAYED: _____ **CAMPAIGN DATE:** _____

SPECIFICS: _____

DATE PLAYED: _____ **CAMPAIGN DATE:** _____

SPECIFICS: _____

DATE PLAYED: _____ **CAMPAIGN DATE:** _____

SPECIFICS: _____

DATE PLAYED: _____ **CAMPAIGN DATE:** _____

SPECIFICS: _____

NAME: _____

LOCATION: _____

LEVEL AND TYPE OF ORGANIZATION (I.E. LOOSELY ORGANIZED TERRORIST CELL, RIGID GOVERNMENTAL BUREAUCRACY, ETC.):

MEMBERS: _____

GOALS: _____

RESOURCES: _____

NOTABLE NPCs

NAME: _____

NPC SHEET? YES NO CONTACT/VILLAIN SHEET? YES NO

NAME: _____

NPC SHEET? YES NO CONTACT/VILLAIN SHEET? YES NO

NAME: _____

NPC SHEET? YES NO CONTACT/VILLAIN SHEET? YES NO

NAME: _____

NPC SHEET? YES NO CONTACT/VILLAIN SHEET? YES NO

NAME: _____

NPC SHEET? YES NO CONTACT/VILLAIN SHEET? YES NO

NAME: _____

NPC SHEET? YES NO CONTACT/VILLAIN SHEET? YES NO

NAME: _____

NPC SHEET? YES NO CONTACT/VILLAIN SHEET? YES NO

NAME: _____

NPC SHEET? YES NO CONTACT/VILLAIN SHEET? YES NO

INTERACTIONS WITH PCS (HOW HAS THIS ORGANIZATION AIDED/HINDERED THE PCS AND HOW HAVE THE PCS AIDED/HINDERED THE ORGANIZATION):

DATE PLAYED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

DATE PLAYED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

DATE PLAYED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

DATE PLAYED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

DATE PLAYED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

DATE PLAYED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

DATE PLAYED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

CREATURE NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

NOTES: _____

CREATURE NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

NOTES: _____

CREATURE NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

NOTES: _____

CREATURE NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

NOTES: _____

CREATURE NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

NOTES: _____

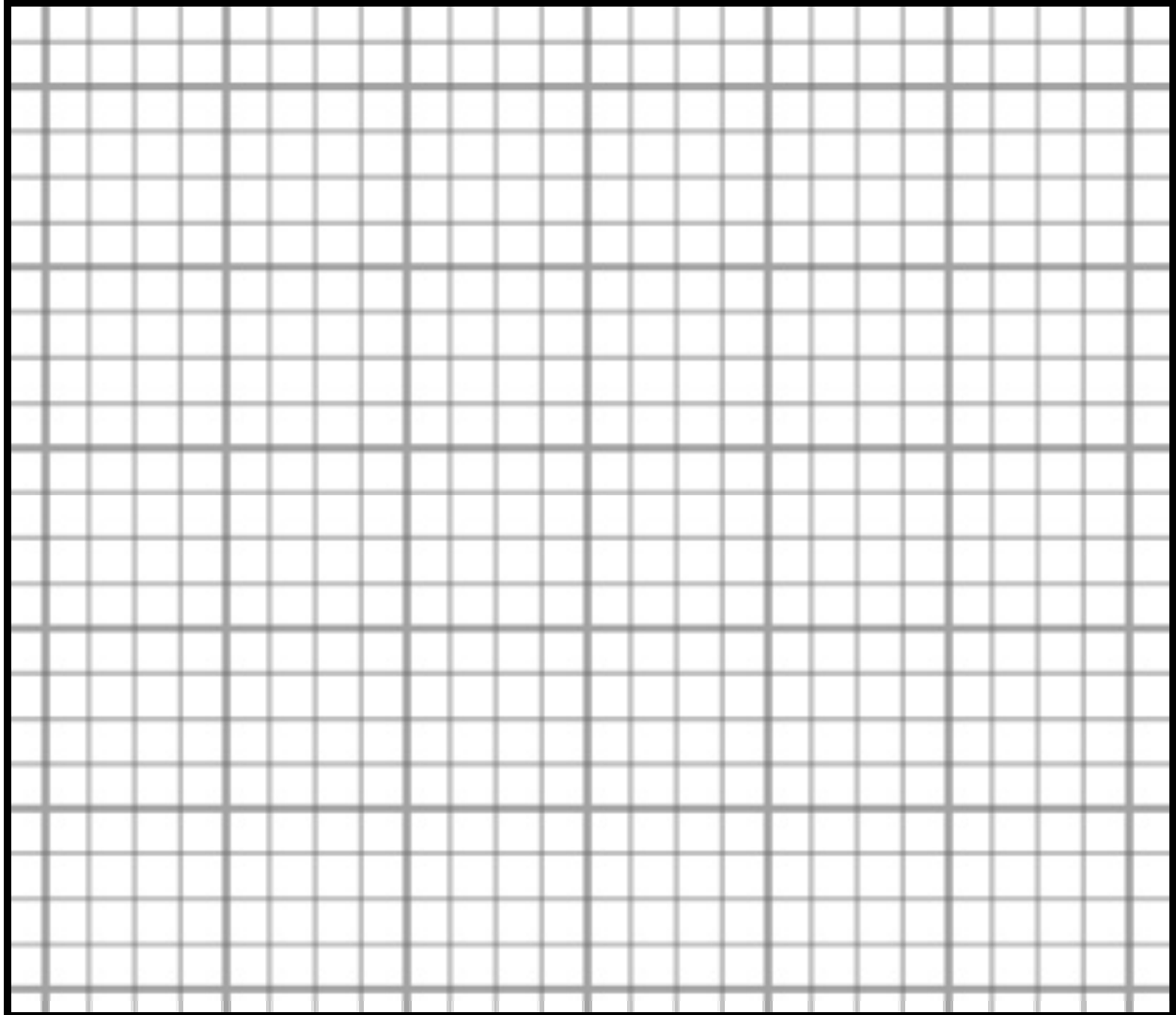
CREATURE NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

NOTES: _____

LOCATION: _____

DESCRIPTION: _____



NOTES: _____

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