

DEVIL'S WORKSHOP PRESENTS

SUPER POWERED ADVENTURE PLANNER



LPJ9848

\$5.95



LOUIS PORTER JR. DESIGN

CAMPAIGN OVERVIEW

CAMPAIGN TITLE: _____

GAMEMASTER: _____

PUBLISHED SETTING? YES NO PUBLISHER: _____

CAMPAIGN SYNOPSIS: _____

CAMPAIGN START DATE: _____ CURRENT DATE: _____

CAMPAIGN CITY: _____

HEROES HAVE OPERATED PUBLICLY SINCE? _____

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

PUBLISHED PDFS OR SOURCEBOOKS USED

TITLE: _____

TITLE: _____

TITLE: _____

TITLE: _____

TITLE: _____

TITLE: _____

TITLE: _____

CHANGES TO PUBLISHED SETTING

IMPORTANT EVENTS IN THE CAMPAIGN HISTORY

EVENT KNOWN AS: _____ DATE: _____

KNOWN TO THE PUBLIC? YES NO

KEY CHARACTERS PRESENT/INVOLVED: _____

EVENT SUMMARY: _____

LONG-TERM EFFECT (IF ANY): _____

IMPORTANT EVENTS IN THE CAMPAIGN HISTORY

EVENT KNOWN AS: _____ DATE: _____

KNOWN TO THE PUBLIC? YES NO

KEY CHARACTERS PRESENT/INVOLVED: _____

EVENT SUMMARY: _____

LONG-TERM EFFECT (IF ANY): _____

IMPORTANT EVENTS IN THE CAMPAIGN HISTORY

EVENT KNOWN AS: _____ DATE: _____

KNOWN TO THE PUBLIC? YES NO

KEY CHARACTERS PRESENT/INVOLVED: _____

EVENT SUMMARY: _____

LONG-TERM EFFECT (IF ANY): _____

LOCATION IN THE CAMPAIGN

NAME OF LOCATION: _____

PLACEMENT IN THE CAMPAIGN WORLD: _____

BRIEF DESCRIPTION: _____

LEADER(S): _____

NOTES: _____

LOCATION IN THE CAMPAIGN

NAME OF LOCATION: _____

PLACEMENT IN THE CAMPAIGN WORLD: _____

BRIEF DESCRIPTION: _____

LEADER(S): _____

NOTES: _____

LOCATION IN THE CAMPAIGN

NAME OF LOCATION: _____

PLACEMENT IN THE CAMPAIGN WORLD: _____

BRIEF DESCRIPTION: _____

LEADER(S): _____

NOTES: _____

PUBLISHED ADVENTURES USED

TITLE: _____

PUBLISHER: _____

RESULTS: _____

TITLE: _____

PUBLISHER: _____

RESULTS: _____

TITLE: _____

PUBLISHER: _____

RESULTS: _____

TITLE: _____

PUBLISHER: _____

RESULTS: _____

TITLE: _____

PUBLISHER: _____

RESULTS: _____

TITLE: _____

PUBLISHER: _____

RESULTS: _____

TITLE: _____

PUBLISHER: _____

RESULTS: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER ARCHETYPE / AGENT

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE / AMPHIBIAN

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE / ANDROID

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE / ANGEL

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER ARCHETYPE / ANIMAL

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE / BATTLESUIT

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE / CARTOON CRITTER

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE / CHEMICAL

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER ARCHETYPE COMIC HERALD

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE COMPOSITE

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE CONSTRUCT

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE CYBORG

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER ARCHETYPE DEMIGOD

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE DEMON

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE ELEMENTAL

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE ENERGY BEING

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER ARCHETYPE | EXALTED DESTROYER

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE | GADGETEER

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE | JUNGLE LORD

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE | MARTIAL ARTIST

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER ARCHETYPE MIMIC

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE MYSTIC

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE PARAGON

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE PLANTLIFE

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER ARCHETYPE | POWERHOUSE

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE | PSYCHIC

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE | ROBOT

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE | SHAPSHIFTER

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER ARCHETYPE SHARPSHOOTER

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE SPEEDSTER

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE SUPER SOLDIER

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE TOTEM

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER ARCHETYPE | WEAPON SPECIALIST

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE | WORLD DEVOURER

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE _____

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE _____

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER ARCHETYPE _____

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE _____

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE _____

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER ARCHETYPE _____

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER TEMPLATE / ALIEN OVERSEER

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE / BIOLOGICAL INTRUDER

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE / COMBAT ENDOSKELETON

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE / TOUCHED BY COMIC FORCE

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER TEMPLATE | DEMONIC POSSESSION

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE | DEVOLVED

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE | DISABLED HERO

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE | ENERGY INFUSED

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER TEMPLATE GESTALT

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE GRIM AVENGER

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE LEGACY HERO

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE MOLMECH

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER TEMPLATE / MYSTIC OVERSEER

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE / MUTATING / POWERS IN FLUX

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE / PSYCHIC ENTITY

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE / REBIRTH / UNDYING

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE SYMBIOTE

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE _____

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE _____

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE _____

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

CHARACTER TEMPLATE _____

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE _____

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE _____

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

CHARACTER TEMPLATE _____

SRD STANDARD: YES NO

If no, record changes below.

ARCHETYPE TRAITS: _____

OTHER NOTES: _____

SUPER POWERED ADVENTURE PLANNER

NEW POWER:

COST: _____ **ACTION:** _____ **RANGE:** _____

DURATION: _____ **SAVING THROW:** _____

DESCRIPTION: _____

POWER EXTRA: _____

POWER TRICKS: _____

POWER FLAWS: _____

NEW POWER:

COST: _____ **ACTION:** _____ **RANGE:** _____

DURATION: _____ **SAVING THROW:** _____

DESCRIPTION: _____

POWER EXTRA: _____

POWER TRICKS: _____

POWER FLAWS: _____

SUPER POWERED ADVENTURE PLANNER

NEW FEAT: _____

DESCRIPTION: _____

PREREQUISITES: _____

BENEFIT: _____

SPECIAL: _____

NEW FEAT: _____

DESCRIPTION: _____

PREREQUISITES: _____

BENEFIT: _____

SPECIAL: _____

NEW FEAT: _____

DESCRIPTION: _____

PREREQUISITES: _____

BENEFIT: _____

SPECIAL: _____

NEW WEAKNESS: _____

DESCRIPTION: _____

NEW WEAKNESS: _____

DESCRIPTION: _____

NEW WEAKNESS: _____

DESCRIPTION: _____

NEW WEAKNESS: _____

DESCRIPTION: _____

NEW WEAKNESS: _____

DESCRIPTION: _____

PLOT DEVICE: _____

APPEARANCE: _____

ORIGIN/CREATION STORY: _____

FIRST APPEARANCE: _____

CURRENT STATUS/LOCATION: _____

NOTES: _____

PLOT DEVICE: _____

APPEARANCE: _____

ORIGIN/CREATION STORY: _____

FIRST APPEARANCE: _____

CURRENT STATUS/LOCATION: _____

NOTES: _____

PLOT DEVICE: _____

APPEARANCE: _____

ORIGIN/CREATION STORY: _____

FIRST APPEARANCE: _____

CURRENT STATUS/LOCATION: _____

NOTES: _____

SUPER POWERED ADVENTURE PLANNER

RECENT CAMPAIGN EVENTS

EVENT

LOCATION

IMPORTANT NOTES

EFFECT

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

CAMPAIGN HOLIDAYS

NAME

DATE

REASON

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

ADVENTURE OUTLINE

ISSUE #: _____ STORY TITLE: _____

LOCATION/SETTING: _____

VILLAINS/MAJOR CHARACTERS: _____

SUPPORTING CAST: _____

ADVENTURE HOOK: _____

ADVENTURE SYNOPSIS: _____

SCENES

SCENE 1: _____

SCENE 2: _____

SCENE 3: _____

SCENE 4: _____

SCENE 5: _____

SCENE 6: _____

PREFERRED OUTCOME: _____

PLANNED SCENES

SCENE #: _____ SCENE TITLE: _____

LOCATION/SETTING: _____

SCENE TYPE: ROLEPLAYING COMBAT

SCENE SUMMARY: _____

VILLAINS/SUPPORTING CAST AT SCENE:

1. _____ 2. _____

3. _____ 4. _____

5. _____ 6. _____

7. _____ 8. _____

OPENING/READ ALOUD TEXT: _____

IMPORTANT GM INFORMATION: _____

TIMELINE OF SCENE EVENTS

TIME

EVENT

PREFERRED OUTCOME

ACTUAL OUTCOME

RANDOM EVENTS

BASIC STYLE OF PLAY? ED PUBLICLY SINCE? _____

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

D20 ROLL

EVENT

1-2

3-5

6-8

9-11

12-15

16-18

19-20

CUSTOM RANDOM ENCOUNTER TABLE

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

CUSTOM RANDOM ENCOUNTER TABLE

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

SUPER POWERED ADVENTURE PLANNER

LOCATION BASED ENCOUNTER

ENCOUNTER LOCATION: _____ ENCOUNTER LEVEL: _____

GOALS: _____ REWARDS: _____

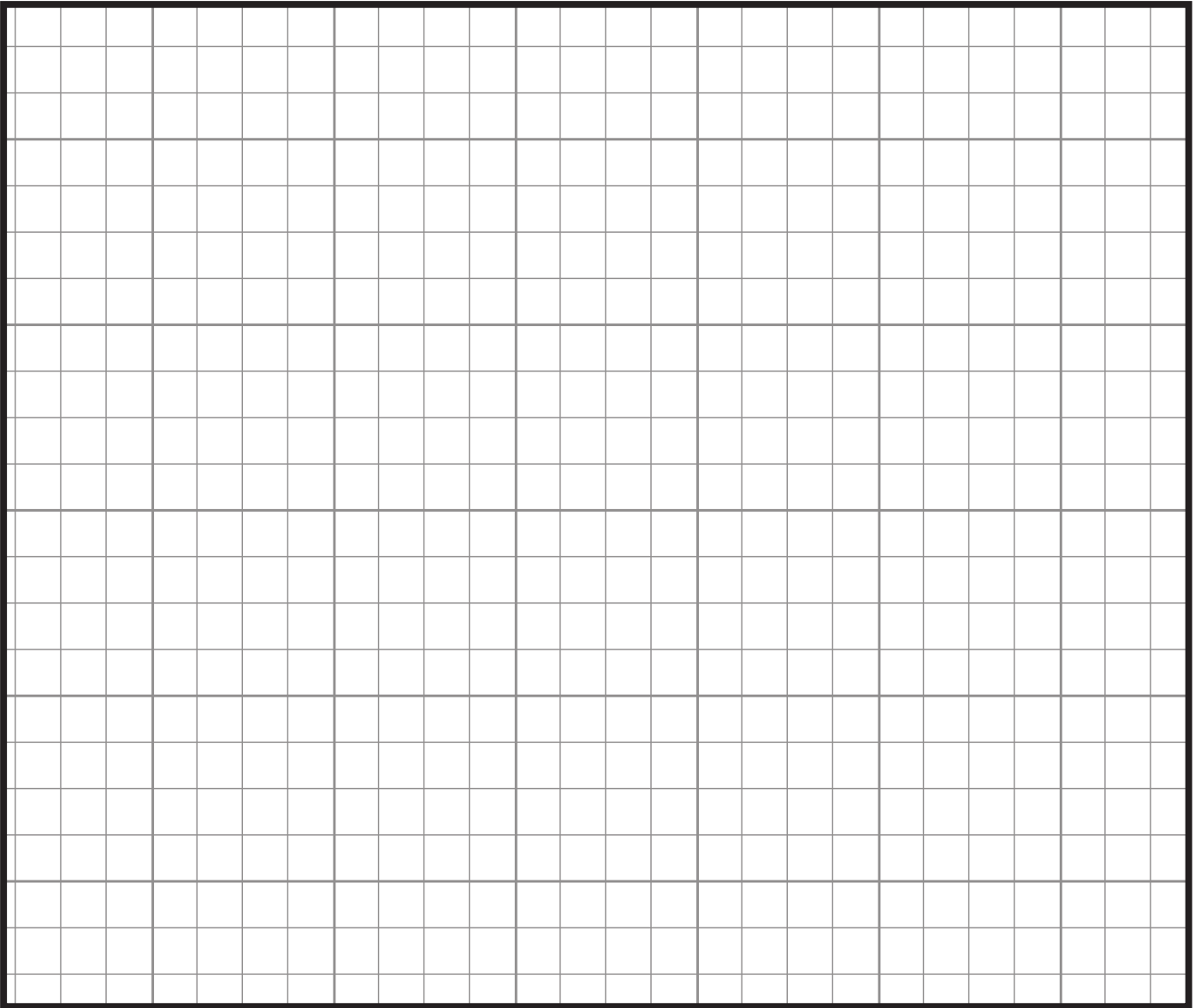
ENCOUNTER SUMMARY: _____

DIFFICULTY: EASY MEDIUM HARD VERY HARD IMPOSSIBLE

ENCOUNTER TYPE: STATIC DYNAMIC

TRIGGERS: 1. _____ 2. _____ 3. _____

NOTES: _____



EVENT BASED ENCOUNTER

ENCOUNTER LOCATION: _____ ENCOUNTER LEVEL: _____

GOALS: _____ REWARDS: _____

ENCOUNTER SUMMARY: _____

DIFFICULTY: EASY MEDIUM HARD VERY HARD IMPOSSIBLE

ENCOUNTER TYPE: STATIC DYNAMIC

TRIGGERS: 1. _____ 2. _____ 3. _____

EVENT DESCRIPTION: _____

TIME

EVENT

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

COUNTRY: _____
LOCATION: _____
CAPITAL: _____
FORM OF GOVERNMENT: _____
RULER/LEADER: _____

GOVERNMENT MEMBERS

ALLIES: _____

ENEMIES: _____

NOTES: _____

COUNTRY: _____
LOCATION: _____
CAPITAL: _____
FORM OF GOVERNMENT: _____
RULER/LEADER: _____

GOVERNMENT MEMBERS

ALLIES: _____

ENEMIES: _____

NOTES: _____

COUNTRY: _____
LOCATION: _____
CAPITAL: _____
FORM OF GOVERNMENT: _____
RULER/LEADER: _____

GOVERNMENT MEMBERS

ALLIES: _____

ENEMIES: _____

NOTES: _____

COUNTRY: _____
LOCATION: _____
CAPITAL: _____
FORM OF GOVERNMENT: _____
RULER/LEADER: _____

GOVERNMENT MEMBERS

ALLIES: _____

ENEMIES: _____

NOTES: _____

UNRESOLVED ISSUES AND LEADS

ISSUE/LEAD RESOLVED?

YES NO

YES NO

YES NO

YES NO

YES NO

YES NO

YES NO

YES NO

YES NO

YES NO

YES NO

YES NO

YES NO

YES NO

YES NO

YES NO

LOCAL CITY LOCATIONS

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

LOCAL SHOPS AND MARKETPLACES

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

ORGANIZATIONS IN THE CAMPAIGN

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

RUMORS FED TO PLAYERS

TRUE FALSE RUMOR: _____
SOURCE: _____

TRUE FALSE RUMOR: _____
SOURCE: _____

TRUE FALSE RUMOR: _____
SOURCE: _____

TRUE FALSE RUMOR: _____
SOURCE: _____

TRUE FALSE RUMOR: _____
SOURCE: _____

TRUE FALSE RUMOR: _____
SOURCE: _____

SUPER POWERED ADVENTURE PLANNER

DEATHTRAPS FOR USE IN ANY LOCATIONS

NAME	CR	EFFECT	SEARCH	DISABLE DEVICE
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

DEATHTRAPS/HIDDEN DOORS/OTHER IDEAS

SUPER POWERED ADVENTURE PLANNER

ITEM / ARTIFACT: _____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS: _____

TO DESTROY: _____

NOTES: _____

ITEM / ARTIFACT: _____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS: _____

TO DESTROY: _____

NOTES: _____

ITEM / ARTIFACT: _____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS: _____

TO DESTROY: _____

NOTES: _____

ITEM / ARTIFACT: _____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS: _____

TO DESTROY: _____

NOTES: _____

ITEM / ARTIFACT: _____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS: _____

TO DESTROY: _____

NOTES: _____

ITEM / ARTIFACT: _____

LAST KNOWN LOCATION: _____

ALIGNMENT (IF ANY): _____

POWERS: _____

TO DESTROY: _____

NOTES: _____

GM NOTES ON COMPLETED ADVENTURES

ADVENTURE TITLE: _____

CHARACTERS INVOLVED: _____

SYNOPSIS: _____

IMPORTANT DEVELOPMENTS: _____

UNEXPECTED RESULTS: _____

GM NOTES ON COMPLETED ADVENTURES

ADVENTURE TITLE: _____

CHARACTERS INVOLVED: _____

SYNOPSIS: _____

IMPORTANT DEVELOPMENTS: _____

UNEXPECTED RESULTS: _____

IDEA FOR FUTURE ADVENTURES

SYNOPSIS: _____

CHARACTERS INVOLVED: _____

HOOKS/TRIGGERS: _____

LOCATION: _____

IDEA FOR FUTURE ADVENTURES

SYNOPSIS: _____

CHARACTERS INVOLVED: _____

HOOKS/TRIGGERS: _____

LOCATION: _____

IDEA FOR FUTURE ADVENTURES

SYNOPSIS: _____

CHARACTERS INVOLVED: _____

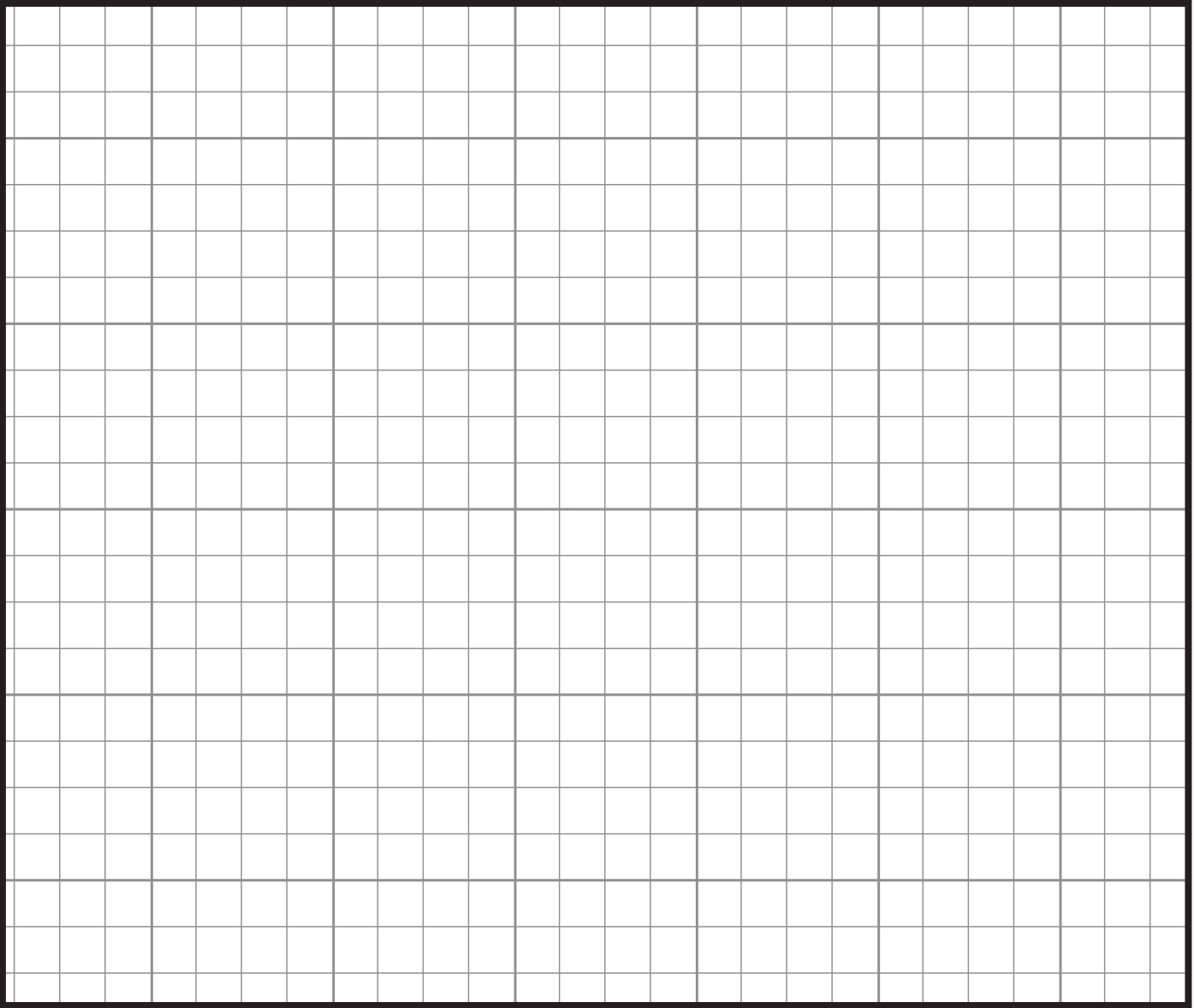
HOOKS/TRIGGERS: _____

LOCATION: _____

GEOGRAPHIC OVERVIEW

LOCATION: _____

NOTES: _____



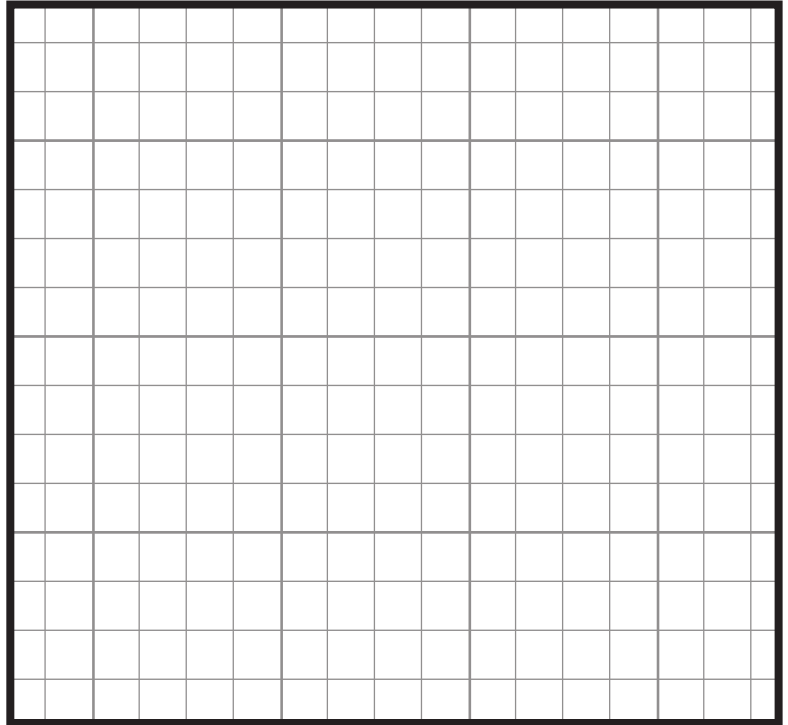
DETAILED INFORMATION AND MAPS

LOCATION NAME: _____

COMMON KNOWLEDGE: _____

BARDIC KNOWLEDGE: _____

OTHER NOTES: _____



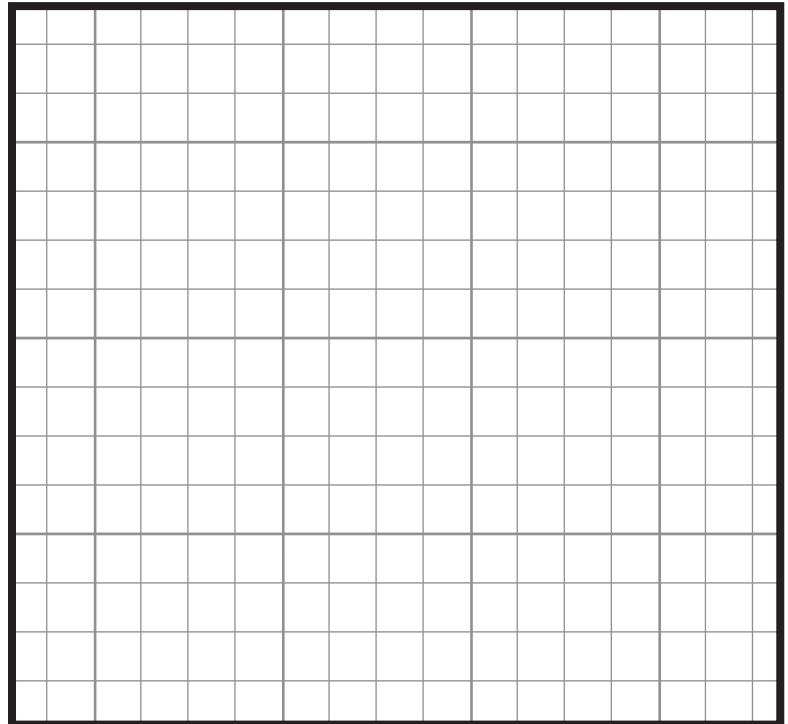
DETAILED INFORMATION AND MAPS

LOCATION NAME: _____

COMMON KNOWLEDGE: _____

BARDIC KNOWLEDGE: _____

OTHER NOTES: _____



MINOR SIZED TOWN INFORMATION AND MAP

NAME: _____

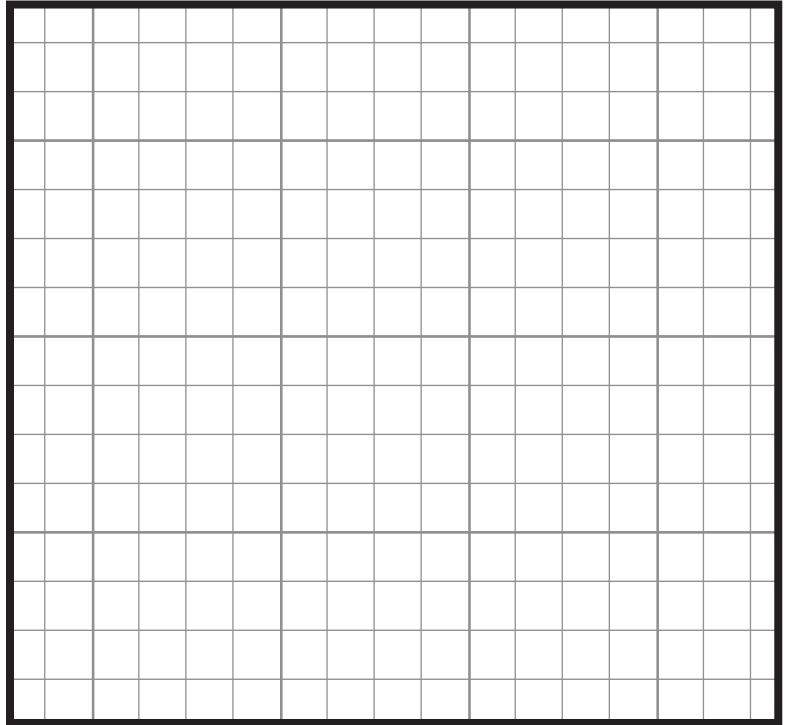
LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCS

NOTES: _____



MINOR SIZED TOWN INFORMATION AND MAP

NAME: _____

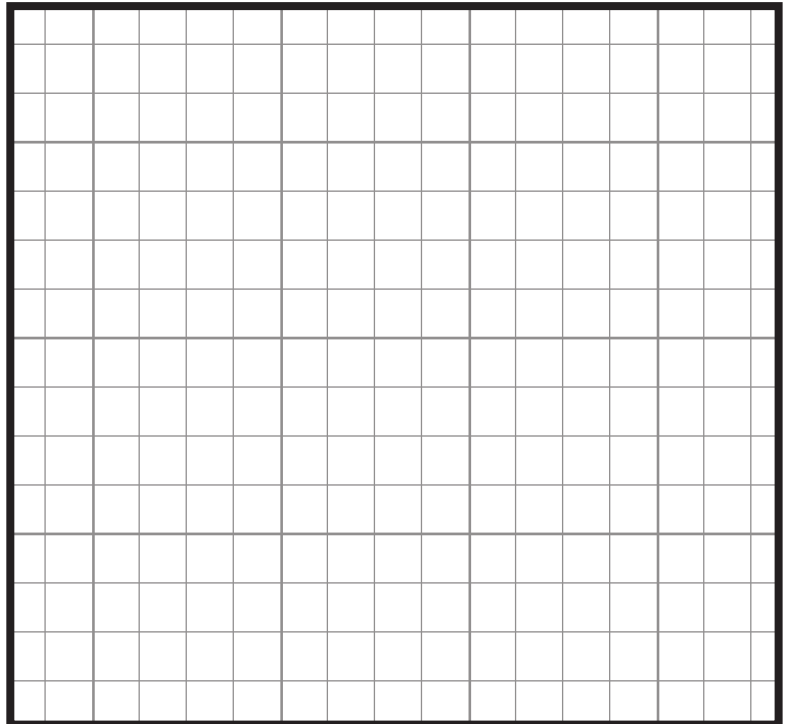
LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCS

NOTES: _____



MAJOR SIZED TOWN INFORMATION AND MAP

NAME: _____

NOTES: _____

LOCATION: _____

POWER CENTER/ALIGNMENT: _____

POPULATION: _____

IMPORTANT NPCS

