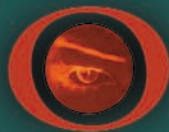


REQUIRES THE MUTANTS & MASTERMINDS RPG, SECOND EDITION, FOR USE

# SUPERLINE CAMPAIGN PLANNER



BY PHILIP REED AND MICHAEL HAMMES



**M&M**  
SUPERLINK

# SUPERLINE CAMPAIGN PLANNER 2

by Philip Reed  
and Michael Hammes

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# INTRODUCTION

Welcome to **Superline: Campaign Planner 2** for use with **2<sup>nd</sup> Edition M&M Superlink**. The purpose of this product is to expand upon the forms provided in the original **Campaign Planner** and provide you, the Gamemaster, with more 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.

## **House Rules (p. 3)**

A handy sheet for settling questions such as what happens when a die rolls off the table or for mechanics that change a standard rule in the game.

## **Hero/Villain and Minion Combat Trackers (p. 4-5)**

Summary of characters' combat abilities and current damage status. If there is a need to distinguish between unconscious and dead minions, use a single diagonal line in a box for unconscious and an "x" for dead.

## **Campaign Option: Crisis Level (p. 6-8)**

These sheets explain the optional Crisis Level rules found in the **Crooks!** Sourcebook and, if you choose to use them, include a sheet for tracking the campaign's crisis level.

## **Important Event (p. 9)**

This sheet is used to detail a stand-alone important event (i.e. one that did not happen in an adventure) or it can be used to sum up an important event in an adventure for later reference.

## **Campaign Timeline (p. 10)**

Although it says "event" in reference to the preceding Important Event sheet, this timeline can also be used to track adventures.

## **Heroic/Villainous Teams (p. 11)**

A more compact form than the Organization/Secret Society form geared specifically towards teams.

## **Planet/Dimension (p. 12)**

A summary form for when (if) the heroes travel to other worlds or dimensions. A

planet or dimension can be further detailed using sheets from the **Campaign Planner** such as the Archetype, City Information, and Organization sheets.

## **Campaign Rogues Gallery (p. 13)**

This sheet is a roster for indexing the various villains appearing in the campaign. A henchman is a villainous sidekick.

## **City Details- District and Neighborhood (p. 14-15)**

These sheets allow the GM to get into greater detail with the heroes' city.

## **Roster Sheets (p. 16-18)**

Roster sheets for the aforementioned. The referenced sheets are the City Information, Organization/Secret Society, and Minion/Supporting Cast forms found in the **Campaign Planner**.

## **Alien Species (p. 19-20)**

These two sheets are intended to summarize alien species, especially those from homeworlds that have been detailed in the Planet/Dimension form.

## **Powers/Archetypes/Feats From Other Sources (p. 21, 22, 25)**

A roster of elements not found in the main sourcebook that are used in the campaign. For ease of reference, rather than constantly referring back to the sourcebook they can be summarized on the appropriate Custom sheets from this campaign planner and the original.

## **Custom Fighting Style (p. 23)**

Use this sheet to keep track of custom feat-built fighting styles.

## **Custom Feat (p. 24)**

Use this sheet to keep track of custom feat-built fighting styles.

## **Design Sheets (p. 26-32)**

Use these forms to design everything from a blender or x-ray goggles to the latest in powered armor and supercars.

## **Non-Adventure Activities And Responsibilities (p. 33)**

Heroes have commitments outside of adventuring. This form helps to track such

things as dating, charity work, exercising, relaxing, vacationing, etc. You know, the things that always get interrupted by some villain blasting their way through downtown.

## **Random Scene Table (p. 34)**

Come up with an interesting scene that doesn't fit into an adventure? Keep track of it here while summarizing it in the **Campaign Planner's** Scene form.

## **Random Patrol (p. 35)**

The superhero version of the random encounter.

## **Important Character Knowledge (p. 36)**

Use this sheet to keep track of knowledge obtained or possessed by characters in the campaign for later revelation and as the basis for further adventures.

## **Alien Invasion/Attack Plan (p. 37)**

This sheet is a quick summary for planning an alien invasion.

## **Villains' Status – Master Tracker (p. 38)**

This sheet is a secondary roster that can be used with or without the Campaign Rogues Gallery and is focused on the current status of the various villains.

## **Patrol Schedule (p. 39)**

Many adventures begin with "the heroes are on patrol." This sheet allows the GM to track of the who, when, where, and how of the heroes' patrols.

## **Crime Scene Follow-Up (p. 40)**

This form was included specifically for detective-type games.

## **Rewards And Honors (p. 41)**

This form keeps track of non-power point rewards such as the key to the city, government medals, a new car, etc.

## **The Daily News (p. 42-43)**

Add a little flavor to the game by handing out the latest news affecting the heroes on these two handouts.

HOUSE RULES			
TITLE		TYPE	<input type="checkbox"/> Mechanic <input type="checkbox"/> Table
DESCRIPTION			

HOUSE RULES			
TITLE		TYPE	<input type="checkbox"/> Mechanic <input type="checkbox"/> Table
DESCRIPTION			

HOUSE RULES			
TITLE		TYPE	<input type="checkbox"/> Mechanic <input type="checkbox"/> Table
DESCRIPTION			

HOUSE RULES			
TITLE		TYPE	<input type="checkbox"/> Mechanic <input type="checkbox"/> Table
DESCRIPTION			

# HERO/VILLAIN COMBAT TRACKER

CHARACTER					DAMAGE TRACKER		
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE	BRUISED	STAGGERED	UNCON.
						<input type="checkbox"/>	<input type="checkbox"/>
					STUNNED <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TOUGH	FORT	REF	WILL	KNOCK		<input type="checkbox"/>	<input type="checkbox"/>
					INJURED	DISABLED	DYING
							DEAD <input type="checkbox"/>

CHARACTER					DAMAGE TRACKER		
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE	BRUISED	STAGGERED	UNCON.
						<input type="checkbox"/>	<input type="checkbox"/>
					STUNNED <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TOUGH	FORT	REF	WILL	KNOCK		<input type="checkbox"/>	<input type="checkbox"/>
					INJURED	DISABLED	DYING
							DEAD <input type="checkbox"/>

CHARACTER					DAMAGE TRACKER		
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE	BRUISED	STAGGERED	UNCON.
						<input type="checkbox"/>	<input type="checkbox"/>
					STUNNED <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TOUGH	FORT	REF	WILL	KNOCK		<input type="checkbox"/>	<input type="checkbox"/>
					INJURED	DISABLED	DYING
							DEAD <input type="checkbox"/>

CHARACTER					DAMAGE TRACKER		
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE	BRUISED	STAGGERED	UNCON.
						<input type="checkbox"/>	<input type="checkbox"/>
					STUNNED <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TOUGH	FORT	REF	WILL	KNOCK		<input type="checkbox"/>	<input type="checkbox"/>
					INJURED	DISABLED	DYING
							DEAD <input type="checkbox"/>

MINIONS					NUMBER
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE	OUT OF ACTION
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
TOUGH	FORT	REF	WILL	KNOCK	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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MINIONS					NUMBER
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE	OUT OF ACTION
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
TOUGH	FORT	REF	WILL	KNOCK	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MINIONS					NUMBER
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE	OUT OF ACTION
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
TOUGH	FORT	REF	WILL	KNOCK	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MINIONS					NUMBER
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE	OUT OF ACTION
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
TOUGH	FORT	REF	WILL	KNOCK	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Campaign Option: Crisis Level

Unlike in most comics; on the game table, there's no guarantee of the heroes' success. Climactic moments are resolved by the players' wits and the luck of the dice. This creates a problem for the campaign narrative. What happens if the player characters are knocked cold, and no one prevents the villain from throwing the switch on his latest doomsday devices? Unless the Gamemaster has preplanned for every contingency, the apocalypse can be a real hassle to adjudicate. The last thing anyone wants is a villain who isn't prepared to follow through.

The campaign's "Crisis Level" tracks the repercussions of the heroes' missions, providing in-game ramifications for their successes and failures. Before play begins; the GM selects the campaign's style, establishing a Crisis Level baseline for the series. It's generally a good idea to talk over campaign style with your players, so no one's disappointed when they start fighting sentient cartoon creatures or blood-sucking vampire spawn.

Campaign styles range from Utopian, in which the heroes have solved most of the world's problems, to terminal, in which they've probably played a role in speeding the destruction of the planet. Most campaigns are either four-color, realistic, or gritty. At the beginning of the campaign, public attitude, personal conditions, social conditions, and global conditions are dictated by the campaign style. Once play begins, however, the fate of the world is truly in the hands of the player characters.

**NOTE:** These rules originally appeared in **Crooks!** and are not open game content. Used with permission.

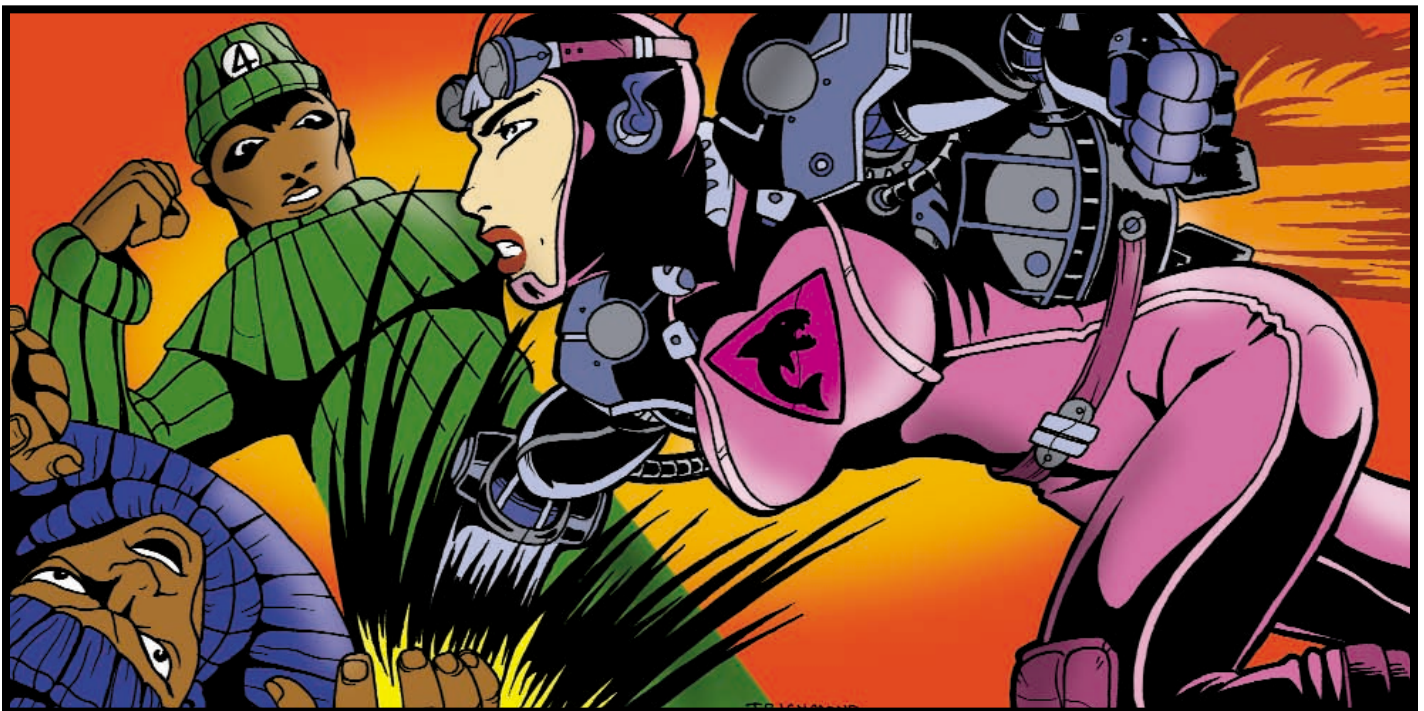
### Changing Conditions

Every time the heroes finish a major adventure, they gain a pool of "victory points" equal to the power level of the adventure's highest-level opponent (defeating a PL 20 villain, for instance, would net the heroes 20 victory points). The heroes may; as a team; spend these victory points to improve personal conditions, social conditions, or global conditions by one step per 10 victory points spent. Surplus points are retained for later use.

The GM is free to assign no victory points for unchallenging or irrelevant adventures (the world's greatest superheroes shouldn't net 5 victory points for beating up a lone ninja, for example). He also has the option to disallow certain condition shifts if the change doesn't seem appropriate. Breaking up a series of local jewel heists, for instance, might change social conditions; but it probably won't have any impact upon global conditions.

Major villains who defeat the PCs grant the GM victory points equal to the highest-level villain in the adventure (that same PL 20 villain, for instance, would net 20 victory points for defeating a group of heroes). These points may be spent to shift personal conditions, social conditions, or global conditions lower, causing more problems for the PCs. Try to shift the Crisis Level in a manner appropriate to the successful crime.

Public attitude represents the starting attitude of the "man on the street," which may color the heroes' interactions with those they have sworn to protect. After play



**Table: Campaign Crisis Level**

Crisis Level	Campaign Type	Public Attitude	Personal Conditions	Social Conditions	Global Conditions
Green	Utopian	Helpful	Heroes revered and generally considered the authorities.	Crime rare; Organized crime occasional.	Disasters rare.
Blue	Four Color	Friendly	Personal trouble rare.	Crime occasional; Organized crime rare.	Disasters occasional.
Yellow	Realistic	Indifferent	Personal trouble occasional.	Crime common; Organized crime occasional.	Disasters common.
Orange	Gritty	Unfriendly	Personal trouble common.	Crime daily; Organized crime common.	Disasters daily.
Red	Against all Odds	Hostile	Heroes considered villains, though may still retain supporters.	Crime constant; Organized crime daily.	Disasters constant. End of the world scenario.
Terminal	Hopeless	N/A	Rock bottom. Heroes considered a stain on history. Utter failure.	Complete anarchy and the breakdown of the system. Back to caveman times.	The world is destroyed with everyone on it.

begins, public attitude matches the Crisis Level of personal or social conditions (whichever is lower).

Improvements to the Crisis Level that exceed the starting levels dictated by the campaign style should not last longer than one adventure. Heroes who manage to improve the Crisis Level of a non-native world by two levels gain the benefit of the Fame feat when visiting that world. Unlike changes to the Crisis Level of the PCs' native world, changes to the Crisis Level of foreign worlds last indefinitely.

In all cases, changes to a campaign's Crisis Level occur during the downtime between adventures.

**Crisis Level Effects**

As global tension increases; the heroes may have to juggle multiple calamities. Should they save the volcanic island, or repair damaged PR? The approximate frequency of random events is described below.

**Rare:** Random events happen every few months of game time; and are considered anomalous; The condition does not register on the public's mind.

**Occasional:** Events happens every few weeks of game time. Symptoms of the condition surface as uninteresting news stories; The public feels problems are being adequately handled by the parties involved.

**Common:** Events happen every few days of game time, and are followed constantly by an insatiable media. The public is concerned, but daily life continues as usual. Water cooler chatter and misinformation is on the rise.

**Daily:** At least one event occurs daily. The heroes should begin to feel overwhelmed. The conditions are at the front

of people's minds, and the population is fearful. The media provides non-stop news coverage.

**Constant:** Critical events are happening everywhere, all the time. As soon as the heroes put out one fire, another one immediately pops up. The world is in a state of emergency, and people are afraid to leave their houses. The authorities make desperate pleas for help. Basic services are frequently interrupted.

<p><b>FAME</b></p> <p>You have a particularly good reputation, giving you a +4 bonus per rank on Charisma-based checks whenever the GM determines your fame would be a benefit. However, you suffer a -4 penalty per rank on such checks whenever the GM determines that your fame would work against you. The bonus cannot increase your total effective skill rank higher than the campaign's power level limit The penalty cannot be greater than the campaign's power level +5.</p>	<p><b>SKILL, RANKED</b></p>
<p><b>INFAMY</b></p> <p>You have a particularly bad reputation, giving you a +4 bonus per rank on Charisma-based checks whenever the GM determines your infamy would be a benefit. However, you suffer a -4 penalty per rank on such checks whenever the GM determines that your infamy would work against you. The bonus cannot increase your total effective skill rank higher than the campaign's power level limit The penalty cannot be greater than the campaign's power level +5.</p>	<p><b>SKILL, RANKED</b></p>



# CAMPAIGN CRISIS LEVELS

CRISIS LEVEL CONDITIONS			
BASELINE	<input type="checkbox"/> Green <input type="checkbox"/> Blue <input type="checkbox"/> Yellow <input type="checkbox"/> Orange <input type="checkbox"/> Red <input type="checkbox"/> Terminal		
CRISIS LEVEL	CURRENT PERSONAL CONDITIONS	CURRENT SOCIAL CONDITIONS	CURRENT GLOBAL CONDITIONS
GREEN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BLUE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YELLOW	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ORANGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TERMINAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

VICTORY POINTS SPENT BY HEROES AND VILLAINS TO CHANGE CONDITIONS			
HEROES' CURRENT VICTORY POINT POOL			# OF POINTS ALREADY SPENT
VILLAINS' CURRENT VICTORY POINT POOL			# OF POINTS ALREADY SPENT
	POINTS SPENT BY HEROES		POINTS SPENT BY VILLAINS
PERSONAL			
SOCIAL			
GLOBAL			

NEW IDEAS FOR CRISIS LEVEL EFFECTS – PERSONAL	

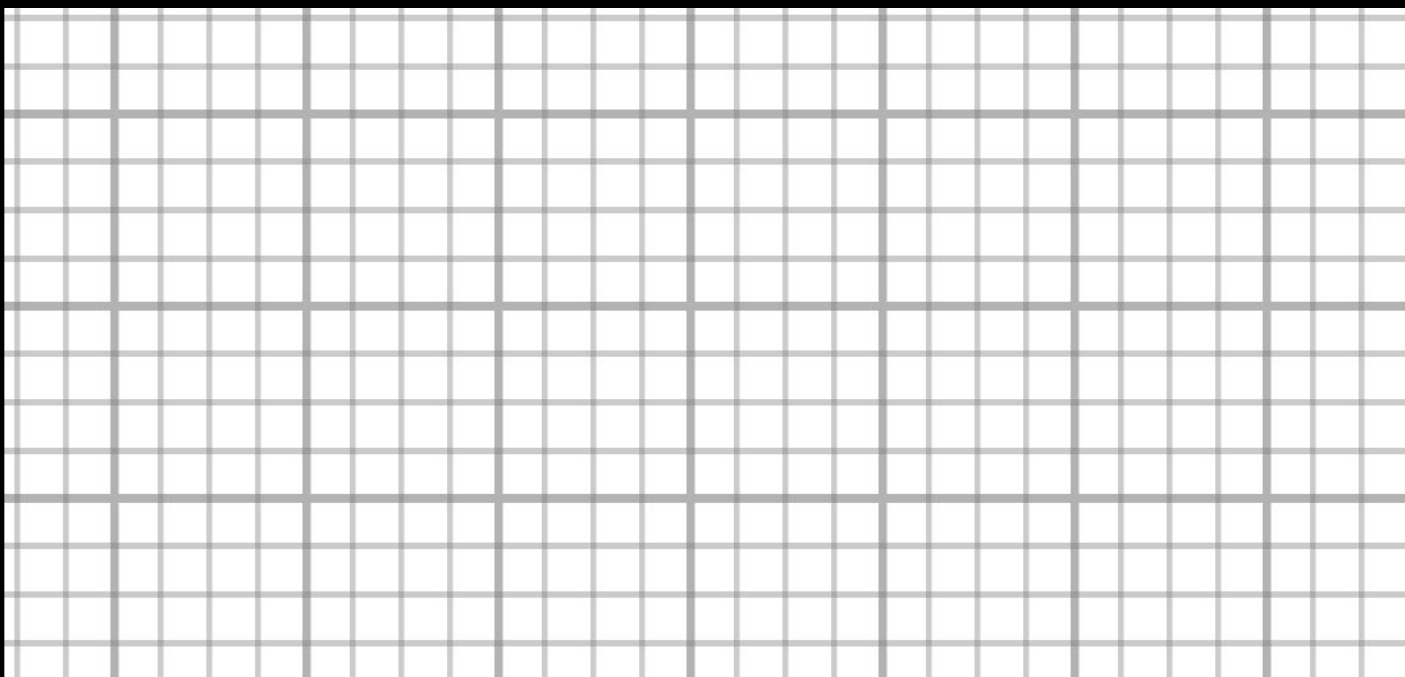
NEW IDEAS FOR CRISIS LEVEL EFFECTS – SOCIAL	

NEW IDEAS FOR CRISIS LEVEL EFFECTS – GLOBAL	





HEROIC/VILLAINOUS TEAMS			
<b>TEAM NAME</b>		<input type="checkbox"/> Heroic	<input type="checkbox"/> Villainous
<b>HEADQUARTERS</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
MEMBERS			
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<b>MEMBER</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>MEMBER</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>MEMBER</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>MEMBER</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>MEMBER</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
SUPPORT STAFF			
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<b>STAFF</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>STAFF</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>STAFF</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
TEAM VEHICLES			
<b>VEHICLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>VEHICLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
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ALLIES			
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ENEMIES			
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MEMORABLE ENCOUNTERS IN THE CAMPAIGN			
<b>CAMPAIGN DATE</b>		<b>SESSION DATE</b>	
EVENT/ENCOUNTER SPECIFICS			

PLANET/DIMENSION				
<b>NAME</b>			<b>TYPE</b>	<input type="checkbox"/> Planet <input type="checkbox"/> Dimension
<b>LOCATION</b>				
<b>ILLUMINATION</b>	<b>SOURCE</b>	<input type="checkbox"/> Day/Night Cycle (Time: _____ )		<input type="checkbox"/> Light <input type="checkbox"/> Dark <input type="checkbox"/> Twilight
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<b>ATMOSPHERE</b>	<input type="checkbox"/> Normal <input type="checkbox"/> Vacuum <input type="checkbox"/> Toxic <input type="checkbox"/> Corrosive <input type="checkbox"/> Thick <input type="checkbox"/> Thin <input type="checkbox"/> Other:			
	<b>NOTES</b>			
<b>RADIATION</b>	<input type="checkbox"/> Harmless <input type="checkbox"/> Harmful <input type="checkbox"/> Mutating <input type="checkbox"/> Latent Powers <input type="checkbox"/> Other:			
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	<b>NOTES</b>			
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	<b>NOTES</b>			
<b>INHABITANTS</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No	<b>SPECIES</b>		<b>SHEET</b> <input type="checkbox"/> Yes <input type="checkbox"/> No
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<b>CITY</b>		<b>LOCATION</b>		<b>SHEET</b> <input type="checkbox"/> Yes <input type="checkbox"/> No
MAP				
				



CITY DETAILS – DISTRICT			
DISTRICT		CITY	
<b>TYPE</b>	<input type="checkbox"/> Residential <input type="checkbox"/> Commercial <input type="checkbox"/> Business <input type="checkbox"/> Industrial		
DISTRICT MAP			
NEIGHBORHOODS			
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<b>NEIGHBORHOOD</b>	<b>TYPE</b>	<input type="checkbox"/> Residential <input type="checkbox"/> Commercial <input type="checkbox"/> Business <input type="checkbox"/> Industrial	
<b>NEIGHBORHOOD</b>	<b>TYPE</b>	<input type="checkbox"/> Residential <input type="checkbox"/> Commercial <input type="checkbox"/> Business <input type="checkbox"/> Industrial	
<b>NEIGHBORHOOD</b>	<b>TYPE</b>	<input type="checkbox"/> Residential <input type="checkbox"/> Commercial <input type="checkbox"/> Business <input type="checkbox"/> Industrial	
IMPORTANT BUILDINGS/LANDMARKS			
<b>LOCATION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>LOCATION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>LOCATION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>LOCATION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
IMPORTANT INDIVIDUALS			
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
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<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
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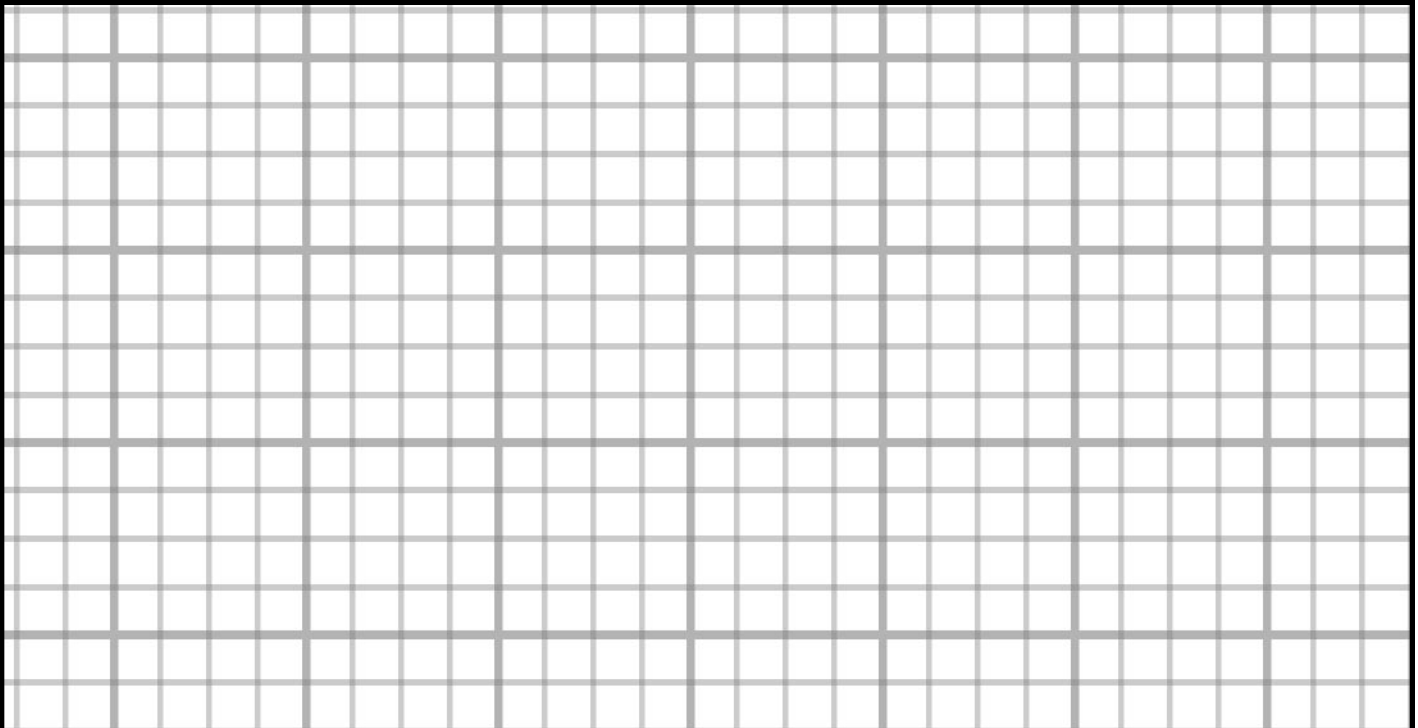
**CITY DETAILS – NEIGHBORHOOD**

**NEIGHBORHOOD**

**DISTRICT**

**TYPE**  Residential  Commercial  Business  Industrial

**NEIGHBORHOOD MAP**



**IMPORTANT BUILDINGS/LANDMARKS**

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<b>LOCATION</b>	<input type="text"/>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>LOCATION</b>	<input type="text"/>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>LOCATION</b>	<input type="text"/>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

**IMPORTANT INDIVIDUALS**

<b>NPC</b>	<input type="text"/>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
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<b>NPC</b>	<input type="text"/>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>	<input type="text"/>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>	<input type="text"/>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>	<input type="text"/>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>	<input type="text"/>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

**NOTES**

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>



<b>CITIES AND TOWNS IN THE CAMPAIGN</b>				
<b>CAMPAIGN</b>		<b>GAMEMASTER</b>		
<b>METROPOLI</b>				
<b>METROPOLIS</b>		<b>LOCATION</b>		<b>SHEET</b> <input type="checkbox"/> Yes <input type="checkbox"/> No
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<b>TOWNS</b>				
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<b>TOWN</b>		<b>LOCATION</b>		<b>SHEET</b> <input type="checkbox"/> Yes <input type="checkbox"/> No
<b>TOWN</b>		<b>LOCATION</b>		<b>SHEET</b> <input type="checkbox"/> Yes <input type="checkbox"/> No
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<b>TOWN</b>		<b>LOCATION</b>		<b>SHEET</b> <input type="checkbox"/> Yes <input type="checkbox"/> No
<b>TOWN</b>		<b>LOCATION</b>		<b>SHEET</b> <input type="checkbox"/> Yes <input type="checkbox"/> No

ORGANIZATIONS IN THE CAMPAIGN			
<b>ORGANIZATION</b>		<b>TYPE</b>	<input type="checkbox"/> Secret <input type="checkbox"/> Public
<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ORGANIZATION</b>		<b>TYPE</b>	<input type="checkbox"/> Secret <input type="checkbox"/> Public
<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ORGANIZATION</b>		<b>TYPE</b>	<input type="checkbox"/> Secret <input type="checkbox"/> Public
<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ORGANIZATION</b>		<b>TYPE</b>	<input type="checkbox"/> Secret <input type="checkbox"/> Public
<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ORGANIZATION</b>		<b>TYPE</b>	<input type="checkbox"/> Secret <input type="checkbox"/> Public
<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ORGANIZATION</b>		<b>TYPE</b>	<input type="checkbox"/> Secret <input type="checkbox"/> Public
<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ORGANIZATION</b>		<b>TYPE</b>	<input type="checkbox"/> Secret <input type="checkbox"/> Public
<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
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<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
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<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ORGANIZATION</b>		<b>TYPE</b>	<input type="checkbox"/> Secret <input type="checkbox"/> Public
<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
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<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
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<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
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<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
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<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ORGANIZATION</b>		<b>TYPE</b>	<input type="checkbox"/> Secret <input type="checkbox"/> Public
<b>SHORT DESCRIPTION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

<b>SUPPORTING CAST LIST</b>			
<b>CAMPAIGN</b>		<b>GAMEMASTER</b>	
<b>NONPLAYER CHARACTERS</b>			
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
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<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

ALIEN SPECIES 1 OF 2

SPECIES  
HOME WORLD

	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
--	--------------	--

PHYSICAL DESCRIPTION/APPEARANCE


SPECIES ARCHETYPE

ARCHETYPE

	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
--	--------------	--

CULTURE


TECHNOLOGICAL LEVEL AND POWERS


SPECIES HISTORY


IMPORTANT MEMBERS OF THIS SPECIES

<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
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**ALIEN SPECIES 2 OF 2**

**SPECIES**

**ATTITUDE TOWARD HUMANS**


**AGENDA**


**NOTES**


**SPECIES SKETCH**

**SPECIES ORGANIZATIONS**

<b>ORGANIZATION</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ORGANIZATION</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ORGANIZATION</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
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<b>ORGANIZATION</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

**ENEMIES OF THE SPECIES**

<b>NPC</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
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<b>NPC</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

**ALLIES OF THE SPECIES**

<b>NPC</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

POWERS FROM OTHER SOURCES			
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
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<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>POWER NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

<b>ARCHETYPES FROM OTHER SOURCES</b>			
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>ARCHETYPE NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

CUSTOM FIGHTING STYLE		
STYLE NAME		COST
STYLE DESCRIPTION		
FEATS		

CUSTOM FIGHTING STYLE		
STYLE NAME		COST
STYLE DESCRIPTION		
FEATS		

CUSTOM FIGHTING STYLE		
STYLE NAME		COST
STYLE DESCRIPTION		
FEATS		

CUSTOM FIGHTING STYLE		
STYLE NAME		COST
STYLE DESCRIPTION		
FEATS		





FEATS FROM OTHER SOURCES			
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>FEAT NAME</b>		<b>SOURCE TYPE</b>	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
<b>SOURCE TITLE</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

ARMOR		
ARMOR NAME	<input type="checkbox"/> Archaic <input type="checkbox"/> Modern	
ARMOR CREATOR	<input type="checkbox"/> <b>UNIQUE</b> <input type="checkbox"/> Yes <input type="checkbox"/> No	
TOUGHNESS BONUS	OTHER TRAITS	EQUIPMENT COST
DESCRIPTION		

ARMOR		
ARMOR NAME	<input type="checkbox"/> Archaic <input type="checkbox"/> Modern	
ARMOR CREATOR	<input type="checkbox"/> <b>UNIQUE</b> <input type="checkbox"/> Yes <input type="checkbox"/> No	
TOUGHNESS BONUS	OTHER TRAITS	EQUIPMENT COST
DESCRIPTION		

ARMOR		
ARMOR NAME	<input type="checkbox"/> Archaic <input type="checkbox"/> Modern	
ARMOR CREATOR	<input type="checkbox"/> <b>UNIQUE</b> <input type="checkbox"/> Yes <input type="checkbox"/> No	
TOUGHNESS BONUS	OTHER TRAITS	EQUIPMENT COST
DESCRIPTION		

ARMOR		
ARMOR NAME	<input type="checkbox"/> Archaic <input type="checkbox"/> Modern	
ARMOR CREATOR	<input type="checkbox"/> <b>UNIQUE</b> <input type="checkbox"/> Yes <input type="checkbox"/> No	
TOUGHNESS BONUS	OTHER TRAITS	EQUIPMENT COST
DESCRIPTION		

BATTLESUIT DESIGN			
BATTLESUIT NAME		COST	/
BATTLESUIT CREATOR		UNIQUE	<input type="checkbox"/> Yes <input type="checkbox"/> No
DESCRIPTION			
POWERS			
NOTES		BATTLESUIT SKETCH	

BATTLESUIT DESIGN			
BATTLESUIT NAME		COST	/
BATTLESUIT CREATOR		UNIQUE	<input type="checkbox"/> Yes <input type="checkbox"/> No
DESCRIPTION			
POWERS			
NOTES		BATTLESUIT SKETCH	

GENERAL EQUIPMENT			
EQUIPMENT NAME		COST	
EQUIPMENT CREATOR		UNIQUE	<input type="checkbox"/> Yes <input type="checkbox"/> No
DESCRIPTION			
POWERS			

GENERAL EQUIPMENT			
EQUIPMENT NAME		COST	
EQUIPMENT CREATOR		UNIQUE	<input type="checkbox"/> Yes <input type="checkbox"/> No
DESCRIPTION			
POWERS			

GENERAL EQUIPMENT			
EQUIPMENT NAME		COST	
EQUIPMENT CREATOR		UNIQUE	<input type="checkbox"/> Yes <input type="checkbox"/> No
DESCRIPTION			
POWERS			

GENERAL EQUIPMENT			
EQUIPMENT NAME		COST	
EQUIPMENT CREATOR		UNIQUE	<input type="checkbox"/> Yes <input type="checkbox"/> No
DESCRIPTION			
POWERS			

DEVICE DESIGN			
DEVICE NAME		COST	/
DEVICE CREATOR		UNIQUE	<input type="checkbox"/> Yes <input type="checkbox"/> No
DESCRIPTION		BATTLESUIT SKETCH	
POWERS			
NOTES			

DEVICE DESIGN			
DEVICE NAME		COST	/
DEVICE CREATOR		UNIQUE	<input type="checkbox"/> Yes <input type="checkbox"/> No
DESCRIPTION		BATTLESUIT SKETCH	
POWERS			
NOTES			

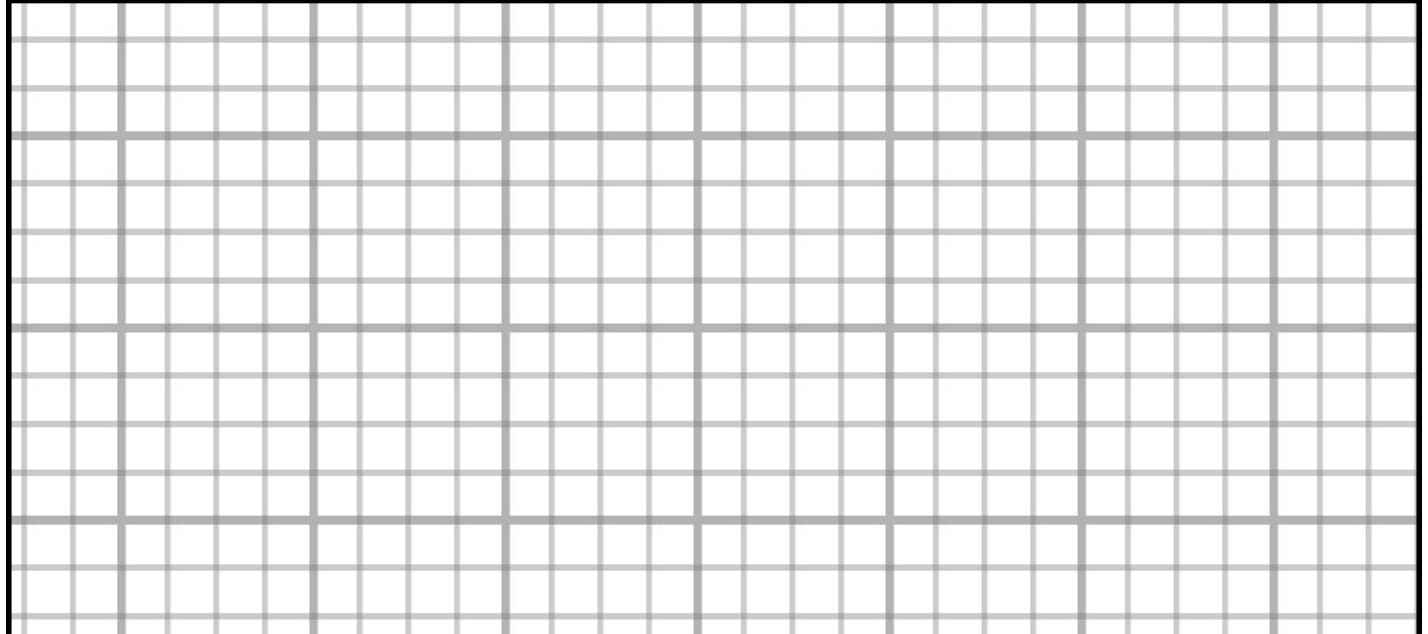
DEVICE DESIGN			
DEVICE NAME		COST	/
DEVICE CREATOR		UNIQUE	<input type="checkbox"/> Yes <input type="checkbox"/> No
DESCRIPTION		BATTLESUIT SKETCH	
POWERS			
NOTES			

VEHICLE DESIGN			
VEHICLE NAME		COST	/
VEHICLE CREATOR		UNIQUE	<input type="checkbox"/> Yes <input type="checkbox"/> No

STRENGTH	SPEED	DEFENSE	TOUGHNESS	SIZE

VEHICLE APPEARANCE/DESCRIPTION

FEATURES/POWERS	VEHICLE SKETCH
NOTES	

VEHICLE DIAGRAM


<b>COSTUME DESIGN</b>		
<b>COSTUME NAME</b>		
<b>COSTUME DESIGNER</b>		
<b>DESCRIPTION</b>		
<b>POWERS</b>		
<b>COSTUME SKETCH</b>		

<b>COSTUME DESIGN</b>		
<b>COSTUME NAME</b>		
<b>COSTUME DESIGNER</b>		
<b>DESCRIPTION</b>		
<b>POWERS</b>		
<b>COSTUME SKETCH</b>		

<b>COSTUME DESIGN</b>		
<b>COSTUME NAME</b>		
<b>COSTUME DESIGNER</b>		
<b>DESCRIPTION</b>		
<b>POWERS</b>		
<b>COSTUME SKETCH</b>		

<b>COSTUME DESIGN</b>		
<b>COSTUME NAME</b>		
<b>COSTUME DESIGNER</b>		
<b>DESCRIPTION</b>		
<b>POWERS</b>		
<b>COSTUME SKETCH</b>		



WEAPON						
WEAPON NAME						<input type="checkbox"/> Melee <input type="checkbox"/> Ranged
WEAPON CREATOR					<b>UNIQUE</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
DAMAGE BONUS	CRITICAL	DAMAGE DESCRIPTOR	RANGE INCREMENT	SIZE	EQUIPMENT COST	
DESCRIPTION						

WEAPON						
WEAPON NAME						<input type="checkbox"/> Melee <input type="checkbox"/> Ranged
WEAPON CREATOR					<b>UNIQUE</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
DAMAGE BONUS	CRITICAL	DAMAGE DESCRIPTOR	RANGE INCREMENT	SIZE	EQUIPMENT COST	
DESCRIPTION						

WEAPON						
WEAPON NAME						<input type="checkbox"/> Melee <input type="checkbox"/> Ranged
WEAPON CREATOR					<b>UNIQUE</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
DAMAGE BONUS	CRITICAL	DAMAGE DESCRIPTOR	RANGE INCREMENT	SIZE	EQUIPMENT COST	
DESCRIPTION						

WEAPON						
WEAPON NAME						<input type="checkbox"/> Melee <input type="checkbox"/> Ranged
WEAPON CREATOR					<b>UNIQUE</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
DAMAGE BONUS	CRITICAL	DAMAGE DESCRIPTOR	RANGE INCREMENT	SIZE	EQUIPMENT COST	
DESCRIPTION						

NON-ADVENTURE ACTIVITIES AND RESPONSIBILITIES	
HERO NAME	ACTIVITY
FREQUENCY	<input type="checkbox"/> Daily <input type="checkbox"/> Weekly <input type="checkbox"/> Monthly <input type="checkbox"/> Annually <input type="checkbox"/> Other:
SPECIFICS	

NON-ADVENTURE ACTIVITIES AND RESPONSIBILITIES	
HERO NAME	ACTIVITY
FREQUENCY	<input type="checkbox"/> Daily <input type="checkbox"/> Weekly <input type="checkbox"/> Monthly <input type="checkbox"/> Annually <input type="checkbox"/> Other:
SPECIFICS	

NON-ADVENTURE ACTIVITIES AND RESPONSIBILITIES	
HERO NAME	ACTIVITY
FREQUENCY	<input type="checkbox"/> Daily <input type="checkbox"/> Weekly <input type="checkbox"/> Monthly <input type="checkbox"/> Annually <input type="checkbox"/> Other:
SPECIFICS	

NON-ADVENTURE ACTIVITIES AND RESPONSIBILITIES	
HERO NAME	ACTIVITY
FREQUENCY	<input type="checkbox"/> Daily <input type="checkbox"/> Weekly <input type="checkbox"/> Monthly <input type="checkbox"/> Annually <input type="checkbox"/> Other:
SPECIFICS	

RANDOM SCENE TABLE			
LOCATION			
D20 ROLL	SCENE		
1		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
2		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
3		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
4		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
5		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
6		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
7		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
8		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
9		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
10		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
11		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
12		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
13		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
14		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
15		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
16		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
17		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
18		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
19		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
20		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No

RANDOM PATROL				d20 Roll	Crime
DATE USED	CAMPAIGN DATE	SESSION DATE		1-2	Arson
VILLAINS/NPCS INVOLVED				3-4	Assault
		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	5-6	Burglary
		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	7-8	Car-Jacking
		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	9-10	Drug Deal
PATROL SUMMARY/OUTCOME				11-12	Illegal Gambling
				13-14	Pickpocket
				15-16	Purse Grab
				17-18	Theft
				19-20	Vandalism
(CIRCLE CRIME ROLLED)					

RANDOM PATROL				d20 Roll	Crime
DATE USED	CAMPAIGN DATE	SESSION DATE		1-2	Arson
VILLAINS/NPCS INVOLVED				3-4	Assault
		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	5-6	Burglary
		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	7-8	Car-Jacking
		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	9-10	Drug Deal
PATROL SUMMARY/OUTCOME				11-12	Illegal Gambling
				13-14	Pickpocket
				15-16	Purse Grab
				17-18	Theft
				19-20	Vandalism
(CIRCLE CRIME ROLLED)					

RANDOM PATROL				d20 Roll	Crime
DATE USED	CAMPAIGN DATE	SESSION DATE		1-2	Arson
VILLAINS/NPCS INVOLVED				3-4	Assault
		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	5-6	Burglary
		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	7-8	Car-Jacking
		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	9-10	Drug Deal
PATROL SUMMARY/OUTCOME				11-12	Illegal Gambling
				13-14	Pickpocket
				15-16	Purse Grab
				17-18	Theft
				19-20	Vandalism
(CIRCLE CRIME ROLLED)					

RANDOM PATROL				d20 Roll	Crime
DATE USED	CAMPAIGN DATE	SESSION DATE		1-2	Arson
VILLAINS/NPCS INVOLVED				3-4	Assault
		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	5-6	Burglary
		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	7-8	Car-Jacking
		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	9-10	Drug Deal
PATROL SUMMARY/OUTCOME				11-12	Illegal Gambling
				13-14	Pickpocket
				15-16	Purse Grab
				17-18	Theft
				19-20	Vandalism
(CIRCLE CRIME ROLLED)					

IMPORTANT CHARACTER KNOWLEDGE				
CHARACTER NAME		<input type="checkbox"/> Hero	<input type="checkbox"/> NPC	
KNOWLEDGE SOURCE		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No	
CHARACTER'S KNOWLEDGE				
<b>CHARACTER HAS VERIFIED KNOWLEDGE/INFORMATION</b>		<input type="checkbox"/> Yes <input type="checkbox"/> No	<b>KNOWLEDGE TRUE</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

IMPORTANT CHARACTER KNOWLEDGE				
CHARACTER NAME		<input type="checkbox"/> Hero	<input type="checkbox"/> NPC	
KNOWLEDGE SOURCE		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No	
CHARACTER'S KNOWLEDGE				
<b>CHARACTER HAS VERIFIED KNOWLEDGE/INFORMATION</b>		<input type="checkbox"/> Yes <input type="checkbox"/> No	<b>KNOWLEDGE TRUE</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

IMPORTANT CHARACTER KNOWLEDGE				
CHARACTER NAME		<input type="checkbox"/> Hero	<input type="checkbox"/> NPC	
KNOWLEDGE SOURCE		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No	
CHARACTER'S KNOWLEDGE				
<b>CHARACTER HAS VERIFIED KNOWLEDGE/INFORMATION</b>		<input type="checkbox"/> Yes <input type="checkbox"/> No	<b>KNOWLEDGE TRUE</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

IMPORTANT CHARACTER KNOWLEDGE				
CHARACTER NAME		<input type="checkbox"/> Hero	<input type="checkbox"/> NPC	
KNOWLEDGE SOURCE		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No	
CHARACTER'S KNOWLEDGE				
<b>CHARACTER HAS VERIFIED KNOWLEDGE/INFORMATION</b>		<input type="checkbox"/> Yes <input type="checkbox"/> No	<b>KNOWLEDGE TRUE</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

**ALIEN INVASION/ATTACK PLAN**



<b>INVASION DATE</b>	<b>CAMPAIGN DATE</b>	<b>SESSION DATE</b>
<b>INVADING SPECIES</b>		<b>SHEET</b> <input type="checkbox"/> Yes <input type="checkbox"/> No
<b>INVASION LEADER</b>		<b>SHEET</b> <input type="checkbox"/> Yes <input type="checkbox"/> No
<b>INVASION CODE</b>		
<b>INVADERS' GOALS</b>		<b>FIRST STRIKE/LANDING TARGETS</b>
		1
		2
		3
		4
<b>SIZE OF FORCE/UNITS INVOLVED</b>		5
		6
		7
		8
		9
		10
		11
<b>INVADERS' WEAKNESS/FLAW</b>		12
		13
		14
		15
		16
<b>NOTES</b>		17
		18
		19
		20

VILLAINS' STATUS – MASTER TRACKER			
<b>VILLAIN</b>			
<b>LOCATION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>STATUS</b>	<input type="checkbox"/> Active <input type="checkbox"/> Deceased <input type="checkbox"/> Incarcerated <input type="checkbox"/> Retired		
<b>SCHEME</b>			
<b>VILLAIN</b>			
<b>LOCATION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>STATUS</b>	<input type="checkbox"/> Active <input type="checkbox"/> Deceased <input type="checkbox"/> Incarcerated <input type="checkbox"/> Retired		
<b>SCHEME</b>			
<b>VILLAIN</b>			
<b>LOCATION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>STATUS</b>	<input type="checkbox"/> Active <input type="checkbox"/> Deceased <input type="checkbox"/> Incarcerated <input type="checkbox"/> Retired		
<b>SCHEME</b>			
<b>VILLAIN</b>			
<b>LOCATION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>STATUS</b>	<input type="checkbox"/> Active <input type="checkbox"/> Deceased <input type="checkbox"/> Incarcerated <input type="checkbox"/> Retired		
<b>SCHEME</b>			
<b>VILLAIN</b>			
<b>LOCATION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>STATUS</b>	<input type="checkbox"/> Active <input type="checkbox"/> Deceased <input type="checkbox"/> Incarcerated <input type="checkbox"/> Retired		
<b>SCHEME</b>			
<b>VILLAIN</b>			
<b>LOCATION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>STATUS</b>	<input type="checkbox"/> Active <input type="checkbox"/> Deceased <input type="checkbox"/> Incarcerated <input type="checkbox"/> Retired		
<b>SCHEME</b>			
<b>VILLAIN</b>			
<b>LOCATION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>STATUS</b>	<input type="checkbox"/> Active <input type="checkbox"/> Deceased <input type="checkbox"/> Incarcerated <input type="checkbox"/> Retired		
<b>SCHEME</b>			
<b>VILLAIN</b>			
<b>LOCATION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>STATUS</b>	<input type="checkbox"/> Active <input type="checkbox"/> Deceased <input type="checkbox"/> Incarcerated <input type="checkbox"/> Retired		
<b>SCHEME</b>			
<b>VILLAIN</b>			
<b>LOCATION</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>STATUS</b>	<input type="checkbox"/> Active <input type="checkbox"/> Deceased <input type="checkbox"/> Incarcerated <input type="checkbox"/> Retired		
<b>SCHEME</b>			

PATROL SCHEDULE			
TEAM NAME			
MEMBERS			
MEMBER		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
MEMBER		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
MEMBER		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
MEMBER		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
MEMBER		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
MEMBER		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
AREAS PATROLLED			
TIME	AREA	SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
PROCEDURE			
TIME	AREA	SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
PROCEDURE			
TIME	AREA	SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
PROCEDURE			
TIME	AREA	SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
PROCEDURE			
TIME	AREA	SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
PROCEDURE			
STANDARD RESPONSES TO STANDARD CRIMES			
CRIME	RESPONSE		
Arson			
Assault			
Burglary			
Car-Jacking			
Drug Deal			
Gambling			
Pickpocket			
Theft			
Vandalism			



**CRIME SCENE FOLLOW-UP**

**HEROES ON THE SCENE**

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**LOCATION**

	<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
--	--------------	--

**DATE OF CRIME**

<b>CAMPAIGN DATE</b>	<b>SESSION DATE</b>	
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**CRIME COMMITTED/DESCRIPTION OF EVENT**


**PERPETRATORS**

<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

**VICTIMS**

<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

**WITNESSES**

<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>NPC</b>		<b>SHEET</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No

**EVIDENCE**


**NOTES**


<b>REWARDS AND HONORS</b>	
<b>HONORED CEREMONY</b>	<input type="checkbox"/> Team <input type="checkbox"/> Hero:
	<input type="checkbox"/> Public <input type="checkbox"/> Private <input type="checkbox"/> Secret <b>LOCATION</b>
<b>HONOR/REWARD</b>	
<b>GAME EFFECT (IF ANY)</b>	

<b>REWARDS AND HONORS</b>	
<b>HONORED CEREMONY</b>	<input type="checkbox"/> Team <input type="checkbox"/> Hero:
	<input type="checkbox"/> Public <input type="checkbox"/> Private <input type="checkbox"/> Secret <b>LOCATION</b>
<b>HONOR/REWARD</b>	
<b>GAME EFFECT (IF ANY)</b>	

<b>REWARDS AND HONORS</b>	
<b>HONORED CEREMONY</b>	<input type="checkbox"/> Team <input type="checkbox"/> Hero:
	<input type="checkbox"/> Public <input type="checkbox"/> Private <input type="checkbox"/> Secret <b>LOCATION</b>
<b>HONOR/REWARD</b>	
<b>GAME EFFECT (IF ANY)</b>	

<b>REWARDS AND HONORS</b>	
<b>HONORED CEREMONY</b>	<input type="checkbox"/> Team <input type="checkbox"/> Hero:
	<input type="checkbox"/> Public <input type="checkbox"/> Private <input type="checkbox"/> Secret <b>LOCATION</b>
<b>HONOR/REWARD</b>	
<b>GAME EFFECT (IF ANY)</b>	

# The Daily News

CITY PAPER NAME: \_\_\_\_\_ ISSUE DATE: \_\_\_\_\_

TOP STORY: \_\_\_\_\_

REPORTED BY: \_\_\_\_\_

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SIDEBAR: _____
REPORTED BY: _____
STORY: _____
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# *The Daily News*

CITY PAPER NAME: \_\_\_\_\_ ISSUE DATE: \_\_\_\_\_

STORY: \_\_\_\_\_

REPORTED BY: \_\_\_\_\_

DETAILS: \_\_\_\_\_

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STORY: \_\_\_\_\_

REPORTED BY: \_\_\_\_\_

DETAILS: \_\_\_\_\_

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STORY: \_\_\_\_\_

REPORTED BY: \_\_\_\_\_

DETAILS: \_\_\_\_\_

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STORY: \_\_\_\_\_

REPORTED BY: \_\_\_\_\_

DETAILS: \_\_\_\_\_

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STORY: \_\_\_\_\_

REPORTED BY: \_\_\_\_\_

DETAILS: \_\_\_\_\_

\_\_\_\_\_

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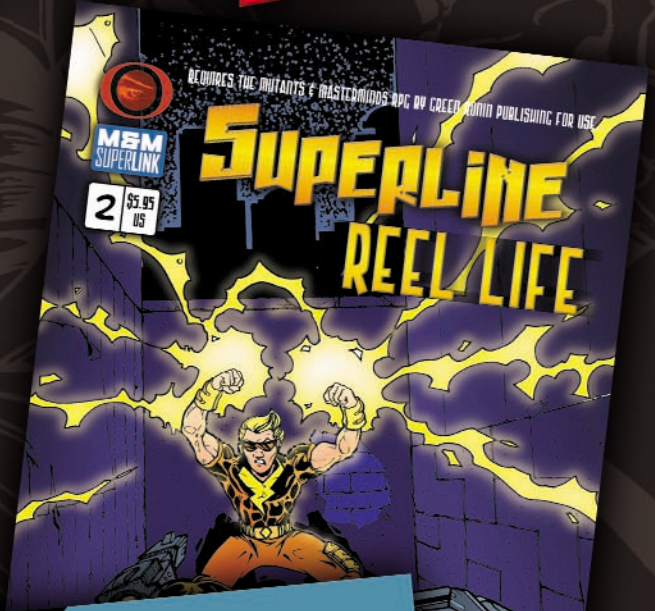
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