

# TRUE 20



CAMPAIGN  
PLANNER

DESIGNED BY  
PHIL REED

# True 20 Campaign Planner

By Michael Hammes and Philip Reed

Proofing by Steve Kenson · Production and project coordination by Ronin Arts  
Green Ronin Publishing is Steve Kenson, Nicole Lindroos, Hal Mangold, Chris Pramas,  
Evan Sass, Marc Schmalz, and Robert J. Schwalb

*True 20 Campaign Planner* is © 2005 Green Ronin Publishing, LLC. All rights reserved. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material.

Green Ronin, True20, and their associated logos are trademarks of Green Ronin Publishing, LLC.

Ronin Arts and the Ronin Arts logo are trademarks of Ronin Arts.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License, Version 1.0a:  
All art and images.

The following text is Open Gaming Content: All text, except for material already designated Product Identity.



GREEN RONIN PUBLISHING

P.O. Box 1723 Renton, WA 98057-1723

Email: [custserv@greenronin.com](mailto:custserv@greenronin.com) · Web Site: [www.greenronin.com](http://www.greenronin.com)

Blue Rose Website: [blurose.greenronin.com](http://blurose.greenronin.com)

RONIN ARTS

Email: [roninartspresident@yahoo.com](mailto:roninartspresident@yahoo.com) · Web Site: [www.roninarts.com](http://www.roninarts.com)



## Introduction

Welcome to the **True20 Campaign Planner**. The purpose of this product is to provide you with handy forms to better organize your True20 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 Sheet (p. 4)

This sheet should only be needed once for any campaign and is designed to assist in the initial planning of the campaign. Only the most general ideas and concepts should be jotted down here, as the rest will be detailed in further sheets.

### Campaign Resources Sheet (p. 5)

This sheet is used to track the various source materials used in the campaign and also whether or not the players have access to the materials.

### House Rules Sheet (p. 6)

Keep track of your game's unique variations on the True20 rules.

Both mechanical (i.e. disallowed supernatural powers or feats) and table rules (do you re-roll a die that has fallen off the table?) fit here.

### Previous Rulings and Task Difficulties Sheet (p. 7)

Ensure consistency on your in-game rulings for interpretive situations (i.e. the Difficulty for lifting a portcullis, for breaking down an iron-barred door, etc.) by keeping track of them here for future reference.

### Custom Role Sheet (p. 8)

Use this sheet to create roles unique to the campaign or to modify existing roles to better fit your campaign.

### Backgrounds Sheet (p. 9)

Use this sheet to design and track unique backgrounds for your campaign.

### Component Reference Sheets (p. 10-15)

Use this sheet to design and track unique backgrounds for your campaign.

There are a total of six sheets, each of which tracks one of the following six components: skills, feats, supernatural powers, weapons, armor and shields, and goods and services.

They are designed to hold new components introduced to the game (i.e. a new feat or a new kind of armor) but can also be used to keep track of existing components that see frequent use within the game or have been chosen by the heroes.

**Creature Sheet (p. 16)**

This sheet summarizes all the information on new creatures for the game, or can serve as a handy reference for frequently encountered ones.

**Creature Listing Sheet (p. 17)**

This is a handy reference for the various creatures appearing in the game and, if the creature sheet isn't used, where their statistics can be found.

This sheet can also serve as a random encounter table by simply assigning numbers 1-20 before the creatures' names.

**Major Narrator Character Sheets (p. 18-20)**

These three sheets are designed for important Narrator characters (i.e. recurring enemies, steadfast allies, etc.).

They hold a number of details designed to aid in making the Narrator character come to life and making them a vibrant part of the greater world.

The first sheet holds the game statistics and serves as a reference for actions (i.e. social, physical, and fighting).

The second and third sheets keep track of the Narrator character's relationship and interactions with the heroes, other Narrator characters, organizations, etc. while also providing room for role-playing cues including the Narrator character's goals.

**Minion Sheet (p. 21)**

This sheet keeps track of the minions (minor characters) in a story. Use it for everything from highwaymen to minor demons.

**Secret Society/Organization Sheets (p. 22-23)**

These two sheets serve the same purpose as the Major Narrator Character Sheet except for secret societies and organizations.

**Secret Society/Organization Listing Sheet (p. 24)**

This tracker of organizations can serve as the introductory page and quick reference for the section of individual secret societies/organizations.

**Organization/Narrator Character Memorable Encounters Sheet (p. 25)**

This sheet continues the Memorable Encounters sections of both the Major Narrator Character and Secret Society/Organization sheets.

**Business Establishments Sheet (p. 26)**

This form is meant to keep track of the name of that inn or the owner of the shop in that small village the heroes visited on their last go-round.

**Location/Building Sheets (p.27-28)**

For site-based adventures, these are adventure-planning sheets for a specific location or building that the heroes will be exploring/fighting in. The sheets can also be used to flesh out locations frequented by the heroes.

**City/Town Map and Overview Sheet (p.29)**

This sheet can be used to keep track of important settlements or other smaller geographic areas.

**Kingdom/Country Map and Overview Sheet (p.30)**

This sheet can be used to keep track of larger geographic areas.

**Recent Campaign Events Sheet (p.31)**

This sheet keeps track of events that affect the game world beyond the heroes' immediate adventures and which are likely to affect the heroes themselves in the future.

**Rumors and Lies Sheet (p. 32)**

People always talk and experienced heroes listen. Oftentimes what they hear leads to adventure.

**Adventure Outline Sheet (p. 33)**

Use this sheet for event-based adventures, supplementing it with the Location/Building sheets when needed.

**Future Adventure and Plot Ideas Sheet (p. 34)**

Jot down your ideas for future adventures that you have while running the current one.

**Session History Sheet (p. 35)**

Summarize the completed adventure/game session here, both for future reference and to return to for adventure ideas.

**Heroes' Reputation Sheet (p. 36)**

When a Narrator character recognizes a hero, this sheet serves as a reference as to why ("I know you, you're the woman that saved young Jens from those bandits").

**Adventure/Narrator Review Sheet (p. 37)**

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

**Weather Sheets (p. 38-40)**

What's the weather like? Use these sheets to find out.

**Notes (p. 41)**

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

<b>CAMPAIGN TITLE</b>	
<b>GENRE (FANTASY, MODERN, ETC.)</b>	
<b>NARRATOR</b>	
<b>HEROES/PLAYERS IN THE CAMPAIGN</b>	
<b>HERO NAME</b>	<b>PLAYER</b>
<b>HERO NAME</b>	<b>PLAYER</b>
<b>HERO NAME</b>	<b>PLAYER</b>
<b>HERO NAME</b>	<b>PLAYER</b>
<b>HERO NAME</b>	<b>PLAYER</b>
<b>HERO NAME</b>	<b>PLAYER</b>

<b>CAMPAIGN SYNOPSIS</b>

<b>CAMPAIGN BACKGROUND</b>

<b>CAMPAIGN GOALS/OBJECTIVES</b>

<b>ROLE OF THE HEROES</b>

<b>TITLE</b>		<b>PUBLISHER</b>	
<b>TYPE?</b>	<input type="checkbox"/> Book <input type="checkbox"/> PDF <input type="checkbox"/> Website	<b>PLAYER ACCESS?</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>DESCRIPTION</b>			

<b>TITLE</b>		<b>PUBLISHER</b>	
<b>TYPE?</b>	<input type="checkbox"/> Book <input type="checkbox"/> PDF <input type="checkbox"/> Website	<b>PLAYER ACCESS?</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>DESCRIPTION</b>			

<b>TITLE</b>		<b>PUBLISHER</b>	
<b>TYPE?</b>	<input type="checkbox"/> Book <input type="checkbox"/> PDF <input type="checkbox"/> Website	<b>PLAYER ACCESS?</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>DESCRIPTION</b>			

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

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

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

**PREVIOUS RULINGS AND TASK DIFFICULTIES**

**ACTION OR TASK**

**SKILL/ABILITY INVOLVED**  
**MODIFIER/DIFFICULTY**  
**SAVE (IF ANY)**

**JUSTIFICATION FOR RULING/OTHER NOTES**

**ACTION OR TASK**

**SKILL/ABILITY INVOLVED**  
**MODIFIER/DIFFICULTY**  
**SAVE (IF ANY)**

**JUSTIFICATION FOR RULING/OTHER NOTES**

**ACTION OR TASK**

**SKILL/ABILITY INVOLVED**  
**MODIFIER/DIFFICULTY**  
**SAVE (IF ANY)**

**JUSTIFICATION FOR RULING/OTHER NOTES**

<b>NAME</b>	
<b>DESCRIPTION</b>	
<b>TRAITS</b>	
<b>ABILITIES</b>	
<b>SKILLS</b>	
<b>FEATS</b>	

	COMBAT	FORT	REF	WILL	REPUTATION
1ST					
2ND					
3RD					
4TH					
5TH					
6TH					
7TH					
8TH					
9TH					
10TH					
11TH					
12TH					
13TH					
14TH					
15TH					
16TH					
17TH					
18TH					
19TH					
20TH					



<b>BACKGROUND</b>	
<b>DESCRIPTION</b>	
<b>TRAITS</b>	
<b>ABILITY ADJUSTMENTS</b>	
<b>BONUS FEAT(S)</b>	
<b>BONUS SKILL(S)</b>	
<b>FAVORED FEAT(S)</b>	
<b>NOTES</b>	

<b>BACKGROUND</b>	
<b>DESCRIPTION</b>	
<b>TRAITS</b>	
<b>ABILITY ADJUSTMENTS</b>	
<b>BONUS FEAT(S)</b>	
<b>BONUS SKILL(S)</b>	
<b>FAVORED FEAT(S)</b>	
<b>NOTES</b>	

<b>NAME</b>		<b>TRAINED?</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>KEY ABILITY</b>	<input type="checkbox"/> STR <input type="checkbox"/> DEX <input type="checkbox"/> CON <input type="checkbox"/> INT <input type="checkbox"/> WIS <input type="checkbox"/> CHA	<b>INTERACTION?</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>REQUIRES SPECIALIZATION?</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No	<b>REQUIRES TOOLS?</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>DESCRIPTION</b>			
<b>CHECK</b>			
<b>TRY AGAIN</b>			
<b>ACTION</b>			
<b>SPECIAL</b>			

<b>NAME</b>		<b>TRAINED?</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>KEY ABILITY</b>	<input type="checkbox"/> STR <input type="checkbox"/> DEX <input type="checkbox"/> CON <input type="checkbox"/> INT <input type="checkbox"/> WIS <input type="checkbox"/> CHA	<b>INTERACTION?</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>REQUIRES SPECIALIZATION?</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No	<b>REQUIRES TOOLS?</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>DESCRIPTION</b>			
<b>CHECK</b>			
<b>TRY AGAIN</b>			
<b>ACTION</b>			
<b>SPECIAL</b>			

# FEATS

NAME		TYPE	<input type="checkbox"/> General <input type="checkbox"/> Supernatural <input type="checkbox"/> Expert <input type="checkbox"/> Martial
DESCRIPTION			

NAME		TYPE	<input type="checkbox"/> General <input type="checkbox"/> Supernatural <input type="checkbox"/> Expert <input type="checkbox"/> Martial
DESCRIPTION			

NAME		TYPE	<input type="checkbox"/> General <input type="checkbox"/> Supernatural <input type="checkbox"/> Expert <input type="checkbox"/> Martial
DESCRIPTION			



**WEAPONS**

<b>NAME</b>		<b>CATEGORY</b>		<input type="checkbox"/> Simple <input type="checkbox"/> Martial <input type="checkbox"/> Exotic	
<b>MELEE/RANGED</b>		<input type="checkbox"/> Melee <input type="checkbox"/> (Reach) <input type="checkbox"/> Ranged		<input type="checkbox"/> Light <input type="checkbox"/> One <input type="checkbox"/> Two	
<b>Cost</b>	<b>Damage</b>	<b>Critical</b>	<b>Range Increment</b>	<b>Weight</b>	<b>Type</b>
<b>DESCRIPTION</b>					

<b>NAME</b>		<b>CATEGORY</b>		<input type="checkbox"/> Simple <input type="checkbox"/> Martial <input type="checkbox"/> Exotic	
<b>MELEE/RANGED</b>		<input type="checkbox"/> Melee <input type="checkbox"/> (Reach) <input type="checkbox"/> Ranged		<input type="checkbox"/> Light <input type="checkbox"/> One <input type="checkbox"/> Two	
<b>Cost</b>	<b>Damage</b>	<b>Critical</b>	<b>Range Increment</b>	<b>Weight</b>	<b>Type</b>
<b>DESCRIPTION</b>					

<b>NAME</b>		<b>CATEGORY</b>		<input type="checkbox"/> Simple <input type="checkbox"/> Martial <input type="checkbox"/> Exotic	
<b>MELEE/RANGED</b>		<input type="checkbox"/> Melee <input type="checkbox"/> (Reach) <input type="checkbox"/> Ranged		<input type="checkbox"/> Light <input type="checkbox"/> One <input type="checkbox"/> Two	
<b>Cost</b>	<b>Damage</b>	<b>Critical</b>	<b>Range Increment</b>	<b>Weight</b>	<b>Type</b>
<b>DESCRIPTION</b>					

**ARMOR AND SHIELDS**

NAME					
Cost	Bonus	Dodge	Penalty	Speed	Weight
DESCRIPTION					

NAME					
Cost	Bonus	Dodge	Penalty	Speed	Weight
DESCRIPTION					

NAME					
Cost	Bonus	Dodge	Penalty	Speed	Weight
DESCRIPTION					

<b>NAME</b>		<b>COST</b>		<b>WEIGHT</b>	
<b>DESCRIPTION</b>					

<b>NAME</b>		<b>COST</b>		<b>WEIGHT</b>	
<b>DESCRIPTION</b>					

<b>NAME</b>		<b>COST</b>		<b>WEIGHT</b>	
<b>DESCRIPTION</b>					







# MAJOR NARRATOR CHARACTER (PAGE 1 OF 3)

<b>NAME</b>		<b>REPUTATION</b>	
<b>DESCRIPTION/PERSONALITY</b>			

<b>BACKGROUND</b>			
<b>ROLE AND LEVEL</b>			
<b>SIZE</b>		<b>SPEED</b>	
<b>CONVICTION</b>			
<b>INITIATIVE</b>			
<b>ATTACK</b>			
<b>DEFENSE</b>			
<b>TRAITS</b>			

<b>ABILITIES</b>	<b>FEATS</b>	<b>SKILLS</b>
<b>STRENGTH</b>		
<b>DEXTERITY</b>		
<b>CONSTITUTION</b>		
<b>INTELLIGENCE</b>		
<b>WISDOM</b>		
<b>CHARISMA</b>		
<b>SAVING THROWS</b>		
<b>TOUGHNESS</b>		
<b>FORTITUDE</b>		
<b>REFLEX</b>		
<b>WILL</b>		
<b>PERSONAL SYMBOL/MARK</b>	<b>EQUIPMENT, ARMS, AND ARMOR</b>	

## MAJOR NARRATOR CHARACTER (PAGE 2 OF 3)

RELATIONSHIP WITH HEROES	
	<input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	<input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	<input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	<input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	<input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	<input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent

RELATIONSHIP WITH NARRATOR CHARACTERS		
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent

RELATIONSHIP WITH ORGANIZATIONS IN THE CAMPAIGN		
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Agent <input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Agent <input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Agent <input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Agent <input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Agent <input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Agent <input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N	<input type="checkbox"/> Agent <input type="checkbox"/> Friend <input type="checkbox"/> Foe <input type="checkbox"/> Indifferent

MINIONS, SERVANTS, AND CREATURES	
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N

ROLEPLAYING NOTES (ACCENT AND MANNERISMS, CATCH PHRASES, ETC.)

**RESOURCES AND GOALS**


**OTHER NOTES AND INFORMATION**


**FIRST MEETING WITH HEROES/FIRST INTRODUCED IN CAMPAIGN**

**SESSION DATE**

**CAMPAIGN DATE**

**EVENT/ENCOUNTER SPECIFICS**


**MEMORABLE ENCOUNTERS DURING THE CAMPAIGN**

**SESSION DATE**

**CAMPAIGN DATE**

**EVENT/ENCOUNTER SPECIFICS**


**SESSION DATE**

**CAMPAIGN DATE**

**EVENT/ENCOUNTER SPECIFICS**


Note: Use additional Memorable Encounters forms (see p. 23) as necessary.

<b>NAME</b>		<b>FOLLOWER OF</b>	
<b>DESCRIPTION/PERSONALITY</b>			

<b>BACKGROUND</b>			
<b>ROLE AND LEVEL</b>			
<b>SIZE</b>		<b>SPEED</b>	
<b>INITIATIVE</b>			
<b>ATTACK</b>			
<b>DEFENSE</b>			
<b>TRAITS</b>			

<b>ABILITIES</b>		<b>FEATS</b>	<b>SKILLS</b>
<b>STRENGTH</b>			
<b>DEXTERITY</b>			
<b>CONSTITUTION</b>			
<b>INTELLIGENCE</b>			
<b>WISDOM</b>			
<b>CHARISMA</b>			
<b>SAVING THROWS</b>			
<b>TOUGHNESS</b>		<b>EQUIPMENT, ARMS, AND ARMOR</b>	
<b>FORTITUDE</b>			
<b>REFLEX</b>			
<b>WILL</b>			

<b>IMPORTANT CLUE OR KNOWLEDGE THE MINION POSSESSES</b>

<b>OTHER NOTES</b>

<b>ORGANIZATION</b>		<b>KNOWN TO THE PUBLIC</b>	<input type="checkbox"/> Yes <input type="checkbox"/> No
<b>COMMON KNOWLEDGE/OVERVIEW</b>			

<b>LEADER</b>		<b>CHARACTER SHEET?</b>	<input type="checkbox"/> Y <input type="checkbox"/> N
<b>BASE OF OPERATIONS</b>		<b>LOCATION SHEET?</b>	<input type="checkbox"/> Y <input type="checkbox"/> N

<b>KNOWN MEMBERS</b>	
	<b>CHARACTER SHEET?</b> <input type="checkbox"/> Y <input type="checkbox"/> N
	<b>CHARACTER SHEET?</b> <input type="checkbox"/> Y <input type="checkbox"/> N
	<b>CHARACTER SHEET?</b> <input type="checkbox"/> Y <input type="checkbox"/> N
	<b>CHARACTER SHEET?</b> <input type="checkbox"/> Y <input type="checkbox"/> N
	<b>CHARACTER SHEET?</b> <input type="checkbox"/> Y <input type="checkbox"/> N
	<b>CHARACTER SHEET?</b> <input type="checkbox"/> Y <input type="checkbox"/> N
	<b>CHARACTER SHEET?</b> <input type="checkbox"/> Y <input type="checkbox"/> N

<b>GOALS/OBJECTIVES</b>

<b>SECRET KNOWLEDGE</b>

<b>RESOURCES</b>

<b>ORGANIZATION</b>	
<b>ALLIED ORGANIZATIONS</b>	
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N

<b>ENEMY ORGANIZATIONS</b>	
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	ORGANIZATION SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N

<b>MISCELLANEOUS INFORMATION</b>	

<b>FIRST ENCOUNTERED BY HEROES/FIRST INTRODUCED IN CAMPAIGN</b>	
<b>SESSION DATE</b>	<b>CAMPAIGN DATE</b>
<b>EVENT/ENCOUNTER SPECIFICS</b>	

<b>MEMORABLE ENCOUNTERS DURING THE CAMPAIGN</b>	
<b>SESSION DATE</b>	<b>CAMPAIGN DATE</b>
<b>EVENT/ENCOUNTER SPECIFICS</b>	

<b>SESSION DATE</b>	<b>CAMPAIGN DATE</b>
<b>EVENT/ENCOUNTER SPECIFICS</b>	

Note: Use additional Memorable Encounters forms (see p. 23) as necessary.





# ORGANIZATION/NARRATOR CHARACTER MEMORABLE ENCOUNTERS

NAME	
<b>MEMORABLE ENCOUNTERS DURING THE CAMPAIGN</b>	
<b>SESSION DATE</b>	<b>CAMPAIGN DATE</b>
<b>EVENT/ENCOUNTER SPECIFICS</b>	
<b>SESSION DATE</b>	<b>CAMPAIGN DATE</b>
<b>EVENT/ENCOUNTER SPECIFICS</b>	
<b>SESSION DATE</b>	<b>CAMPAIGN DATE</b>
<b>EVENT/ENCOUNTER SPECIFICS</b>	
<b>SESSION DATE</b>	<b>CAMPAIGN DATE</b>
<b>EVENT/ENCOUNTER SPECIFICS</b>	
<b>SESSION DATE</b>	<b>CAMPAIGN DATE</b>
<b>EVENT/ENCOUNTER SPECIFICS</b>	

**BUSINESS ESTABLISHMENTS**

<b>NAME</b>		
<b>OWNER</b>		CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
<b>CITY/LOCATION</b>		CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
<b>BUSINESS TYPE</b>		
<b>SPECIALIZES IN</b>		
<b>EQUIPMENT/SERVICES COMMONLY AVAILABLE</b>		
<b>OTHER NOTES</b>		

<b>NAME</b>		
<b>OWNER</b>		CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
<b>CITY/LOCATION</b>		CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
<b>BUSINESS TYPE</b>		
<b>SPECIALIZES IN</b>		
<b>EQUIPMENT/SERVICES COMMONLY AVAILABLE</b>		
<b>OTHER NOTES</b>		

<b>NAME</b>		
<b>OWNER</b>		CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
<b>CITY/LOCATION</b>		CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
<b>BUSINESS TYPE</b>		
<b>SPECIALIZES IN</b>		
<b>EQUIPMENT/SERVICES COMMONLY AVAILABLE</b>		
<b>OTHER NOTES</b>		



LOCATION

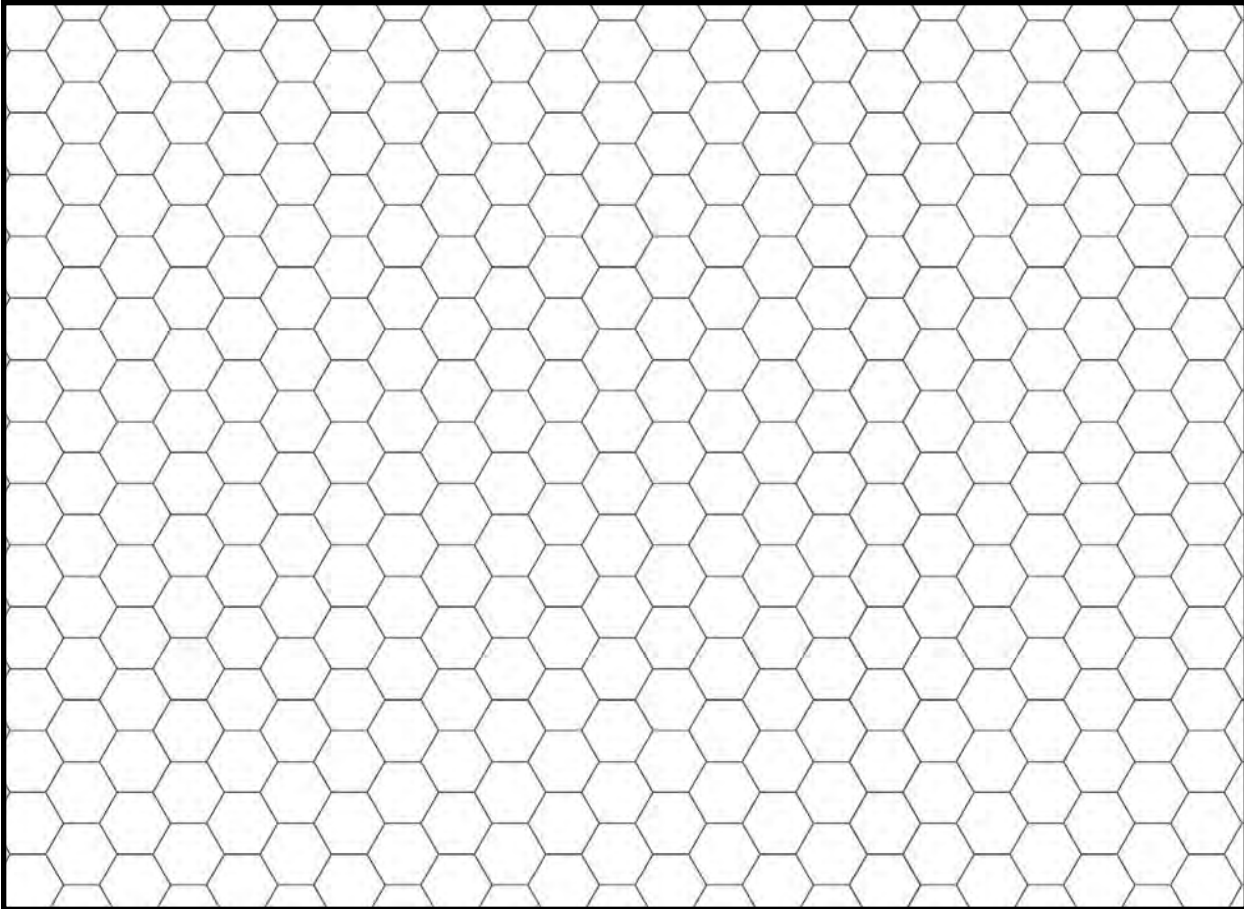
ENCOUNTERS PLANNED FOR THIS LOCATION


CHARACTERS AND CREATURES RESIDING/FREQUENTLY ENCOUNTERED AT THIS LOCATION

	CHARACTER/ CREATURE SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER/ CREATURE SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER/ CREATURE SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER/ CREATURE SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER/ CREATURE SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER/ CREATURE SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER/ CREATURE SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER/ CREATURE SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N

IMPORTANT EVENTS (HISTORICAL AND DURING PLAY) THAT HAVE OCCURED AT THIS LOCATION


MISCELLANEOUS INFORMATION

<b>NAME</b>	
<b>LOCATION</b>	

BUSINESS ESTABLISHMENTS		IMPORTANT NARRATOR CHARACTERS	
ESTABLISHMENT SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
ESTABLISHMENT SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
ESTABLISHMENT SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
ESTABLISHMENT SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
ESTABLISHMENT SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
ESTABLISHMENT SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
ESTABLISHMENT SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
ESTABLISHMENT SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
ESTABLISHMENT SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
ESTABLISHMENT SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
ESTABLISHMENT SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N

**NOTES**

---



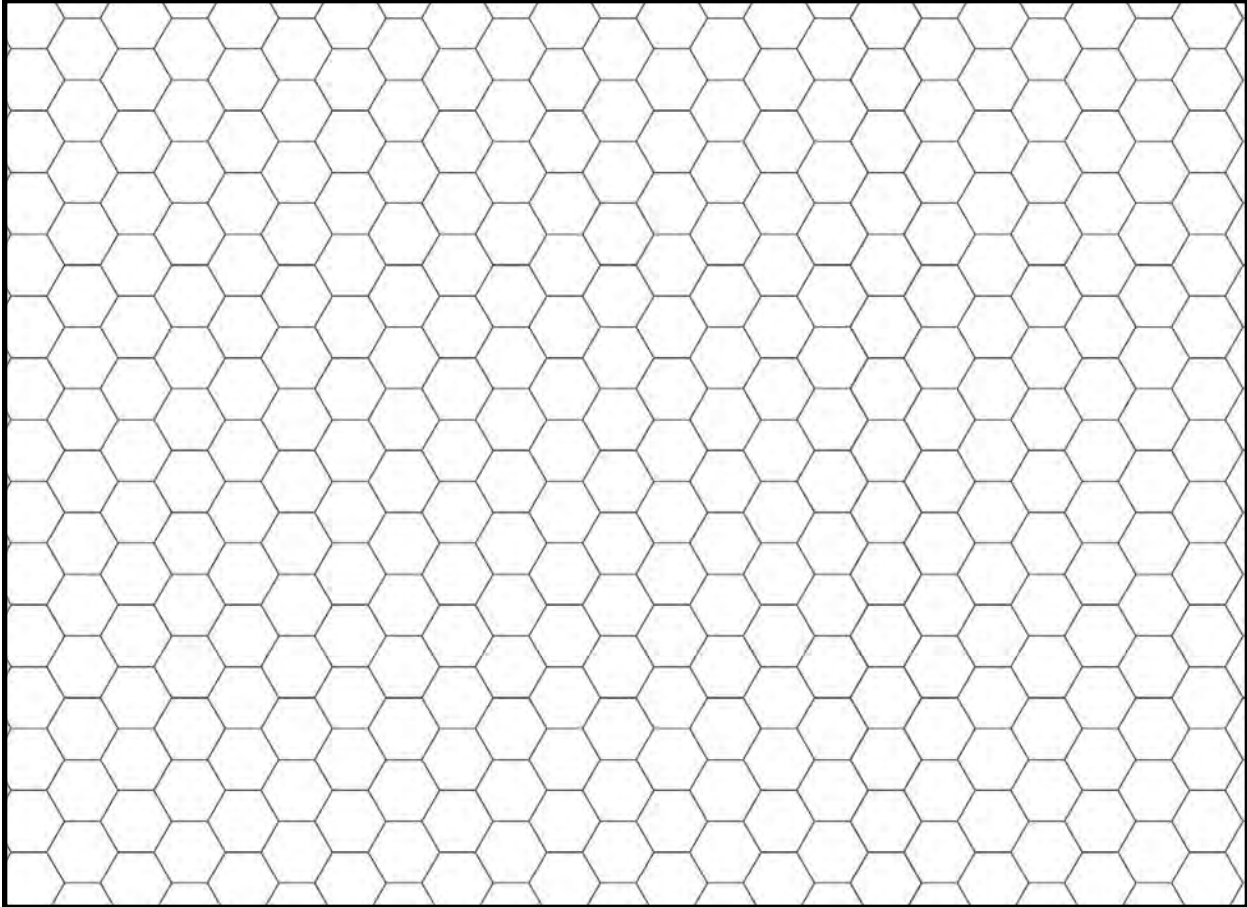
---



---



---



**NAME**

**RULER**

**DESCRIPTION**

**PEOPLES AND CULTURES**

**CLIMATE AND TERRAIN**

**CITIES, TOWNS, AND PLACES OF INTEREST**

**RECENT CAMPAIGN EVENTS**

<b>LOCATION</b>	<b>CAMPAIGN DATE</b>
<b>EVENT SUMMARY</b>	
<b>LONG-TERM EFFECTS ON THE CAMPAIGN</b>	
<b>ARE THE HEROES AFFECTED AND HOW?</b>	

<b>LOCATION</b>	<b>CAMPAIGN DATE</b>
<b>EVENT SUMMARY</b>	
<b>LONG-TERM EFFECTS ON THE CAMPAIGN</b>	
<b>ARE THE HEROES AFFECTED AND HOW?</b>	

<b>LOCATION</b>	<b>CAMPAIGN DATE</b>
<b>EVENT SUMMARY</b>	
<b>LONG-TERM EFFECTS ON THE CAMPAIGN</b>	
<b>ARE THE HEROES AFFECTED AND HOW?</b>	

DATE RUMOR WAS/WILL BE INTRODUCED IN THE GAME	
SESSION DATE	CAMPAIGN DATE
CHARACTERS INVOLVED (IF ANY)	
RUMOR SUMMARY	
TRUE/FALSE?	<input type="checkbox"/> True <input type="checkbox"/> False
ADVENTURE OUTLINE?	<input type="checkbox"/> Y <input type="checkbox"/> N

DATE RUMOR WAS/WILL BE INTRODUCED IN THE GAME	
SESSION DATE	CAMPAIGN DATE
CHARACTERS INVOLVED (IF ANY)	
RUMOR SUMMARY	
TRUE/FALSE?	<input type="checkbox"/> True <input type="checkbox"/> False
ADVENTURE OUTLINE?	<input type="checkbox"/> Y <input type="checkbox"/> N

DATE RUMOR WAS/WILL BE INTRODUCED IN THE GAME	
SESSION DATE	CAMPAIGN DATE
CHARACTERS INVOLVED (IF ANY)	
RUMOR SUMMARY	
TRUE/FALSE?	<input type="checkbox"/> True <input type="checkbox"/> False
ADVENTURE OUTLINE?	<input type="checkbox"/> Y <input type="checkbox"/> N



# ADVENTURE OUTLINE

**TITLE**  
**LOCATION**


## SYNOPSIS

## MAJOR NARRATOR CHARACTERS

	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	<b>MINIONS</b>
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N

## ADVENTURE OPENING/INTRODUCTION


## PLANNED ENCOUNTERS/EVENTS


## PREFERRED OUTCOME/CONCLUSION


# FUTURE ADVENTURE AND PLOT IDEAS

SYNOPSIS	NARRATOR CHARACTERS INVOLVED
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	ADVENTURE HOOKS/TRIGGERS
	ADVENTURE LOCATION

SYNOPSIS	NARRATOR CHARACTERS INVOLVED
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	ADVENTURE HOOKS/TRIGGERS
	ADVENTURE LOCATION

SYNOPSIS	NARRATOR CHARACTERS INVOLVED
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET? <input type="checkbox"/> Y <input type="checkbox"/> N
	ADVENTURE HOOKS/TRIGGERS
	ADVENTURE LOCATION

# SESSION HISTORY

SESSION DATE

CAMPAIGN DATE

## HEROES IN ATTENDANCE


DID THE HEROES GAIN A LEVEL?

Y  N

## SUMMARY OF EVENTS


## NARRATOR CHARACTERS ENCOUNTERED

	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	CHARACTER SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N

## LOCATIONS VISITED

	LOCATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	LOCATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	LOCATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	LOCATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N
	LOCATION SHEET?	<input type="checkbox"/> Y <input type="checkbox"/> N

## OTHER NOTES


<b>HERO</b>		<b>REPUTATION</b>	
<b>EVENTS/ACTIONS THAT HAVE SHAPED THE HERO'S REPUTATION</b>			

<b>HERO</b>		<b>REPUTATION</b>	
<b>EVENTS/ACTIONS THAT HAVE SHAPED THE HERO'S REPUTATION</b>			

<b>HERO</b>		<b>REPUTATION</b>	
<b>EVENTS/ACTIONS THAT HAVE SHAPED THE HERO'S REPUTATION</b>			

**ADVENTURE/NARRATOR REVIEW**

**PLAYER**

**SESSION DATE**

**WHAT DID YOU LIKE ABOUT THE ADVENTURE?**


**WHAT DID YOU DISLIKE ABOUT THE ADVENTURE?**


**WHAT DID THE NARRATOR DO RIGHT?**


**WHAT CAN THE NARRATOR IMPROVE?**


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


**OTHER NOTES/FEEDBACK**


**TEMPERATE, DRY**

d20	Temperature	Storm/Wind
1	Hot	None
2	Hot	Roll on wind table
3	Hot	Rain
4	Hot	Downpour
5-6	Hot	Thunderstorm
7-8	Moderate	None
9-10	Moderate	Roll on wind table
11-12	Moderate	Rain
13-14	Moderate	Downpour
15	Moderate	Thunderstorm
16	Cold	None
17	Cold	Roll on wind table
18	Cold	Rain
19	Cold	Snow
20	Cold	Heavy Snow

**TEMPERATE, MILD**

d20	Temperature	Storm/Wind
1	Hot	None
2	Hot	Roll on wind table
3	Hot	Rain
4	Hot	Downpour
5-6	Hot	Thunderstorm
7-8	Moderate	None
9-10	Moderate	Roll on wind table
11-12	Moderate	Rain
13-14	Moderate	Downpour
15	Moderate	Thunderstorm
16	Cold	None
17	Cold	Roll on wind table
18	Cold	Rain
19	Cold	Snow
20	Cold	Heavy Snow

**TEMPERATE, WET**

d20	Temperature	Storm/Wind
1	Hot	None
2	Hot	Roll on wind table
3	Hot	Rain
4	Hot	Downpour
5-6	Hot	Thunderstorm
7-8	Moderate	None
9-10	Moderate	Roll on wind table
11-12	Moderate	Rain
13-14	Moderate	Downpour
15	Moderate	Thunderstorm
16	Cold	None
17	Cold	Roll on wind table
18	Cold	Rain
19	Cold	Snow
20	Cold	Heavy Snow

**WIND TABLE**

d20	Temperature
1-5	Light
6-10	Moderate
11-15	Strong
16-19	Severe
20	Windstorm

CAMPAIGN DATE: \_\_\_\_\_

CURRENT ADVENTURE LOCATION/REGION: \_\_\_\_\_

**YESTERDAY'S WEATHER (AVERAGE)**

TEMPERATURE: \_\_\_\_\_

STORM/WIND: \_\_\_\_\_

**CURRENT WEATHER**

HOUR	TEMPERATURE	STORM/WIND
12:00-1:00am	_____	_____
1:00-2:00am	_____	_____
2:00-3:00am	_____	_____
3:00-4:00am	_____	_____
4:00-5:00am	_____	_____
5:00-6:00am	_____	_____
6:00-7:00am	_____	_____
7:00-8:00am	_____	_____
8:00-9:00am	_____	_____
9:00-10:00am	_____	_____
10:00-11:00am	_____	_____
11:00-12:00pm	_____	_____
12:00-1:00pm	_____	_____
1:00-2:00pm	_____	_____
2:00-3:00pm	_____	_____
3:00-4:00pm	_____	_____
4:00-5:00pm	_____	_____
5:00-6:00pm	_____	_____
6:00-7:00pm	_____	_____
7:00-8:00pm	_____	_____
8:00-9:00pm	_____	_____
9:00-10:00pm	_____	_____
10:00-11:00pm	_____	_____
11:00-12:00am	_____	_____

**Quick & Dirty Weather**

To use this form roll randomly to determine the weather conditions for the time your game session starts. Once you have this baseline, once each hour you need only:

• **Roll d20 for temperature condition** – on a roll of 1-3 the temperature moves up the chart one step (ex. Moderate to Hot), on a roll of 4-17 the temperature remains the same, on a roll of 18-20 the temperature moves down the chart one step (ex. Moderate to Cold).

• **Roll d20 for storm/wind condition** – on a roll of 1-6 the storm/wind moves up the chart one step (ex. Light Snow to Light Rain), on a roll of 7-12 the storm/wind remains the same, on a roll of 13-20 the storm/wind moves down the chart one step (ex. Light Snow to Heavy Snow).

**HEAT, EXTREME**

d20	Temperature	Storm/Wind
1	Heat Wave	None
2	Heat Wave	Roll on wind table
3	Heat Wave	Rain
4	Heat Wave	Downpour
5-6	Hot	None
7-8	Hot	Roll on wind table
9-10	Hot	Rain
11-12	Hot	Downpour
13-14	Warm	None
15-17	Warm	Roll on wind table
18-19	Warm	Rain
20	Warm	Downpour

**HEAT, MILD**

d20	Temperature	Storm/Wind
1	Heat Wave	None
2	Heat Wave	Roll on wind table
3	Heat Wave	Rain
4	Heat Wave	Downpour
5-6	Heat Wave	Thunderstorm
7-8	Hot	None
9-10	Hot	Roll on wind table
11-12	Hot	Rain
13-14	Hot	Downpour
15	Hot	Thunderstorm
16	Warm	None
17	Warm	Roll on wind table
18	Warm	Rain
19	Warm	Downpour
20	Warm	Thunderstorm

**HEAT, WET**

d20	Temperature	Storm/Wind
1	Heat Wave	None
2	Heat Wave	Roll on wind table
3	Heat Wave	Rain
4	Heat Wave	Downpour
5-6	Heat Wave	Extreme rain
7-8	Hot	None
9-10	Hot	Roll on wind table
11-12	Hot	Rain
13-14	Hot	Downpour
15	Hot	Thunderstorm
16	Warm	None
17	Warm	Roll on wind table
18	Warm	Rain
19	Warm	Downpour
20	Warm	Thunderstorm

**WIND TABLE**

d20	Temperature
1-5	Light
6-10	Moderate
11-15	Strong
16-19	Severe
20	Windstorm

CAMPAIGN DATE: \_\_\_\_\_

CURRENT ADVENTURE LOCATION/REGION: \_\_\_\_\_

**YESTERDAY'S WEATHER (AVERAGE)**

TEMPERATURE: \_\_\_\_\_

STORM/WIND: \_\_\_\_\_

**CURRENT WEATHER**

HOUR	TEMPERATURE	STORM/WIND
12:00-1:00am	_____	_____
1:00-2:00am	_____	_____
2:00-3:00am	_____	_____
3:00-4:00am	_____	_____
4:00-5:00am	_____	_____
5:00-6:00am	_____	_____
6:00-7:00am	_____	_____
7:00-8:00am	_____	_____
8:00-9:00am	_____	_____
9:00-10:00am	_____	_____
10:00-11:00am	_____	_____
11:00-12:00pm	_____	_____
12:00-1:00pm	_____	_____
1:00-2:00pm	_____	_____
2:00-3:00pm	_____	_____
3:00-4:00pm	_____	_____
4:00-5:00pm	_____	_____
5:00-6:00pm	_____	_____
6:00-7:00pm	_____	_____
7:00-8:00pm	_____	_____
8:00-9:00pm	_____	_____
9:00-10:00pm	_____	_____
10:00-11:00pm	_____	_____
11:00-12:00am	_____	_____

**Quick & Dirty Weather**

To use this form roll randomly to determine the weather conditions for the time your game session starts. Once you have this baseline, once each hour you need only:

• **Roll d20 for temperature condition** – on a roll of 1-3 the temperature moves up the chart one step (ex. Hot to Heat Wave), on a roll of 4-17 the temperature remains the same, on a roll of 18-20 the temperature moves down the chart one step (ex. Hot to Warm).

• **Roll d20 for storm/wind condition** – on a roll of 1-6 the storm/wind moves up the chart one step (ex. Heavy Rain to Light Rain), on a roll of 7-12 the storm/wind remains the same, on a roll of 13-20 the storm/wind moves down the chart one step (ex. Heavy Rain to Extreme Rain).

**COLD, EXTREME**

d20	Temperature	Storm/Wind
1	Freezing	None
2	Freezing	Roll on wind table
3	Freezing	Snow
4	Freezing	Heavy snow
5-6	Freezing	Snowstorm
7-8	Cold Snap	None
9-10	Cold Snap	Roll on wind table
11-12	Cold Snap	Snow
13-14	Cold Snap	Heavy snow
15	Cold Snap	Snowstorm
16	Cold	None
17	Cold	Roll on wind table
18	Cold	Snow
19	Cold	Heavy snow
20	Cold	Snowstorm

**COLD, MILD**

d20	Temperature	Storm/Wind
1	Freezing	None
2	Freezing	Roll on wind table
3	Freezing	Snow
4	Freezing	Heavy snow
5-6	Freezing	Snowstorm
7-8	Cold Snap	None
9-10	Cold Snap	Roll on wind table
11-12	Cold Snap	Snow
13-14	Cold Snap	Heavy snow
15	Cold Snap	Snowstorm
16	Cold	None
17	Cold	Roll on wind table
18	Cold	Snow
19	Cold	Heavy snow
20	Cold	Snowstorm

**COLD, WET**

d20	Temperature	Storm/Wind
1	Freezing	None
2	Freezing	Roll on wind table
3	Freezing	Snow
4	Freezing	Heavy snow
5-6	Freezing	Snowstorm
7-8	Cold Snap	None
9-10	Cold Snap	Roll on wind table
11-12	Cold Snap	Snow
13-14	Cold Snap	Heavy snow
15	Cold Snap	Snowstorm
16	Cold	None
17	Cold	Roll on wind table
18	Cold	Snow
19	Cold	Heavy snow
20	Cold	Snowstorm

**WIND TABLE**

d20	Temperature
1-5	Light
6-10	Moderate
11-15	Strong
16-19	Severe
20	Windstorm

**Freezing:** Similar to Cold Snap except that it lowers temperatures by -20° F.

CAMPAIGN DATE: \_\_\_\_\_

CURRENT ADVENTURE LOCATION/REGION: \_\_\_\_\_

**YESTERDAY'S WEATHER (AVERAGE)**

TEMPERATURE: \_\_\_\_\_

STORM/WIND: \_\_\_\_\_

**CURRENT WEATHER**

HOUR	TEMPERATURE	STORM/WIND
12:00-1:00am	_____	_____
1:00-2:00am	_____	_____
2:00-3:00am	_____	_____
3:00-4:00am	_____	_____
4:00-5:00am	_____	_____
5:00-6:00am	_____	_____
6:00-7:00am	_____	_____
7:00-8:00am	_____	_____
8:00-9:00am	_____	_____
9:00-10:00am	_____	_____
10:00-11:00am	_____	_____
11:00-12:00pm	_____	_____
12:00-1:00pm	_____	_____
1:00-2:00pm	_____	_____
2:00-3:00pm	_____	_____
3:00-4:00pm	_____	_____
4:00-5:00pm	_____	_____
5:00-6:00pm	_____	_____
6:00-7:00pm	_____	_____
7:00-8:00pm	_____	_____
8:00-9:00pm	_____	_____
9:00-10:00pm	_____	_____
10:00-11:00pm	_____	_____
11:00-12:00am	_____	_____

**Quick & Dirty Weather**

To use this form roll randomly to determine the weather conditions for the time your game session starts. Once you have this baseline, once each hour you need only:

• **Roll d20 for temperature condition** – on a roll of 1-3 the temperature moves up the chart one step (ex. Cold Snap to Freezing), on a roll of 4-17 the temperature remains the same, on a roll of 18-20 the temperature moves down the chart one step (ex. Cold Snap to Cold).

• **Roll d20 for storm/wind condition** – on a roll of 1-6 the storm/wind moves up the chart one step (ex. Heavy Snow to Snow), on a roll of 7-12 the storm/wind remains the same, on a roll of 13-20 the storm/wind moves down the chart one step (ex. Heavy Snow to Snowstorm).





## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Je' Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Advanced Player's Guide, Copyright 2004, White Wolf Publishing, Inc.

Blue Rose, Copyright 2005, Green Ronin Publishing; Authors Jeremy Crawford, Dawn Elliot, Steve Kenson, and John Snead.

Creatures of Freeport, Copyright 2004, Green Ronin Publishing, LLC; Authors Graeme Davis and Keith Baker.

Mutants & Masterminds, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

The Psychic's Handbook, Copyright 2004, Green Ronin Publishing; Author Steve Kenson.

True20 Adventure Roleplaying, Copyright 2005, Green Ronin Publishing; Author Steve Kenson.

True20 Campaign Planner, Copyright 2005, Green Ronin Publishing; Authors Michael Hammes and Philip Reed.