

# CAMPAIGN PLANNER

## USER'S GUIDE VER. OMEGA

### 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 this *Future 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 Future campaign. Simply print out the pages you need when you need them, fill them in, place them into a folder or notebook for safe-keeping 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 (pages 3 and 4)*

These pages should only be needed once for any campaign and are designed to assist in the planning of the campaign. Only the most general ideas, concepts, and aspects should be jotted down here.

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

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A circular icon containing a stylized eye, located in the bottom left corner of the page.

**BY MICHAEL HAMMES**

to remind themselves of just exactly what books the players have access to as they prepare their next adventure.

### ***House Rules (page 5)***

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 6)***

Probably the most important sheet for managing a campaign. The **Campaign Log** is designed for use at the conclusion of every adventure and 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.

### ***Secrets/Plot Points /Rumors Follow-Up (page 7)***

Designed for use with the **Campaign Log**, 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 8)***

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 9-46)***

These sheets allow you to track/alter/design starting occupations, skills, feats, basic and advanced classes, equipment, weapons, vehicles, etc. for every major aspect of a Future campaign. They include enough information to cover campaigns that allow everything from mecha and mutations to spells spell psionics. Using these sheets makes it easy to cherry-pick from the various sourcebooks and PDFs without having to constantly refer back to that sourcebook by simply copying the information from the source onto the appropriate page and place it in your folder or notebook.

### ***NPC Sheets (pages 47-53)***

Design and track your NPCs, aliens, monsters, creatures, robots, etc. These sheets work in concert with the **Contact/Villain Tracker** and the **Organization Tracker**.

### ***Contact/Villain Tracker (pages 54, 56)***

Use this to track the interactions of recurring/important villains and contacts with the PCs once you've created them using the **NPC Sheets**.

### ***Organization Tracker (pages 55, 56)***

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 (pages 57)***

Use this sheet to keep track of all the creatures (i.e. aliens, monsters, aberrations, etc.) that you use in your campaign.

### ***Location Sheets (page 58-62)***

Here's where you create the villain's lair, the heroes' hideout, and the pizza place on that orbital platform in the Vinkul system that the PCs keep visiting which will, one day, become the site of a massive showdown with the villain.

### ***Notes (page 63)***

The catchall.

Michael Hammes has been freelancing in the role-playing industry since 2001. Starting small, he has steadily built his repertoire, and reputation, by working for such companies as Ronin Arts, Alderac Entertainment Group, Dark Quest Games, and E.N. Publishing. He is currently trying to balance his writing schedule with his role as stay-at-home father. To catch the latest from Michael's Imagination, please visit [www.michaelhammes.com](http://www.michaelhammes.com).

**CAMPAIGN NAME:** \_\_\_\_\_

**GM:** \_\_\_\_\_

**REALITY LEVEL<sup>1</sup>**

**REALISTIC**     **HEROIC**     **SUPER HEROIC**

<sup>1</sup> Determines Massive Damage Threshold and Point-Buy Allowance (If Used)

**PROGRESS LEVEL**

**5 (INFORMATION AGE)**    **6 (FUSION AGE)**    **7 (GRAVITY AGE)**

**8 (ENERGY AGE)**    **OTHER (\_\_\_\_\_)**

**MAGIC/PSIONICS**

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

**ASPECTS**

**CLONING?**  YES    NO                      **SPECIFICS:** \_\_\_\_\_

\_\_\_\_\_

**NANOTECH?**  YES    NO                      **SPECIFICS:** \_\_\_\_\_

\_\_\_\_\_

**SPACE TRAVEL?**  YES    NO                      **SPECIFICS:** \_\_\_\_\_

\_\_\_\_\_

**TELEPORTATION?**  YES    NO                      **SPECIFICS:** \_\_\_\_\_

\_\_\_\_\_

**DIMENSIONAL TRAVEL?**  YES    NO                      **SPECIFICS:** \_\_\_\_\_

\_\_\_\_\_

**TIME TRAVEL?**  YES    NO                      **SPECIFICS:** \_\_\_\_\_

\_\_\_\_\_

**MECHA?**  YES    NO                      **SPECIFICS:** \_\_\_\_\_

\_\_\_\_\_

**ROBOTICS?**  YES    NO                      **SPECIFICS:** \_\_\_\_\_

\_\_\_\_\_

**CYBERNETICS?**  YES    NO                      **SPECIFICS:** \_\_\_\_\_

\_\_\_\_\_

**MUTATIONS?**  YES    NO                      **SPECIFICS:** \_\_\_\_\_

\_\_\_\_\_

**XENO BIOLOGY?**  YES    NO                      **SPECIFICS:** \_\_\_\_\_

\_\_\_\_\_

**OTHER?** \_\_\_\_\_ **SPECIFICS:** \_\_\_\_\_

\_\_\_\_\_

**SETTING NAME:** \_\_\_\_\_

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

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\_\_\_\_\_

**GAME MECHANIC:**  **TABLE RULE:**

**SOURCE:** \_\_\_\_\_

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

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

<b>DATE INTRODUCED:</b> _____	<b>CAMPAIGN DATE:</b> _____
<b>SUMMARY:</b> _____	
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_____	
<b>DATE RESOLVED:</b> _____	<b>CAMPAIGN DATE:</b> _____

<b>DATE INTRODUCED:</b> _____	<b>CAMPAIGN DATE:</b> _____
<b>SUMMARY:</b> _____	
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<b>DATE RESOLVED:</b> _____	<b>CAMPAIGN DATE:</b> _____

<b>DATE INTRODUCED:</b> _____	<b>CAMPAIGN DATE:</b> _____
<b>SUMMARY:</b> _____	
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_____	
<b>DATE RESOLVED:</b> _____	<b>CAMPAIGN DATE:</b> _____

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

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

**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **PLAYER ACCESS YES**  **No**

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

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

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

**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **PLAYER ACCESS YES**  **No**

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

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

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

**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **PLAYER ACCESS YES**  **No**

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

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

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

**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **PLAYER ACCESS YES**  **No**

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

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**BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

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

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

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

**PREREQUISITE:** \_\_\_\_\_

**SKILLS:** \_\_\_\_\_

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

**BONUS FEAT:** \_\_\_\_\_

**WEALTH BONUS INCREASE:** \_\_\_\_\_

**BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

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

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

\_\_\_\_\_  
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**PREREQUISITE:** \_\_\_\_\_

**SKILLS:** \_\_\_\_\_

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

**BONUS FEAT:** \_\_\_\_\_

**WEALTH BONUS INCREASE:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**NAME (KEY ABILITY):** \_\_\_\_\_

**TRAINED ONLY?** YES  NO       **ARMOR PENALTY?** YES  NO

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

**CHECK:** \_\_\_\_\_  
 \_\_\_\_\_

**TRY AGAIN?:** \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**NAME (KEY ABILITY):** \_\_\_\_\_

**TRAINED ONLY?** YES  NO       **ARMOR PENALTY?** YES  NO

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

**CHECK:** \_\_\_\_\_  
 \_\_\_\_\_

**TRY AGAIN?:** \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**NAME (KEY ABILITY):** \_\_\_\_\_

**TRAINED ONLY?** YES  NO       **ARMOR PENALTY?** YES  NO

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

**CHECK:** \_\_\_\_\_  
 \_\_\_\_\_

**TRY AGAIN?:** \_\_\_\_\_

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

**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

**NAME [TYPE]:** \_\_\_\_\_

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

**NORMAL:** \_\_\_\_\_

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

**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

**NAME [TYPE]:** \_\_\_\_\_

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

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

**NORMAL:** \_\_\_\_\_

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

**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

**NAME [TYPE]:** \_\_\_\_\_

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

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

**NORMAL:** \_\_\_\_\_

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

SOURCE: 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:** \_\_\_\_\_

\_\_\_\_\_  
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**TALENT NAME:** \_\_\_\_\_

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

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**TALENT NAME:** \_\_\_\_\_

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

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**TALENT NAME:** \_\_\_\_\_

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

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**TALENT NAME:** \_\_\_\_\_

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

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**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

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

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

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

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

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

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

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

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

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

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

**ADVANCED CLASS NAME:** \_\_\_\_\_

**SPELLS**

LEVEL	SPELLS PER DAY BY SPELL LEVEL					
	0	1	2	3	4	5
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

**NOTES**

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**ADVANCED CLASS NAME:** \_\_\_\_\_

**BONUS POWER POINTS** YES  NO

LEVEL	POWERS DISCOVERED BY LEVEL						
	POINTS PER DAY	0	1	2	3	4	5
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

**NOTES**

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**KEY ABILITY AND DESCRIPTOR:** \_\_\_\_\_

**LEVEL:** \_\_\_\_\_ **DISPLAY:** \_\_\_\_\_

**MANIFESTATION TIME:** \_\_\_\_\_ **RANGE:** \_\_\_\_\_

**TARGET/EFFECT/AREA:** \_\_\_\_\_ **DURATION:** \_\_\_\_\_

**SAVING THROW:** \_\_\_\_\_ **POWER RESISTANCE:** \_\_\_\_\_

**POWER POINT COST:** \_\_\_\_\_

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

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**KEY ABILITY AND DESCRIPTOR:** \_\_\_\_\_

**LEVEL:** \_\_\_\_\_ **DISPLAY:** \_\_\_\_\_

**MANIFESTATION TIME:** \_\_\_\_\_ **RANGE:** \_\_\_\_\_

**TARGET/EFFECT/AREA:** \_\_\_\_\_ **DURATION:** \_\_\_\_\_

**SAVING THROW:** \_\_\_\_\_ **POWER RESISTANCE:** \_\_\_\_\_

**POWER POINT COST:** \_\_\_\_\_

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

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\_\_\_\_\_

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

**SOURCE:** **BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

**SCHOOL AND DESCRIPTOR:** \_\_\_\_\_

**LEVEL:** \_\_\_\_\_ **COMPONENTS:** \_\_\_\_\_

**CASTING TIME:** \_\_\_\_\_ **RANGE:** \_\_\_\_\_

**TARGET/EFFECT/AREA:** \_\_\_\_\_ **DURATION:** \_\_\_\_\_

**SAVING THROW:** \_\_\_\_\_ **SPELL RESISTANCE:** \_\_\_\_\_

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

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

**SOURCE:** **BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

**SCHOOL AND DESCRIPTOR:** \_\_\_\_\_

**LEVEL:** \_\_\_\_\_ **COMPONENTS:** \_\_\_\_\_

**CASTING TIME:** \_\_\_\_\_ **RANGE:** \_\_\_\_\_

**TARGET/EFFECT/AREA:** \_\_\_\_\_ **DURATION:** \_\_\_\_\_

**SAVING THROW:** \_\_\_\_\_ **SPELL RESISTANCE:** \_\_\_\_\_

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

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\_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

**TYPE:** \_\_\_\_\_ **CASTER/MANIFESTER LEVEL:** \_\_\_\_\_

**PURCHASE DC:** \_\_\_\_\_ **WEIGHT:** \_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

**TYPE:** \_\_\_\_\_ **CASTER/MANIFESTER LEVEL:** \_\_\_\_\_

**PURCHASE DC:** \_\_\_\_\_ **WEIGHT:** \_\_\_\_\_

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

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\_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

**TYPE:** \_\_\_\_\_ **CASTER/MANIFESTER LEVEL:** \_\_\_\_\_

**PURCHASE DC:** \_\_\_\_\_ **WEIGHT:** \_\_\_\_\_

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

\_\_\_\_\_

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\_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**WEAPON**  **ARMOR**  **EQUIPMENT**

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

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**RESTRICTIONS:** \_\_\_\_\_

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**PUCHASE DC MODIFIER:** \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**WEAPON**  **ARMOR**  **EQUIPMENT**

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

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**RESTRICTIONS:** \_\_\_\_\_

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**PUCHASE DC MODIFIER:** \_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

OBJECT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

OBJECT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

OBJECT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** **BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

TYPE	EQUIPMENT BONUS	NONPROF. BONUS	MAX. DEX. BONUS	ARMOR PENALTY	SPEED (30/20 FT.)	WEIGHT	PURCHASE DC	RESTRICTION

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

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** **BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

TYPE	EQUIPMENT BONUS	NONPROF. BONUS	MAX. DEX. BONUS	ARMOR PENALTY	SPEED (30/20 FT.)	WEIGHT	PURCHASE DC	RESTRICTION

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

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** **BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

TYPE	EQUIPMENT BONUS	NONPROF. BONUS	MAX. DEX. BONUS	ARMOR PENALTY	SPEED (30/20 FT.)	WEIGHT	PURCHASE DC	RESTRICTION

**DESCRIPTION:** \_\_\_\_\_  
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**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**SIMPLE**  **ARCHAIC**  **EXOTIC**

DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

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

\_\_\_\_\_

\_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**SIMPLE**  **ARCHAIC**  **EXOTIC**

DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

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

\_\_\_\_\_

\_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**SIMPLE**  **ARCHAIC**  **EXOTIC**

DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

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

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NAME: \_\_\_\_\_ PROGRESS LEVEL: \_\_\_\_\_

SOURCE: BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

GRENADE  EXPLOSIVE

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

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

\_\_\_\_\_

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NAME: \_\_\_\_\_ PROGRESS LEVEL: \_\_\_\_\_

SOURCE: BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

GRENADE  EXPLOSIVE

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

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

\_\_\_\_\_

\_\_\_\_\_

NAME: \_\_\_\_\_ PROGRESS LEVEL: \_\_\_\_\_

SOURCE: BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

GRENADE  EXPLOSIVE

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

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

\_\_\_\_\_

\_\_\_\_\_

NAME: \_\_\_\_\_ PROGRESS LEVEL: \_\_\_\_\_

SOURCE: BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

DIRECT HIT DAMAGE	SPLASH DAMAGE	CRITICAL <sup>1</sup>	DAMAGE TYPE	REFLEX DC	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

<sup>1</sup> THREAT RANGE APPLIES TO DIRECT HITS ONLY; SPLASH DAMAGE DOES NOT THREATEN CRITICAL HIT.

DESCRIPTION: \_\_\_\_\_  
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NAME: \_\_\_\_\_ PROGRESS LEVEL: \_\_\_\_\_

SOURCE: BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

DIRECT HIT DAMAGE	SPLASH DAMAGE	CRITICAL <sup>1</sup>	DAMAGE TYPE	REFLEX DC	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

<sup>1</sup> THREAT RANGE APPLIES TO DIRECT HITS ONLY; SPLASH DAMAGE DOES NOT THREATEN CRITICAL HIT.

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

NAME: \_\_\_\_\_ PROGRESS LEVEL: \_\_\_\_\_

SOURCE: BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

DIRECT HIT DAMAGE	SPLASH DAMAGE	CRITICAL <sup>1</sup>	DAMAGE TYPE	REFLEX DC	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION

<sup>1</sup> THREAT RANGE APPLIES TO DIRECT HITS ONLY; SPLASH DAMAGE DOES NOT THREATEN CRITICAL HIT.

DESCRIPTION: \_\_\_\_\_  
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**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**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:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**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:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**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:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

**AIRCRAFT**  **CAR**  **MOTORCYCLE**  **TRUCK**  **WATER**  **HOVER**  **OTHER**

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

**DESCRIPTION:** \_\_\_\_\_  
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**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

**AIRCRAFT**  **CAR**  **MOTORCYCLE**  **TRUCK**  **WATER**  **HOVER**  **OTHER**

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

**DESCRIPTION:** \_\_\_\_\_  
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NAME: \_\_\_\_\_ PROGRESS LEVEL: \_\_\_\_\_

SOURCE: BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW   
 AIRCRAFT  WHEELED  TRACKED  WATER  HOVER  OTHER

CREW	PASS	CARGO	INTL	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: \_\_\_\_\_  
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**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**DESCRIPTION:** \_\_\_\_\_  
\_\_\_\_\_  
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**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

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

**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

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

**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

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

**EQUIPMENT BONUS:** \_\_\_\_\_

**DRIVE/PILOT CHECK PENALTY:** \_\_\_\_\_

**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

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

**EQUIPMENT BONUS:** \_\_\_\_\_

**DRIVE/PILOT CHECK PENALTY:** \_\_\_\_\_

**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

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

**EQUIPMENT BONUS:** \_\_\_\_\_

**DRIVE/PILOT CHECK PENALTY:** \_\_\_\_\_

**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

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

**TYPE:** \_\_\_\_\_ **SIZE:** \_\_\_\_\_

**SUBTYPE:** \_\_\_\_\_ **TACTICAL SPEED:** \_\_\_\_\_

**DEFENSE:** \_\_\_\_\_ **LENGTH:** \_\_\_\_\_

**FLAT-FOOTED DEFENSE:** \_\_\_\_\_ **WEIGHT:** \_\_\_\_\_

**AUTOPILOT DEFENSE:** \_\_\_\_\_ **TARGETING SYSTEM BONUS:** \_\_\_\_\_

**HARDNESS:** \_\_\_\_\_ **CREW:** \_\_\_\_\_

**HIT DICE:** \_\_\_\_\_ **PASSENGER CAPACITY:** \_\_\_\_\_

**INITIATIVE MODIFIER:** \_\_\_\_\_ **CARGO CAPACITY:** \_\_\_\_\_

**PILOT'S CLASS BONUS:** \_\_\_\_\_ **GRAPPLE MODIFIER:** \_\_\_\_\_

**PILOT'S DEX MODIFIER:** \_\_\_\_\_ **BASE PURCHASE DC:** \_\_\_\_\_

**GUNNER'S ATTACK BONUS:** \_\_\_\_\_ **RESTRICTION:** \_\_\_\_\_

### COMBAT

**ATTACK:** \_\_\_\_\_

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

**ATTACK OF OPPORTUNITY:** \_\_\_\_\_

### DESIGN SPECS

**ENGINES:** \_\_\_\_\_

**ARMOR:** \_\_\_\_\_

**DEFENSE SYSTEMS:** \_\_\_\_\_

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

**SENSORS:** \_\_\_\_\_

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

**COMMUNICATIONS:** \_\_\_\_\_

**WEAPONS:** \_\_\_\_\_

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

**GRAPPLING SYSTEMS:** \_\_\_\_\_



**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

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

\_\_\_\_\_

**HIT DICE:** \_\_\_\_\_

**ENGINE UPGRADE:** \_\_\_\_\_

**ARMOR UPGRADE:** \_\_\_\_\_

**DEFENSE SYSTEMS UPGRADE:** \_\_\_\_\_

\_\_\_\_\_

**SENSORS UPGRADE:** \_\_\_\_\_

\_\_\_\_\_

**COMMUNICATIONS UPGRADE:** \_\_\_\_\_

**WEAPONS UPGRADE:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**GRAPPLING SYSTEMS UPGRADE:** \_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

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

\_\_\_\_\_

**HIT DICE:** \_\_\_\_\_

**ENGINE UPGRADE:** \_\_\_\_\_

**ARMOR UPGRADE:** \_\_\_\_\_

**DEFENSE SYSTEMS UPGRADE:** \_\_\_\_\_

\_\_\_\_\_

**SENSORS UPGRADE:** \_\_\_\_\_

\_\_\_\_\_

**COMMUNICATIONS UPGRADE:** \_\_\_\_\_

**WEAPONS UPGRADE:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

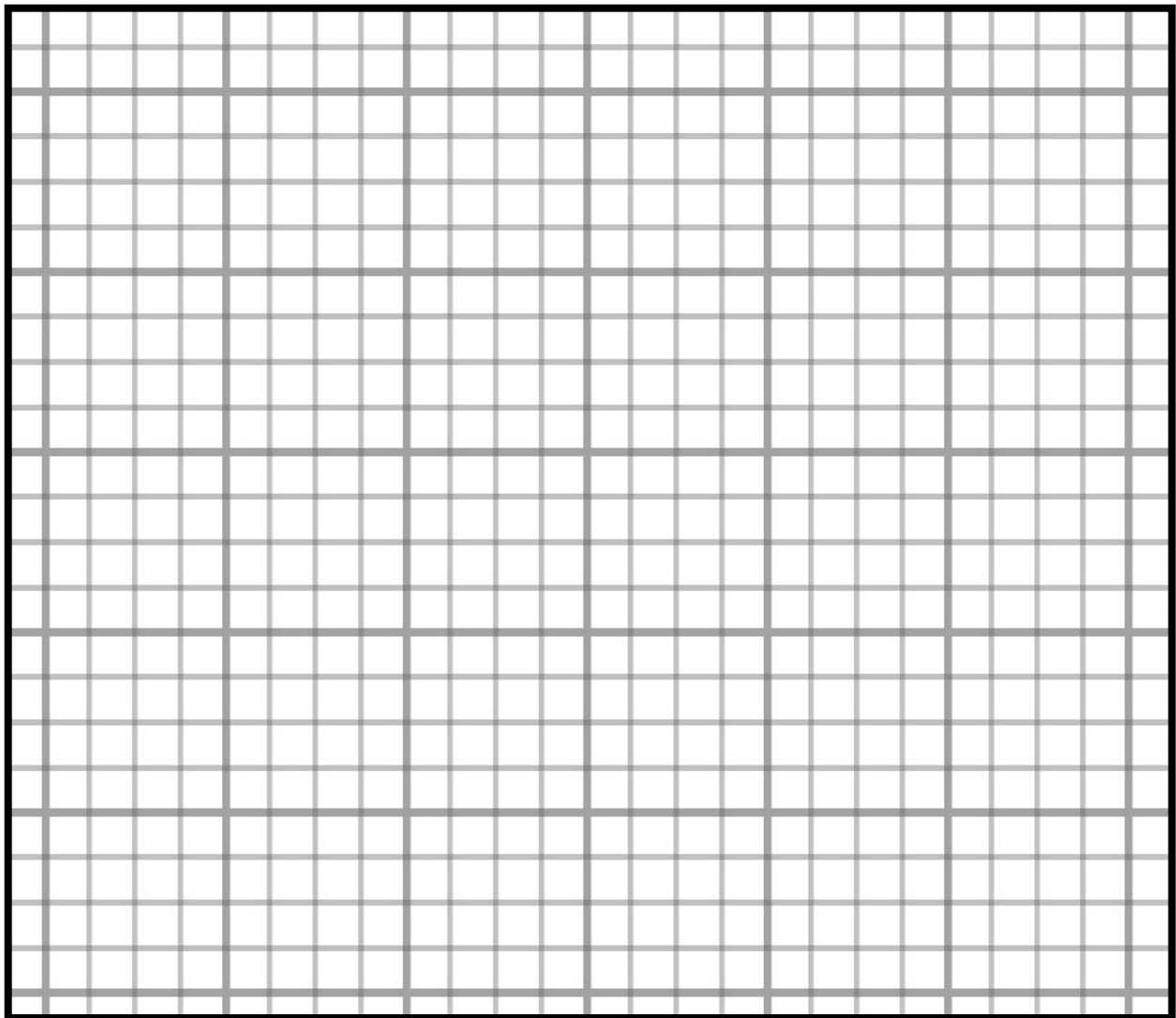
**GRAPPLING SYSTEMS UPGRADE:** \_\_\_\_\_

**STARSHIP NAME:** \_\_\_\_\_

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

**KEY:** \_\_\_\_\_

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



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

ORGANIZATION TRACKER?  YES  NO

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

POSITION (I.E. COMMANDER, GUNNER, ETC.): \_\_\_\_\_

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

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

POSITION (I.E. COMMANDER, GUNNER, ETC.): \_\_\_\_\_

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

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

POSITION (I.E. COMMANDER, GUNNER, ETC.): \_\_\_\_\_

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

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

POSITION (I.E. COMMANDER, GUNNER, ETC.): \_\_\_\_\_

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

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

POSITION (I.E. COMMANDER, GUNNER, ETC.): \_\_\_\_\_

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

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

POSITION (I.E. COMMANDER, GUNNER, ETC.): \_\_\_\_\_

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

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

POSITION (I.E. COMMANDER, GUNNER, ETC.): \_\_\_\_\_

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

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

POSITION (I.E. COMMANDER, GUNNER, ETC.): \_\_\_\_\_

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

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

POSITION (I.E. COMMANDER, GUNNER, ETC.): \_\_\_\_\_

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

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

POSITION (I.E. COMMANDER, GUNNER, ETC.): \_\_\_\_\_

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

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**PROGRESS LEVEL:** \_\_\_\_\_

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

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**MINIMUM SHIP SIZE:** \_\_\_\_\_

**TACTICAL SPEED BONUS:** \_\_\_\_\_

**PUCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**PROGRESS LEVEL:** \_\_\_\_\_

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

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**MINIMUM SHIP SIZE:** \_\_\_\_\_

**TACTICAL SPEED BONUS:** \_\_\_\_\_

**PUCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

**PROGRESS LEVEL:** \_\_\_\_\_

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

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**HARDNESS:** \_\_\_\_\_

**TACTICAL SPEED PENALTY:** \_\_\_\_\_

**WEIGHT:** \_\_\_\_\_

**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

**PROGRESS LEVEL:** \_\_\_\_\_

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

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**HARDNESS:** \_\_\_\_\_

**TACTICAL SPEED PENALTY:** \_\_\_\_\_

**WEIGHT:** \_\_\_\_\_

**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

**PROGRESS LEVEL:** \_\_\_\_\_

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

\_\_\_\_\_

**HARDNESS:** \_\_\_\_\_

**TACTICAL SPEED PENALTY:** \_\_\_\_\_

**WEIGHT:** \_\_\_\_\_

**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

**PROGRESS LEVEL:** \_\_\_\_\_

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

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**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

**PROGRESS LEVEL:** \_\_\_\_\_

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

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**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

**PROGRESS LEVEL:** \_\_\_\_\_

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

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**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

**PROGRESS LEVEL:** \_\_\_\_\_

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

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DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	RATE OF FIRE	MINIMUM SHIP SIZE	PURCHASE DC	RESTRICTION

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

**PROGRESS LEVEL:** \_\_\_\_\_

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

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DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	RATE OF FIRE	MINIMUM SHIP SIZE	PURCHASE DC	RESTRICTION

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

**PROGRESS LEVEL:** \_\_\_\_\_

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

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DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	RATE OF FIRE	MINIMUM SHIP SIZE	PURCHASE DC	RESTRICTION

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** **BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

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

\_\_\_\_\_

\_\_\_\_\_

**SIZE:** \_\_\_\_\_ **BONUS HIT POINTS:** \_\_\_\_\_

**SUPERSTRUCTURE:** \_\_\_\_\_ **HARDNESS:** \_\_\_\_\_

**ARMOR:** \_\_\_\_\_ **BONUS TO DEFENSE:** \_\_\_\_\_

**ARMOR PENALTY:** \_\_\_\_\_ **REACH:** \_\_\_\_\_

**STRENGTH BONUS:** \_\_\_\_\_ **DEXTERITY PENALTY:** \_\_\_\_\_

**SPEED:** \_\_\_\_\_ **BASE PURCHASE DC:** \_\_\_\_\_

**STANDARD EQUIPMENT PACKAGE**

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

SOURCE: BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

PROGRESS LEVEL: \_\_\_\_\_

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

\_\_\_\_\_

**SUPERSTRUCTURE**

HARDNESS: \_\_\_\_\_

BASE PURCHASE DC: \_\_\_\_\_

**ARMOR**

EQUIPMENT BONUS: \_\_\_\_\_

ARMOR PENALTY: \_\_\_\_\_

SPEED PENALTY: \_\_\_\_\_

PURCHASE DC: \_\_\_\_\_

RESTRICTION: \_\_\_\_\_

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

SOURCE: BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

PROGRESS LEVEL: \_\_\_\_\_

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

\_\_\_\_\_

**SUPERSTRUCTURE**

HARDNESS: \_\_\_\_\_

BASE PURCHASE DC: \_\_\_\_\_

**ARMOR**

EQUIPMENT BONUS: \_\_\_\_\_

ARMOR PENALTY: \_\_\_\_\_

SPEED PENALTY: \_\_\_\_\_

PURCHASE DC: \_\_\_\_\_

RESTRICTION: \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**PROGRESS LEVEL:** \_\_\_\_\_

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

**EQUIPMENT SLOTS:** \_\_\_\_\_

**ACTIVATION:** \_\_\_\_\_

**RANGE/RANGE INCREMENT:** \_\_\_\_\_

**TARGET(S)/EFFECT/AREA:** \_\_\_\_\_

**DURATION:** \_\_\_\_\_

**SAVING THROW:** \_\_\_\_\_

**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**PROGRESS LEVEL:** \_\_\_\_\_

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

**EQUIPMENT SLOTS:** \_\_\_\_\_

**ACTIVATION:** \_\_\_\_\_

**RANGE/RANGE INCREMENT:** \_\_\_\_\_

**TARGET(S)/EFFECT/AREA:** \_\_\_\_\_

**DURATION:** \_\_\_\_\_

**SAVING THROW:** \_\_\_\_\_

**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**PROGRESS LEVEL:** \_\_\_\_\_

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

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

**EQUIPMENT SLOTS:** \_\_\_\_\_

**ACTIVATION:** \_\_\_\_\_

**RANGE/RANGE INCREMENT:** \_\_\_\_\_

**TARGET(S)/EFFECT/AREA:** \_\_\_\_\_

**DURATION:** \_\_\_\_\_

**SAVING THROW:** \_\_\_\_\_

**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

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

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

**PROGRESS LEVEL:** \_\_\_\_\_

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

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

**EQUIPMENT SLOTS:** \_\_\_\_\_

**ACTIVATION:** \_\_\_\_\_

**RANGE/RANGE INCREMENT:** \_\_\_\_\_

**TARGET(S)/EFFECT/AREA:** \_\_\_\_\_

**DURATION:** \_\_\_\_\_

**SAVING THROW:** \_\_\_\_\_

**PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**TYPE:** \_\_\_\_\_

**HARDNESS:** \_\_\_\_\_

**HIT POINTS:** \_\_\_\_\_

**BASE PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

**NAME:** \_\_\_\_\_ **PROGRESS LEVEL:** \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ **HOME BREW**

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**TYPE:** \_\_\_\_\_

**HARDNESS:** \_\_\_\_\_

**HIT POINTS:** \_\_\_\_\_

**BASE PURCHASE DC:** \_\_\_\_\_

**RESTRICTION:** \_\_\_\_\_

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

**MUTATION:**  COSMETIC  MINOR  MAJOR  DRAWBACK

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**MP VALUE:** \_\_\_\_\_

**BENEFIT/DRAWBACK:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_

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

**MUTATION:**  COSMETIC  MINOR  MAJOR  DRAWBACK

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**MP VALUE:** \_\_\_\_\_

**BENEFIT/DRAWBACK:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_

NAME: \_\_\_\_\_ PROGRESS LEVEL: \_\_\_\_\_

SOURCE: BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

TYPE:  LOCOMOTION  MANIPULATORS  INTEGRATED ARMOR  SENSORS

SKILL SOFTWARE  FEAT SOFTWARE  ABILITY UPGRADE  ROBOT ACCESSORIES

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

BASE SPEED (LOCOMOTION): \_\_\_\_\_ EQUIPMENT BONUS (I.A.): \_\_\_\_\_

DAMAGE (MANIPULATORS): \_\_\_\_\_ WEIGHT (I.A.): \_\_\_\_\_

TYPE (SENSORS): \_\_\_\_\_ SPEED PENALTY (I.A.): \_\_\_\_\_

PURCHASE DC (ALL): \_\_\_\_\_

RESTRICTION (ALL): \_\_\_\_\_

NAME: \_\_\_\_\_ PROGRESS LEVEL: \_\_\_\_\_

SOURCE: BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

TYPE:  LOCOMOTION  MANIPULATORS  INTEGRATED ARMOR  SENSORS

SKILL SOFTWARE  FEAT SOFTWARE  ABILITY UPGRADE  ROBOT ACCESSORIES

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

BASE SPEED (LOCOMOTION): \_\_\_\_\_ EQUIPMENT BONUS (I.A.): \_\_\_\_\_

DAMAGE (MANIPULATORS): \_\_\_\_\_ WEIGHT (I.A.): \_\_\_\_\_

TYPE (SENSORS): \_\_\_\_\_ SPEED PENALTY (I.A.): \_\_\_\_\_

PURCHASE DC (ALL): \_\_\_\_\_

RESTRICTION (ALL): \_\_\_\_\_

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

**DESCRIPTION/NOTES:** \_\_\_\_\_

**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** \_\_\_\_\_

**SKILLS:** \_\_\_\_\_

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

**FEATS:** \_\_\_\_\_

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

**EQUIPMENT:** \_\_\_\_\_

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

**SYSTEMS AND ACCESSORIES**

**FRAME:** \_\_\_\_\_

**LOCOMOTION:** \_\_\_\_\_

**MANIPULATORS:** \_\_\_\_\_

**SKILL SOFTWARE:** \_\_\_\_\_

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

**FEAT SOFTWARE:** \_\_\_\_\_

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

**ABILITY UPGRADE:** \_\_\_\_\_

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

**ACCESSORIES:** \_\_\_\_\_

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

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

**TYPE:**  GENETIC  XENOMORPHIC  OTHER \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

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

\_\_\_\_\_

**TEMPLATE TRAITS**

\_\_\_\_\_

**CHALLENGE RATING:** \_\_\_\_\_

**TYPE:** \_\_\_\_\_

**HIT DICE:** \_\_\_\_\_

**SPEED:** \_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**ALLEGIANCES:** \_\_\_\_\_

**ABILITY MODIFIERS:** \_\_\_\_\_

**SKILLS/SKILL BONUSES:** \_\_\_\_\_

**FEATS/BONUS FEATS:** \_\_\_\_\_

**ADVANCEMENT:** \_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



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

**TYPE:**  GENETIC  XENOMORPHIC  OTHER \_\_\_\_\_

**SOURCE:** BOOK  \_\_\_\_\_ PDF  \_\_\_\_\_ HOMEBREW

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

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

**SPECIES TRAITS**

**TYPE:** \_\_\_\_\_

**SIZE:** \_\_\_\_\_

**SPEED:** \_\_\_\_\_

**NATURAL ARMOR:** \_\_\_\_\_

**ARMOR AND WEAPON RESTRICTIONS:** \_\_\_\_\_

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

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

**ALLEGIANCES:** \_\_\_\_\_

**ABILITY MODIFIERS:** \_\_\_\_\_

**FREE LANGUAGE SKILLS:** \_\_\_\_\_

**SKILLS/SKILL BONUSES:** \_\_\_\_\_

**FEATS/BONUS FEATS:** \_\_\_\_\_

**LEVEL ADJUSTMENT:** \_\_\_\_\_

**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 \_\_\_\_\_

OCCUPATION: \_\_\_\_\_

SKILLS: \_\_\_\_\_

\_\_\_\_\_

FEATS: \_\_\_\_\_

\_\_\_\_\_

TALENTS: \_\_\_\_\_

\_\_\_\_\_

PSIONIC POWERS?  YES  NO                      SPELLS?  YES  NO

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**\_\_\_\_

**SQ:** \_\_\_\_\_

\_\_\_\_\_

**SPECIES TRAITS:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**OCCUPATION:** \_\_\_\_\_

**SKILLS:** \_\_\_\_\_

\_\_\_\_\_

**FEATS:** \_\_\_\_\_

\_\_\_\_\_

**TALENTS:** \_\_\_\_\_

\_\_\_\_\_

**PSIONIC POWERS?**  YES  NO

**SPELLS?**  YES  NO

**POWERS/SPELLS KNOWN:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**POSSESSIONS:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NOTES (MEMBER OF ORGANIZATION, RESOURCES, GOALS, PERSONALITY, TRAITS, ETC.):** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**SPELLS PER DAY:** 1ST\_\_\_\_ 2ND\_\_\_\_ 3RD\_\_\_\_ 4TH\_\_\_\_ 5TH\_\_\_\_

**POWER POINTS PER DAY:**\_\_\_\_\_

**POWER/SPELL:** \_\_\_\_\_

**LEVEL/PP COST:** \_\_\_\_\_

**SUMMARY:**\_\_\_\_\_

\_\_\_\_\_

**POWER/SPELL:** \_\_\_\_\_

**LEVEL/PP COST:** \_\_\_\_\_

**SUMMARY:**\_\_\_\_\_

\_\_\_\_\_

**POWER/SPELL:** \_\_\_\_\_

**LEVEL/PP COST:** \_\_\_\_\_

**SUMMARY:**\_\_\_\_\_

\_\_\_\_\_

**POWER/SPELL:** \_\_\_\_\_

**LEVEL/PP COST:** \_\_\_\_\_

**SUMMARY:**\_\_\_\_\_

\_\_\_\_\_

**POWER/SPELL:** \_\_\_\_\_

**LEVEL/PP COST:** \_\_\_\_\_

**SUMMARY:**\_\_\_\_\_

\_\_\_\_\_

**POWER/SPELL:** \_\_\_\_\_

**LEVEL/PP COST:** \_\_\_\_\_

**SUMMARY:**\_\_\_\_\_

\_\_\_\_\_

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 \_\_\_\_\_

SQ: \_\_\_\_\_

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

SPECIES TRAITS: \_\_\_\_\_

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

SKILLS: \_\_\_\_\_

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

FEATS: \_\_\_\_\_

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

ADVANCEMENT: \_\_\_\_\_

\_\_\_\_\_

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

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

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

**CONTACT/VILLAIN/ORGANIZATION NAME:** \_\_\_\_\_

**INTERACTIONS WITH PCs** (HOW HAS THIS C/V/O AIDED/HINDERED THE PCS AND HOW HAVE THE PCs AIDED/HINDERED THE C/V/O):

**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**  \_\_\_\_\_ **HOME BREW**

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

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

**CREATURE NAME:** \_\_\_\_\_

**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

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

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

**CREATURE NAME:** \_\_\_\_\_

**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

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

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

**CREATURE NAME:** \_\_\_\_\_

**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

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

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

**CREATURE NAME:** \_\_\_\_\_

**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

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

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

**CREATURE NAME:** \_\_\_\_\_

**SOURCE: BOOK**  \_\_\_\_\_ **PDF**  \_\_\_\_\_ **HOME BREW**

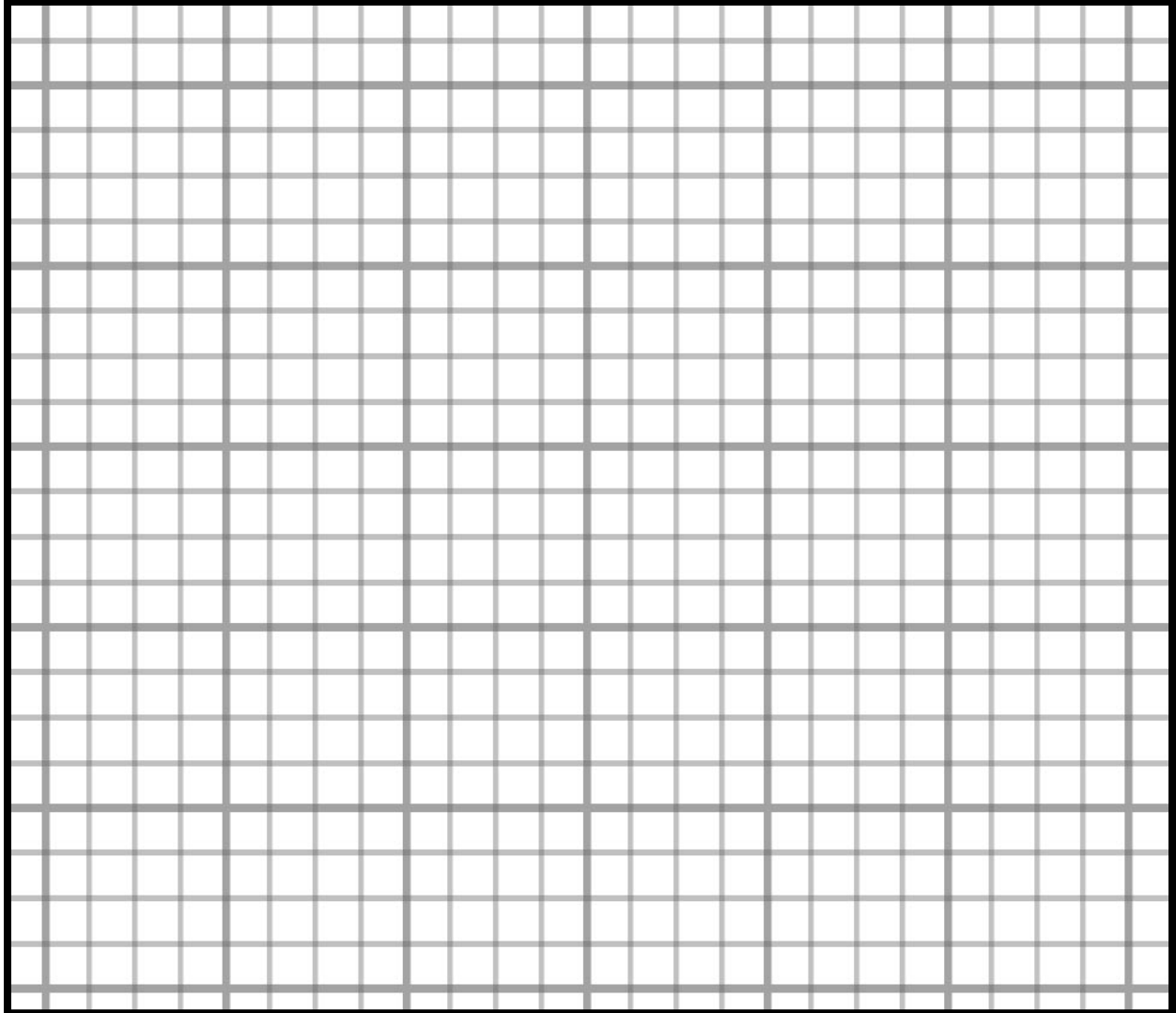
**NOTES:** \_\_\_\_\_

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

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

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

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

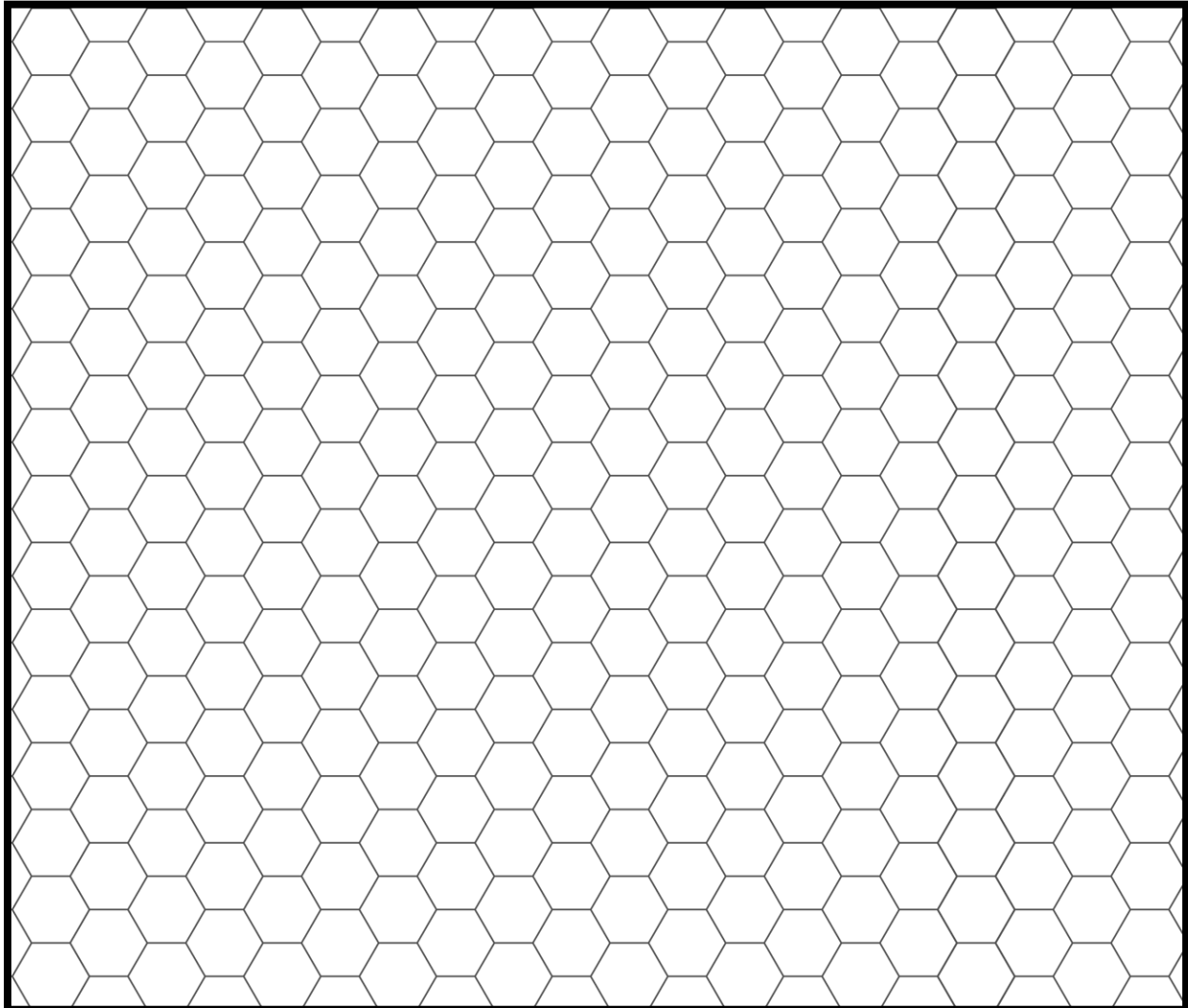


**NOTES:** \_\_\_\_\_

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

**AREA/CITY NAME:** \_\_\_\_\_

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



**SCALE 1 HEX =** \_\_\_\_\_

**KEY:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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

\_\_\_\_\_

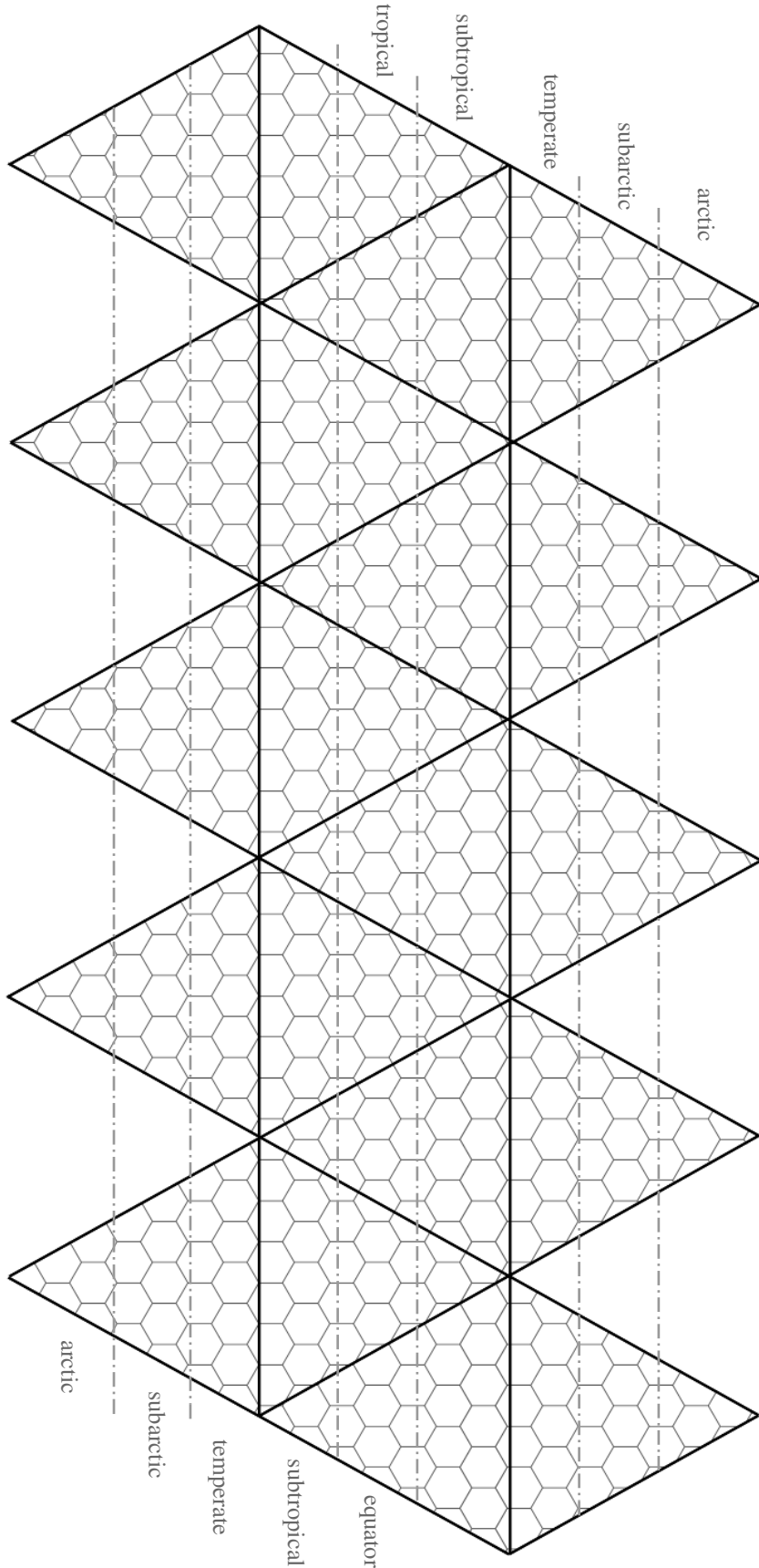
\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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



SOUTH

NORTH

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

KEY: \_\_\_\_\_

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PLANET NAME: \_\_\_\_\_ SYSTEM NAME: \_\_\_\_\_

**PLANETARY CONDITIONS**

SIZE RELATIVE TO EARTH \_\_\_\_\_

RADIATION LEVEL:  NONE  LIGHT  MODERATE  HIGH  SEVERE

GRAVITY:  NORMAL  HEAVY  ZERO  OTHER: \_\_\_\_\_

ATMOSPHERE:  NORMAL  CORROSIVE  THIN  THICK  TOXIC  VACUUM

LENGTH OF DAY/YEAR: \_\_\_\_\_

AVERAGE SURFACE TEMPERATURE: \_\_\_\_\_

% LAND/% WATER: \_\_\_\_\_

CLIMATE (HUMID, DRY, RAIN, WINDY, ETC.): \_\_\_\_\_

ENVIRONMENT (TROPICAL, DESERT, MIXED, ETC.): \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

**INHABITANTS**

DOMINANT SPECIES: \_\_\_\_\_

SPECIES ORGANIZATION (FERAL, TRIBAL, MONARCHY, ETC.): \_\_\_\_\_

PROGRESS LEVEL: \_\_\_\_\_

POPULATION DENSITY (SPARSE, RURAL, URBAN, ETC.): \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

**LOCATIONS**

AREA/CITY/LOCATION: \_\_\_\_\_ AREA/CITY/LOCATION MAP? YES  NO

AREA/CITY/LOCATION: \_\_\_\_\_ AREA/CITY/LOCATION MAP? YES  NO

AREA/CITY/LOCATION: \_\_\_\_\_ AREA/CITY/LOCATION MAP? YES  NO

AREA/CITY/LOCATION: \_\_\_\_\_ AREA/CITY/LOCATION MAP? YES  NO

AREA/CITY/LOCATION: \_\_\_\_\_ AREA/CITY/LOCATION MAP? YES  NO

AREA/CITY/LOCATION: \_\_\_\_\_ AREA/CITY/LOCATION MAP? YES  NO

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

STAR TYPE (O, A, BLACK HOLE, NEUTRON, ETC.): \_\_\_\_\_

NUMBER OF PLANETS: \_\_\_\_\_

CLAIMED/CONTROLLED BY: \_\_\_\_\_

PATROLLED:  YES  NO

SPACE INSTALLATIONS? \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

**STELLAR HAZARDS**

ASTEROID FIELD:  YES  NO SOLAR FLARES:  YES  NO COSMIC RAYS:  YES  NO

**PLANETS**

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

SUMMARY? YES  NO  MAP? YES  NO

GRAVITY: \_\_\_\_\_ ATMOSPHERE: \_\_\_\_\_ INHABITED? YES  NO

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

SUMMARY? YES  NO  MAP? YES  NO

GRAVITY: \_\_\_\_\_ ATMOSPHERE: \_\_\_\_\_ INHABITED? YES  NO

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

SUMMARY? YES  NO  MAP? YES  NO

GRAVITY: \_\_\_\_\_ ATMOSPHERE: \_\_\_\_\_ INHABITED? YES  NO

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

SUMMARY? YES  NO  MAP? YES  NO

GRAVITY: \_\_\_\_\_ ATMOSPHERE: \_\_\_\_\_ INHABITED? YES  NO

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

SUMMARY? YES  NO  MAP? YES  NO

GRAVITY: \_\_\_\_\_ ATMOSPHERE: \_\_\_\_\_ INHABITED? YES  NO

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

SUMMARY? YES  NO  MAP? YES  NO

GRAVITY: \_\_\_\_\_ ATMOSPHERE: \_\_\_\_\_ INHABITED? YES  NO

A large, vertically oriented rectangular area with rounded corners, enclosed by a dark grey border. The interior of this area is filled with approximately 35 horizontal black lines, providing space for handwritten notes. The lines are evenly spaced and extend across the width of the area.

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