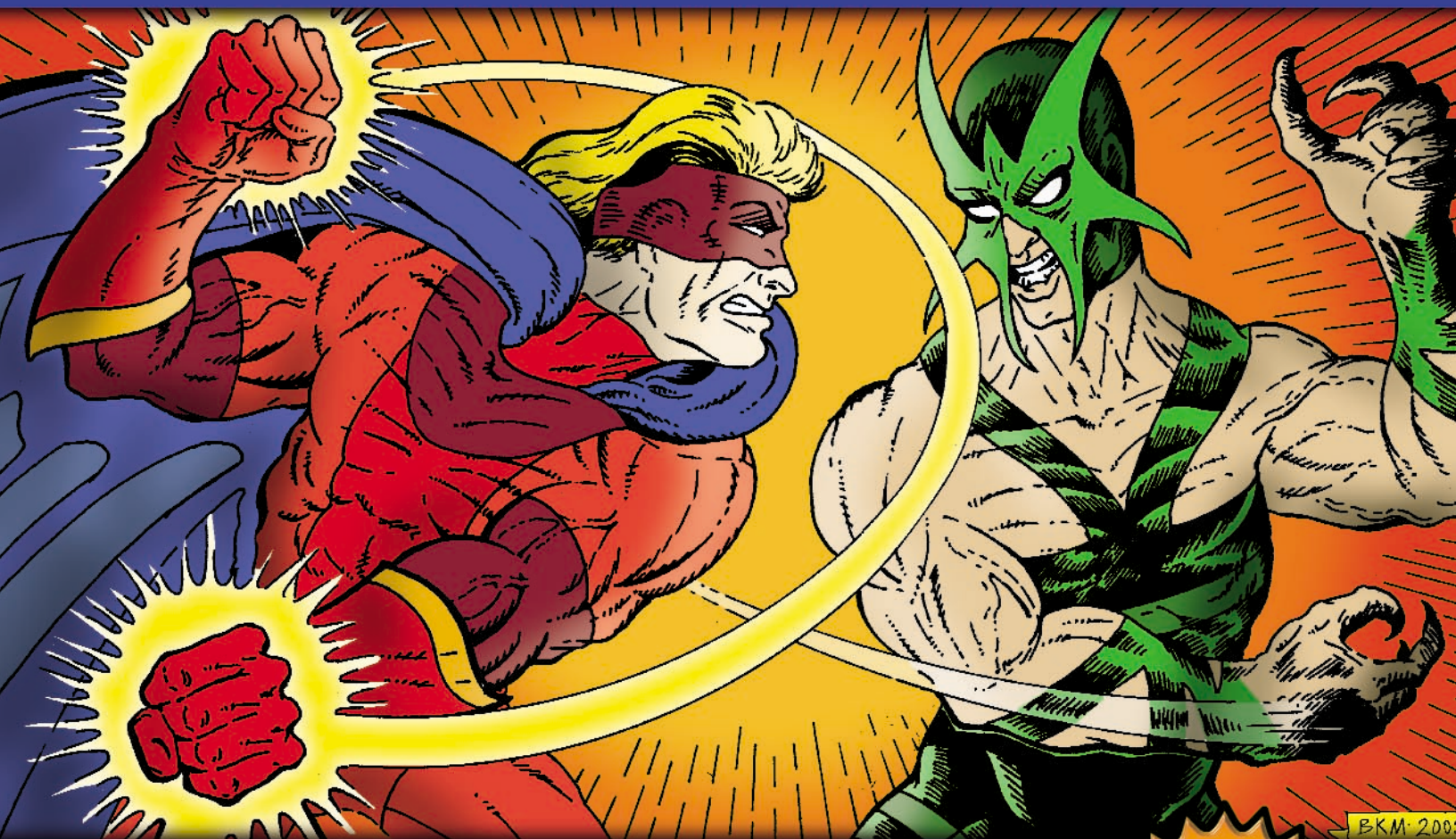


REQUIRES THE MUTANTS & MASTERMINDS RPG, SECOND EDITION, FOR USE

SUPERLINE CAMPAIGN PLANNER



BY PHILIP REED AND MICHAEL HAMMES



M&M
SUPERLINK

REVISED
AND
EXPANDED!

SUPERLINE CAMPAIGN PLANNER

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INTRODUCTION

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

Our suggestion is to print out the forms you need, hole-punch them, and put them in a three-ring binder for easy reference.

Although the forms are largely self-explanatory, we have included a small user guide as an overview.

Campaign Overview (p. 3)

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

Published Adventure Used (p. 4)

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

Approved Sourcebook (p. 5)

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

City Information (p. 6-8)

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

Location/Building (p. 9-10)

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

Organization/Secret Society (p. 11-12)

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

Villain Datafile (p. 13-15)

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

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

Minion/Supporting Cast (p. 16)

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

NPC/Organization Memorable Encounters (p. 17)

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

Headquarters/Hideout (p. 18)

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

Powers And The Law (p. 19)

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

Powers And Society (p. 20)

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

Custom Powers (p. 21)

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

Archetypes In The Campaign (p. 22)

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

Custom Drawback (p. 23)

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

Drawback Tracker (p. 24)

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

Complications Tracker (p. 25)

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

Plot Device (p.26)

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

Global Hot Spots (p.27)

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

Adventure Outline (p.28)

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

Scene (p.29)

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

Rumor/Adventure Lead (p.30)

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

Future Adventure Idea (p. 31)

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

Session History (p. 32)

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

Unresolved Issue/Leads (p. 33)

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

Adventure/Gamemaster Review (p. 34)

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

Notes (p. 35)

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

CAMPAIGN TITLE		
GAMEMASTER		
PUBLISHED SETTING	<input type="checkbox"/> Yes <input type="checkbox"/> No	NAME AND PUBLISHER
CAMPAIGN ROSTER OF HEROES/PLAYER CHARACTERS		
HERO NAME		PLAYER NAME
HERO NAME		PLAYER NAME
HERO NAME		PLAYER NAME
HERO NAME		PLAYER NAME
HERO NAME		PLAYER NAME
HERO NAME		PLAYER NAME

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

CAMPAIGN BACKGROUND	

ROLE OF HEROES	

CAMPAIGN GOALS/OBJECTIVES	

APPROVED SOURCEBOOK			
SOURCEBOOK TITLE		SOURCE TYPE	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
PUBLISHER		PLAYER ACCESS	<input type="checkbox"/> Yes <input type="checkbox"/> No
SECTIONS/RULES USED			

APPROVED SOURCEBOOK			
SOURCEBOOK TITLE		SOURCE TYPE	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
PUBLISHER		PLAYER ACCESS	<input type="checkbox"/> Yes <input type="checkbox"/> No
SECTIONS/RULES USED			

APPROVED SOURCEBOOK			
SOURCEBOOK TITLE		SOURCE TYPE	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
PUBLISHER		PLAYER ACCESS	<input type="checkbox"/> Yes <input type="checkbox"/> No
SECTIONS/RULES USED			

APPROVED SOURCEBOOK			
SOURCEBOOK TITLE		SOURCE TYPE	<input type="checkbox"/> Print <input type="checkbox"/> PDF <input type="checkbox"/> Web
PUBLISHER		PLAYER ACCESS	<input type="checkbox"/> Yes <input type="checkbox"/> No
SECTIONS/RULES USED			

CITY INFORMATION 1 OF 3

CITY NAME

LOCATION

CITY MAP

CITY DISTRICTS/NEIGHBORHOODS

DISTRICT		TYPE	<input type="checkbox"/> Residential	<input type="checkbox"/> Commercial	<input type="checkbox"/> Business	<input type="checkbox"/> Industrial
DISTRICT		TYPE	<input type="checkbox"/> Residential	<input type="checkbox"/> Commercial	<input type="checkbox"/> Business	<input type="checkbox"/> Industrial
DISTRICT		TYPE	<input type="checkbox"/> Residential	<input type="checkbox"/> Commercial	<input type="checkbox"/> Business	<input type="checkbox"/> Industrial
DISTRICT		TYPE	<input type="checkbox"/> Residential	<input type="checkbox"/> Commercial	<input type="checkbox"/> Business	<input type="checkbox"/> Industrial
DISTRICT		TYPE	<input type="checkbox"/> Residential	<input type="checkbox"/> Commercial	<input type="checkbox"/> Business	<input type="checkbox"/> Industrial
DISTRICT		TYPE	<input type="checkbox"/> Residential	<input type="checkbox"/> Commercial	<input type="checkbox"/> Business	<input type="checkbox"/> Industrial
DISTRICT		TYPE	<input type="checkbox"/> Residential	<input type="checkbox"/> Commercial	<input type="checkbox"/> Business	<input type="checkbox"/> Industrial

IMPORTANT BUILDINGS/LANDMARKS

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

CITY INFORMATION 2 OF 3

CITY NAME

NPC HEROES KNOWN TO REGULARLY OPERATE IN THE CITY

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

VILLAINS KNOWN TO REGULARLY OPERATE IN THE CITY

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

IMPORTANT NPCS OF THE COMMUNITY (POLITICAL LEADERS, CELEBRITIES, ETC.)

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

ORGANIZATIONS (VILLAINOUS/HEROIC) KNOWN TO OPERATE IN THE CITY

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

CITY INFORMATION 3 OF 3

CITY NAME

CITY POLICE DEPARTMENT INFORMATION AND IMPORTANT NPCS

MAIN BUILDING AT

COMMISSIONER		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
CAPTAIN		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
LIEUTENANT		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SUPPORT		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SUPPORT		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SUPPORT		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SUPPORT		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No

CITY FIRE DEPARTMENT INFORMATION AND IMPORTANT NPCS

MAIN BUILDING AT

CHIEF		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SUPPORT		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SUPPORT		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SUPPORT		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SUPPORT		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SUPPORT		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SUPPORT		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No

CITY MEDIA PERSONALITIES

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

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

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

OTHER NOTES/IMPORTANT CITY-RELATED INFORMATION

LOCATION/BUILDING 1 OF 2

NAME

ADDRESS

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

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

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

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

LOCATION/BUILDING MAP

A large grid area for drawing a location/building map. The grid consists of 20 columns and 20 rows of squares, providing a coordinate system for sketching the building's layout and its position relative to the surrounding area.

LOCATION/BUILDING 2 OF 2			
NAME	ADDRESS		
NPCS ENCOUNTERED AT THIS LOCATION			
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
ENCOUNTERS PLANNED FOR THIS LOCATION			
IMPORTANT EVENTS (HISTORICAL AND DURING PLAY) THAT HAVE HAPPENED AT THIS LOCATION			
MISCELLANEOUS INFORMATION/NOTES			

ORGANIZATION/SECRET SOCIETY (PAGE 1 OF 2)			
ORGANIZATION			
	<input type="checkbox"/> Known to the Public	<input type="checkbox"/> Secret	STATUS
ORGANIZATION IS	<input type="checkbox"/> Corporate <input type="checkbox"/> Private <input type="checkbox"/> Govern.		<input type="checkbox"/> Active <input type="checkbox"/> Inactive <input type="checkbox"/> Destroyed
			SCOPE
LEADER			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
BASE OF OPERATIONS			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No

READILY AVAILABLE INFORMATION			

GOALS/OBJECTIVES			

RESOURCES			

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

ORGANIZATION/SECRET SOCIETY (PAGE 2 OF 2)

ORGANIZATION

SUPPORTERS

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

DETRACTORS

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

ALLIED ORGANIZATIONS

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

ENEMY ORGANIZATIONS

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

MISCELLANEOUS INFORMATION

FIRST ENCOUNTERED BY HEROES/FIRST INTRODUCED IN CAMPAIGN

CAMPAIGN DATE		SESSION DATE	
----------------------	--	---------------------	--

EVENT/ENCOUNTER SPECIFICS

MEMORABLE ENCOUNTERS IN THE CAMPAIGN

CAMPAIGN DATE		SESSION DATE	
----------------------	--	---------------------	--

EVENT/ENCOUNTER SPECIFICS

VILLAIN DATAFILE (PAGE 1 OF 3)

ALIAS/VILLAIN NAME AKA			POWER LEVEL		
			VILLAIN POINTS		
	PERSONALITY/DESCRIPTION				
	BACKGROUND				
	REAL NAME			NATIONALITY	
CATCH PHRASES AND MANNERISMS					
CHARACTER SKETCH					
VILLAIN'S MOTIVATION					
<input type="checkbox"/> Conquest <input type="checkbox"/> Destruction <input type="checkbox"/> Greed <input type="checkbox"/> Madness <input type="checkbox"/> Peace <input type="checkbox"/> Power <input type="checkbox"/> Revenge <input type="checkbox"/> Sadism <input type="checkbox"/> Thrills <input type="checkbox"/> Other:					
GOALS/OBJECTIVES					
RESOURCES					
HEADQUARTERS AND HIDEOUTS					
LOCATION			SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	
LOCATION			SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	
LOCATION			SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	
MINIONS					
NPC			SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	
NPC			SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	
NPC			SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	
NPC			SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No	

VILLAIN DATAFILE (PAGE 2 OF 3)

ALIAS/VILLAIN NAME

ACCOMPLICES

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

ORGANIZATIONS

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

CRIMINAL HISTORY

NOTES

LAST KNOWN LOCATION

STATUS

Active Deceased Incarcerated Retired

FIRST ENCOUNTERED BY HEROES/FIRST INTRODUCED IN CAMPAIGN

CAMPAIGN DATE

SESSION DATE

EVENT/ENCOUNTER SPECIFICS

MEMORABLE ENCOUNTERS IN THE CAMPAIGN

CAMPAIGN DATE

SESSION DATE

EVENT/ENCOUNTER SPECIFICS

VILLAIN DATAFILE (PAGE 3 OF 3)

ALIAS/VILLAIN NAME

ABILITIES

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

SAVES

TOUGHNESS	FORTITUDE	REFLEX	WILL

COMBAT

INITIATIVE	ATTACK	DAMAGE	DEFENSE

SKILLS

FEATS

POWERS

DRAWBACKS

MINION/SUPPORTING CAST			
ALIAS		POWER LEVEL	
REAL NAME			
DESCRIPTION	ABILITIES/SAVES/COMBAT		
	STRENGTH		INITIATIVE
	DEXTERITY		ATTACK
	CONSTITUTION		DAMAGE
	INTELLIGENCE		DEFENSE
	WISDOM		FORTITUDE
	CHARISMA		REFLEX
			WILL
QUIRKS, PERSONALITY, MANNERISMS			
HISTORY			
NOTABLE SKILLS, FEATS, POWERS, ETC.			
LAST KNOWN LOCATION			
STATUS	<input type="checkbox"/> Active <input type="checkbox"/> Deceased <input type="checkbox"/> Incarcerated <input type="checkbox"/> Retired		
FIRST ENCOUNTERED BY HEROES/FIRST INTRODUCED IN CAMPAIGN			
CAMPAIGN DATE			SESSION DATE
EVENT/ENCOUNTER SPECIFICS			
MEMORABLE ENCOUNTERS IN THE CAMPAIGN			
CAMPAIGN DATE			SESSION DATE
EVENT/ENCOUNTER SPECIFICS			

NPC/ORGANIZATION MEMORABLE ENCOUNTERS IN THE CAMPAIGN

NPC/ORGANIZATION		
CAMPAIGN DATE		SESSION DATE
EVENT/ENCOUNTER SPECIFICS		
CAMPAIGN DATE		SESSION DATE
EVENT/ENCOUNTER SPECIFICS		
CAMPAIGN DATE		SESSION DATE
EVENT/ENCOUNTER SPECIFICS		
CAMPAIGN DATE		SESSION DATE
EVENT/ENCOUNTER SPECIFICS		
CAMPAIGN DATE		SESSION DATE
EVENT/ENCOUNTER SPECIFICS		
CAMPAIGN DATE		SESSION DATE
EVENT/ENCOUNTER SPECIFICS		
CAMPAIGN DATE		SESSION DATE
EVENT/ENCOUNTER SPECIFICS		
CAMPAIGN DATE		SESSION DATE
EVENT/ENCOUNTER SPECIFICS		

HEADQUARTERS/HIDEOUT	
OWNER	
LOCATION	
SIZE	<input type="checkbox"/> Awesome <input type="checkbox"/> Colossal <input type="checkbox"/> Gargantuan <input type="checkbox"/> Huge <input type="checkbox"/> Large <input type="checkbox"/> Medium <input type="checkbox"/> Small <input type="checkbox"/> Tiny <input type="checkbox"/> Diminutive <input type="checkbox"/> Fine <input type="checkbox"/> Miniscule
FEATURES	
NOTES	
HEADQUARTERS MAP	

POWERS AND THE LAW

**REGISTRATION
LEGALITY
PRISON SYSTEM**

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

EXISTING LAWS REGARDING SUPERPOWERS

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

NOTES

POWERS AND SOCIETY			
PUBLIC ATTITUDE	<input type="checkbox"/> Love/Admiration <input type="checkbox"/> Indifferent <input type="checkbox"/> Hate/Fear		% OF POP. WITH POWERS
	LOVED/ADMIRE POWERED INDIVIDUALS		
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
HATED/FEARED POWERED INDIVIDUALS			
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No
NPC			SHEET <input type="checkbox"/> Yes <input type="checkbox"/> No

NOTES

CUSTOM POWER	
POWER NAME	COST
EFFECT	
ACTION	
RANGE	
DURATION	
SAVING THROW	
DESCRIPTION	
POWER FEATS	
EXTRAS	
FLAWS	
NOTES/POWER IS BASED ON	

ARCHETYPE NAME <input style="width: 95%;" type="text"/>	POWER LEVEL <input style="width: 95%;" type="text"/>
--	---

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

SAVES			
TOUGHNESS	FORTITUDE	REFLEX	WILL

SKILLS

FEATS

POWERS

COMBAT	
ATTACK	INITIATIVE
DAMAGE	DEFENSE

DRAWBACKS

NOTES

CUSTOM DRAWBACK	
DRAWBACK NAME	<input type="text"/> VALUE
FREQUENCY	<input type="checkbox"/> Uncommon (+1) <input type="checkbox"/> Common (+2) <input type="checkbox"/> Very Common (+3)
INTENSITY	<input type="checkbox"/> Minor (0) <input type="checkbox"/> Moderate (+1) <input type="checkbox"/> Major (+2)
DRAWBACK DESCRIPTION	
<input type="text"/>	
<input type="text"/>	
<input type="text"/>	
<input type="text"/>	
<input type="text"/>	

CUSTOM DRAWBACK	
DRAWBACK NAME	<input type="text"/> VALUE
FREQUENCY	<input type="checkbox"/> Uncommon (+1) <input type="checkbox"/> Common (+2) <input type="checkbox"/> Very Common (+3)
INTENSITY	<input type="checkbox"/> Minor (0) <input type="checkbox"/> Moderate (+1) <input type="checkbox"/> Major (+2)
DRAWBACK DESCRIPTION	
<input type="text"/>	
<input type="text"/>	
<input type="text"/>	
<input type="text"/>	
<input type="text"/>	

CUSTOM DRAWBACK	
DRAWBACK NAME	<input type="text"/> VALUE
FREQUENCY	<input type="checkbox"/> Uncommon (+1) <input type="checkbox"/> Common (+2) <input type="checkbox"/> Very Common (+3)
INTENSITY	<input type="checkbox"/> Minor (0) <input type="checkbox"/> Moderate (+1) <input type="checkbox"/> Major (+2)
DRAWBACK DESCRIPTION	
<input type="text"/>	
<input type="text"/>	
<input type="text"/>	
<input type="text"/>	
<input type="text"/>	

CUSTOM DRAWBACK	
DRAWBACK NAME	<input type="text"/> VALUE
FREQUENCY	<input type="checkbox"/> Uncommon (+1) <input type="checkbox"/> Common (+2) <input type="checkbox"/> Very Common (+3)
INTENSITY	<input type="checkbox"/> Minor (0) <input type="checkbox"/> Moderate (+1) <input type="checkbox"/> Major (+2)
DRAWBACK DESCRIPTION	
<input type="text"/>	
<input type="text"/>	
<input type="text"/>	
<input type="text"/>	
<input type="text"/>	

DRAWBACK TRACKER			
HERO NAME		PLAYER	
DRAWBACK			
FREQUENCY	<input type="checkbox"/> Uncommon <input type="checkbox"/> Common <input type="checkbox"/> Very Common	LAST CAME INTO PLAY	
INTENSITY	<input type="checkbox"/> Minor <input type="checkbox"/> Moderate <input type="checkbox"/> Major		
DRAWBACK			
FREQUENCY	<input type="checkbox"/> Uncommon <input type="checkbox"/> Common <input type="checkbox"/> Very Common	LAST CAME INTO PLAY	
INTENSITY	<input type="checkbox"/> Minor <input type="checkbox"/> Moderate <input type="checkbox"/> Major		
DRAWBACK			
FREQUENCY	<input type="checkbox"/> Uncommon <input type="checkbox"/> Common <input type="checkbox"/> Very Common	LAST CAME INTO PLAY	
INTENSITY	<input type="checkbox"/> Minor <input type="checkbox"/> Moderate <input type="checkbox"/> Major		
DRAWBACK			
FREQUENCY	<input type="checkbox"/> Uncommon <input type="checkbox"/> Common <input type="checkbox"/> Very Common	LAST CAME INTO PLAY	
INTENSITY	<input type="checkbox"/> Minor <input type="checkbox"/> Moderate <input type="checkbox"/> Major		
SESSION NOTES			

DRAWBACK TRACKER			
HERO NAME		PLAYER	
DRAWBACK			
FREQUENCY	<input type="checkbox"/> Uncommon <input type="checkbox"/> Common <input type="checkbox"/> Very Common	LAST CAME INTO PLAY	
INTENSITY	<input type="checkbox"/> Minor <input type="checkbox"/> Moderate <input type="checkbox"/> Major		
DRAWBACK			
FREQUENCY	<input type="checkbox"/> Uncommon <input type="checkbox"/> Common <input type="checkbox"/> Very Common	LAST CAME INTO PLAY	
INTENSITY	<input type="checkbox"/> Minor <input type="checkbox"/> Moderate <input type="checkbox"/> Major		
DRAWBACK			
FREQUENCY	<input type="checkbox"/> Uncommon <input type="checkbox"/> Common <input type="checkbox"/> Very Common	LAST CAME INTO PLAY	
INTENSITY	<input type="checkbox"/> Minor <input type="checkbox"/> Moderate <input type="checkbox"/> Major		
DRAWBACK			
FREQUENCY	<input type="checkbox"/> Uncommon <input type="checkbox"/> Common <input type="checkbox"/> Very Common	LAST CAME INTO PLAY	
INTENSITY	<input type="checkbox"/> Minor <input type="checkbox"/> Moderate <input type="checkbox"/> Major		
SESSION NOTES			

COMPLICATIONS TRACKER				
HERO NAME		PLAYER		
DATE	CAMPAIGN DATE		SESSION DATE	
COMPLICATION		BROUGHT INTO PLAY	<input type="checkbox"/> Yes <input type="checkbox"/> No	
COMPLICATION		BROUGHT INTO PLAY	<input type="checkbox"/> Yes <input type="checkbox"/> No	
COMPLICATION		BROUGHT INTO PLAY	<input type="checkbox"/> Yes <input type="checkbox"/> No	
NOTES				

COMPLICATIONS TRACKER				
HERO NAME		PLAYER		
DATE	CAMPAIGN DATE		SESSION DATE	
COMPLICATION		BROUGHT INTO PLAY	<input type="checkbox"/> Yes <input type="checkbox"/> No	
COMPLICATION		BROUGHT INTO PLAY	<input type="checkbox"/> Yes <input type="checkbox"/> No	
COMPLICATION		BROUGHT INTO PLAY	<input type="checkbox"/> Yes <input type="checkbox"/> No	
NOTES				

COMPLICATIONS TRACKER				
HERO NAME		PLAYER		
DATE	CAMPAIGN DATE		SESSION DATE	
COMPLICATION		BROUGHT INTO PLAY	<input type="checkbox"/> Yes <input type="checkbox"/> No	
COMPLICATION		BROUGHT INTO PLAY	<input type="checkbox"/> Yes <input type="checkbox"/> No	
COMPLICATION		BROUGHT INTO PLAY	<input type="checkbox"/> Yes <input type="checkbox"/> No	
NOTES				

COMPLICATIONS TRACKER				
HERO NAME		PLAYER		
DATE	CAMPAIGN DATE		SESSION DATE	
COMPLICATION		BROUGHT INTO PLAY	<input type="checkbox"/> Yes <input type="checkbox"/> No	
COMPLICATION		BROUGHT INTO PLAY	<input type="checkbox"/> Yes <input type="checkbox"/> No	
COMPLICATION		BROUGHT INTO PLAY	<input type="checkbox"/> Yes <input type="checkbox"/> No	
NOTES				

PLOT DEVICE			
PLOT DEVICE NAME		UNIQUE	<input type="checkbox"/> Yes <input type="checkbox"/> No
DEVICE ORIGIN		TYPE	<input type="checkbox"/> Item <input type="checkbox"/> Character
FIRST APPEARANCE			
CURRENT LOCATION			
APPEARANCE/DESCRIPTION			
HISTORY/CREATION STORY			
DEVICE ABILITIES/STRENGTHS/FLAWS			DEVICE SKETCH
FIRST ENCOUNTERED BY HEROES/FIRST INTRODUCED IN CAMPAIGN			
CAMPAIGN DATE		SESSION DATE	
EVENT/ENCOUNTER SPECIFICS			
MEMORABLE ENCOUNTERS IN THE CAMPAIGN			
CAMPAIGN DATE		SESSION DATE	
EVENT/ENCOUNTER SPECIFICS			

GLOBAL HOT SPOTS



1		ADVENTURE OUTLINE <input type="checkbox"/> Yes <input type="checkbox"/> No
2		ADVENTURE OUTLINE <input type="checkbox"/> Yes <input type="checkbox"/> No
3		ADVENTURE OUTLINE <input type="checkbox"/> Yes <input type="checkbox"/> No
4		ADVENTURE OUTLINE <input type="checkbox"/> Yes <input type="checkbox"/> No
5		ADVENTURE OUTLINE <input type="checkbox"/> Yes <input type="checkbox"/> No
6		ADVENTURE OUTLINE <input type="checkbox"/> Yes <input type="checkbox"/> No
7		ADVENTURE OUTLINE <input type="checkbox"/> Yes <input type="checkbox"/> No
8		ADVENTURE OUTLINE <input type="checkbox"/> Yes <input type="checkbox"/> No
9		ADVENTURE OUTLINE <input type="checkbox"/> Yes <input type="checkbox"/> No
10		ADVENTURE OUTLINE <input type="checkbox"/> Yes <input type="checkbox"/> No

NOTES

ADVENTURE OUTLINE			
ISSUE #		ADVENTURE TITLE	
LOCATION/SETTING			
ADVENTURE HOOK			
ADVENTURE SYNOPSIS			
KEY VILLAINS/MINIONS/SUPPORTING CAST			
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
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NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
PLANNED SCENES			
SCENE #1		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SCENE #2		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SCENE #3		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SCENE #4		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SCENE #5		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SCENE #6		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SCENE #7		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SCENE #8		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
PREFERRED OUTCOME			
ACTUAL OUTCOME/POSSIBLE FUTURE ADVENTURES			

RUMOR/ADVENTURE LEAD			
RUMOR SOURCE	<input type="text"/>	SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
RUMOR SUMMARY/READ ALOUD TEXT			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
RUMOR TRUE	<input type="checkbox"/> Yes <input type="checkbox"/> No	ADVENTURE OUTLINE	<input type="checkbox"/> Yes <input type="checkbox"/> No
RUMOR USED	<input type="checkbox"/> Yes <input type="checkbox"/> No		

RUMOR/ADVENTURE LEAD			
RUMOR SOURCE	<input type="text"/>	SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
RUMOR SUMMARY/READ ALOUD TEXT			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
RUMOR TRUE	<input type="checkbox"/> Yes <input type="checkbox"/> No	ADVENTURE OUTLINE	<input type="checkbox"/> Yes <input type="checkbox"/> No
RUMOR USED	<input type="checkbox"/> Yes <input type="checkbox"/> No		

RUMOR/ADVENTURE LEAD			
RUMOR SOURCE	<input type="text"/>	SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
RUMOR SUMMARY/READ ALOUD TEXT			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
RUMOR TRUE	<input type="checkbox"/> Yes <input type="checkbox"/> No	ADVENTURE OUTLINE	<input type="checkbox"/> Yes <input type="checkbox"/> No
RUMOR USED	<input type="checkbox"/> Yes <input type="checkbox"/> No		

RUMOR/ADVENTURE LEAD			
RUMOR SOURCE	<input type="text"/>	SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
RUMOR SUMMARY/READ ALOUD TEXT			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
RUMOR TRUE	<input type="checkbox"/> Yes <input type="checkbox"/> No	ADVENTURE OUTLINE	<input type="checkbox"/> Yes <input type="checkbox"/> No
RUMOR USED	<input type="checkbox"/> Yes <input type="checkbox"/> No		

FUTURE ADVENTURE IDEA			
LOCATION		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
IDEA INSPIRED BY		IDEA USED	<input type="checkbox"/> Yes <input type="checkbox"/> No
SYNOPSIS/ROUGH IDEA			
CHARACTERS THAT WOULD BE INVOLVED			
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
HOOKS/TRIGGERS			
PREFERRED OUTCOME			

FUTURE ADVENTURE IDEA			
LOCATION		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
IDEA INSPIRED BY		IDEA USED	<input type="checkbox"/> Yes <input type="checkbox"/> No
SYNOPSIS/ROUGH IDEA			
CHARACTERS THAT WOULD BE INVOLVED			
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
HOOKS/TRIGGERS			
PREFERRED OUTCOME			

SESSION HISTORY			
ADVENTURE TITLE			
DATE	CAMPAIGN DATE	SESSION DATE	
HEROES IN ATTENDANCE			
NPCS INVOLVED IN THE SESSION			
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
NPC		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
LOCATIONS VISITED			
LOCATION		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
LOCATION		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
LOCATION		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
LOCATION		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
LOCATION		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
LOCATION		SHEET	<input type="checkbox"/> Yes <input type="checkbox"/> No
SESSION SUMMARY			
NOTES			

UNRESOLVED ISSUE/LEADS			
DATE FIRST MENTIONED	CAMPAIGN DATE	SESSION DATE	
ISSUE/LEAD DETAILS			
			RESOLVED <input type="checkbox"/> Yes <input type="checkbox"/> No
DATE FIRST MENTIONED	CAMPAIGN DATE	SESSION DATE	
ISSUE/LEAD DETAILS			
			RESOLVED <input type="checkbox"/> Yes <input type="checkbox"/> No
DATE FIRST MENTIONED	CAMPAIGN DATE	SESSION DATE	
ISSUE/LEAD DETAILS			
			RESOLVED <input type="checkbox"/> Yes <input type="checkbox"/> No
DATE FIRST MENTIONED	CAMPAIGN DATE	SESSION DATE	
ISSUE/LEAD DETAILS			
			RESOLVED <input type="checkbox"/> Yes <input type="checkbox"/> No
DATE FIRST MENTIONED	CAMPAIGN DATE	SESSION DATE	
ISSUE/LEAD DETAILS			
			RESOLVED <input type="checkbox"/> Yes <input type="checkbox"/> No
DATE FIRST MENTIONED	CAMPAIGN DATE	SESSION DATE	
ISSUE/LEAD DETAILS			
			RESOLVED <input type="checkbox"/> Yes <input type="checkbox"/> No
DATE FIRST MENTIONED	CAMPAIGN DATE	SESSION DATE	
ISSUE/LEAD DETAILS			
			RESOLVED <input type="checkbox"/> Yes <input type="checkbox"/> No

ADVENTURE/GAMEMASTER REVIEW

PLAYER

SESSION DATE

WHAT DID YOU LIKE ABOUT THE SESSION?

WHAT DID YOU DISLIKE ABOUT THE SESSION?

WHAT DID THE GAMEMASTER DO RIGHT?

WHAT CAN THE GAMEMASTER IMPROVE?

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

OTHER NOTES/FEEDBACK

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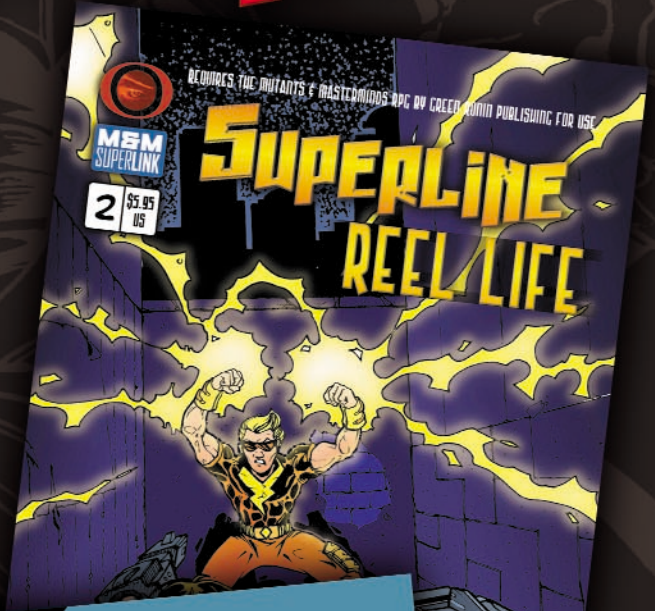
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