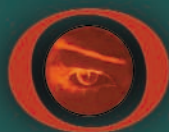


REQUIRES THE MUTANTS & MASTERMINDS RPG, SECOND EDITION, FOR USE

SUPERLINE CAMPAIGN PLANNER



BY PHILIP REED AND MICHAEL HAMMES



M&M
SUPERLINK

SUPERLINE CAMPAIGN PLANNER 2

by Philip Reed
and Michael Hammes

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INTRODUCTION

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

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

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

House Rules (p. 3)

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

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

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

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

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

Important Event (p. 9)

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

Campaign Timeline (p. 10)

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

Heroic/Villainous Teams (p. 11)

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

Planet/Dimension (p. 12)

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

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

Campaign Rogues Gallery (p. 13)

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

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

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

Roster Sheets (p. 16-18)

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

Alien Species (p. 19-20)

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

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

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

Custom Fighting Style (p. 23)

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

Custom Feat (p. 24)

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

Design Sheets (p. 26-32)

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

Non-Adventure Activities And Responsibilities (p. 33)

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

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

Random Scene Table (p. 34)

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

Random Patrol (p. 35)

The superhero version of the random encounter.

Important Character Knowledge (p. 36)

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

Alien Invasion/Attack Plan (p. 37)

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

Villains' Status – Master Tracker (p. 38)

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

Patrol Schedule (p. 39)

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

Crime Scene Follow-Up (p. 40)

This form was included specifically for detective-type games.

Rewards And Honors (p. 41)

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

The Daily News (p. 42-43)

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

HOUSE RULES			
TITLE		TYPE	☐ Mechanic ☐ Table
DESCRIPTION			

HOUSE RULES			
TITLE		TYPE	☐ Mechanic ☐ Table
DESCRIPTION			

HOUSE RULES			
TITLE		TYPE	☐ Mechanic ☐ Table
DESCRIPTION			

HOUSE RULES			
TITLE		TYPE	☐ Mechanic ☐ Table
DESCRIPTION			

CHARACTER				
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE
TOUGH	FORT	REF	WILL	KNOCK

DAMAGE TRACKER		
BRUISED	STAGGERED	UNCON.
STUNNED		
INJURED	DISABLED	DYING
	DEAD	

CHARACTER				
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE
TOUGH	FORT	REF	WILL	KNOCK

DAMAGE TRACKER		
BRUISED	STAGGERED	UNCON.
STUNNED		
INJURED	DISABLED	DYING
	DEAD	

CHARACTER				
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE
TOUGH	FORT	REF	WILL	KNOCK

DAMAGE TRACKER		
BRUISED	STAGGERED	UNCON.
STUNNED		
INJURED	DISABLED	DYING
	DEAD	

CHARACTER				
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE
TOUGH	FORT	REF	WILL	KNOCK

DAMAGE TRACKER		
BRUISED	STAGGERED	UNCON.
STUNNED		
INJURED	DISABLED	DYING
	DEAD	

MINIONS					NUMBER
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE	OUT OF ACTION ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
TOUGH	FORT	REF	WILL	KNOCK	

MINIONS					NUMBER
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE	OUT OF ACTION ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
TOUGH	FORT	REF	WILL	KNOCK	

MINIONS					NUMBER
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE	OUT OF ACTION ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
TOUGH	FORT	REF	WILL	KNOCK	

MINIONS					NUMBER
INITIATIVE	ATTACK	DAMAGE	DEFENSE	GRAPPLE	OUT OF ACTION ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
TOUGH	FORT	REF	WILL	KNOCK	

Campaign Option: Crisis Level

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

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

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

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

Changing Conditions

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

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

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

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

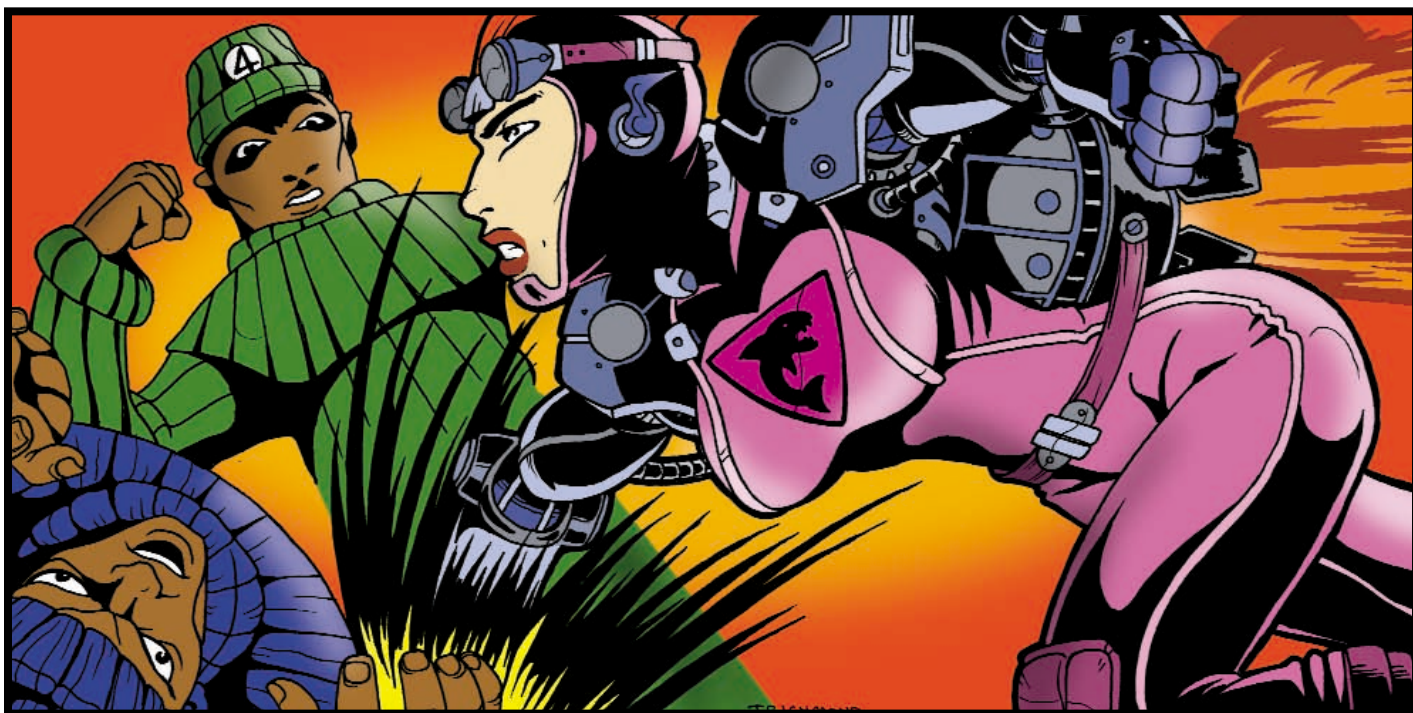


Table: Campaign Crisis Level

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

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

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

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

Crisis Level Effects

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

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

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

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

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

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

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

FAME

SKILL, RANKED

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

INFAMY

SKILL, RANKED

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

CAMPAIGN CRISIS LEVELS

CRISIS LEVEL CONDITIONS			
☐ Green ☐ Blue ☐ Yellow ☐ Orange ☐ Red ☐ Terminal			
BASELINE	CURRENT PERSONAL CONDITIONS	CURRENT SOCIAL CONDITIONS	CURRENT GLOBAL CONDITIONS
GREEN	☐	☐	☐
BLUE	☐	☐	☐
YELLOW	☐	☐	☐
ORANGE	☐	☐	☐
RED	☐	☐	☐
TERMINAL	☐	☐	☐

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

NEW IDEAS FOR CRISIS LEVEL EFFECTS – PERSONAL

NEW IDEAS FOR CRISIS LEVEL EFFECTS – SOCIAL

NEW IDEAS FOR CRISIS LEVEL EFFECTS – GLOBAL

[illegible]

[illegible]

HEROIC/VILLAINOUS TEAMS			
TEAM NAME			☐ Heroic ☐ Villainous
HEADQUARTERS		SHEET	☐ Yes ☐ No
MEMBERS			
MEMBER		SHEET	☐ Yes ☐ No
MEMBER		SHEET	☐ Yes ☐ No
MEMBER		SHEET	☐ Yes ☐ No
MEMBER		SHEET	☐ Yes ☐ No
MEMBER		SHEET	☐ Yes ☐ No
MEMBER		SHEET	☐ Yes ☐ No
SUPPORT STAFF			
STAFF		SHEET	☐ Yes ☐ No
STAFF		SHEET	☐ Yes ☐ No
STAFF		SHEET	☐ Yes ☐ No
STAFF		SHEET	☐ Yes ☐ No
STAFF		SHEET	☐ Yes ☐ No
STAFF		SHEET	☐ Yes ☐ No
TEAM VEHICLES			
VEHICLE		SHEET	☐ Yes ☐ No
VEHICLE		SHEET	☐ Yes ☐ No
VEHICLE		SHEET	☐ Yes ☐ No
VEHICLE		SHEET	☐ Yes ☐ No
ALLIES			
ALLY		SHEET	☐ Yes ☐ No
ALLY		SHEET	☐ Yes ☐ No
ALLY		SHEET	☐ Yes ☐ No
ALLY		SHEET	☐ Yes ☐ No
ENEMIES			
ENEMY		SHEET	☐ Yes ☐ No
ENEMY		SHEET	☐ Yes ☐ No
ENEMY		SHEET	☐ Yes ☐ No
ENEMY		SHEET	☐ Yes ☐ No
ENEMY		SHEET	☐ Yes ☐ No
ENEMY		SHEET	☐ Yes ☐ No
ENEMY		SHEET	☐ Yes ☐ No
ENEMY		SHEET	☐ Yes ☐ No
ENEMY		SHEET	☐ Yes ☐ No
MEMORABLE ENCOUNTERS IN THE CAMPAIGN			
CAMPAIGN DATE		SESSION DATE	
EVENT/ENCOUNTER SPECIFICS			

PLANET/DIMENSION					
NAME			TYPE	☐ Planet ☐ Dimension	
LOCATION					
ILLUMINATION	SOURCE	☐ Day/Night Cycle (Time:) ☐ Light ☐ Dark ☐ Twilight			
TEMPERATURE	☐ Comfortable	☐ Uncomfortable Cold ☐ Intense Cold ☐ Extreme Cold	☐ Uncomfortable Heat ☐ Intense Heat ☐ Extreme Heat		
ATMOSPHERE	☐ Normal ☐ Vacuum ☐ Toxic ☐ Corrosive ☐ Thick ☐ Thin ☐ Other:				
	NOTES				
RADIATION	☐ Harmless ☐ Harmful ☐ Mutating ☐ Latent Powers ☐ Other:				
	NOTES				
GRAVITY	☐ Standard ☐ Low ☐ High ☐ Zero				
	NOTES				
MOVEMENT	☐ Standard	☐ Moderate Obstruction ☐ Heavy Obstruction	☐ Bad Surface ☐ Very Bad Surface		
	NOTES				
INHABITANTS	☐ Yes ☐ No	SPECIES		SHEET	☐ Yes ☐ No
CITIES					
CITY		LOCATION		SHEET	☐ Yes ☐ No
CITY		LOCATION		SHEET	☐ Yes ☐ No
CITY		LOCATION		SHEET	☐ Yes ☐ No
CITY		LOCATION		SHEET	☐ Yes ☐ No
CITY		LOCATION		SHEET	☐ Yes ☐ No
MAP					

[illegible]

CITY DETAILS – DISTRICT			
DISTRICT			CITY
TYPE	☐ Residential ☐ Commercial ☐ Business ☐ Industrial		
DISTRICT MAP			
NEIGHBORHOODS			
NEIGHBORHOOD	TYPE	☐ Residential ☐ Commercial ☐ Business ☐ Industrial	
NEIGHBORHOOD	TYPE	☐ Residential ☐ Commercial ☐ Business ☐ Industrial	
NEIGHBORHOOD	TYPE	☐ Residential ☐ Commercial ☐ Business ☐ Industrial	
NEIGHBORHOOD	TYPE	☐ Residential ☐ Commercial ☐ Business ☐ Industrial	
IMPORTANT BUILDINGS/LANDMARKS			
LOCATION	SHEET		☐ Yes ☐ No
LOCATION	SHEET		☐ Yes ☐ No
LOCATION	SHEET		☐ Yes ☐ No
LOCATION	SHEET		☐ Yes ☐ No
IMPORTANT INDIVIDUALS			
NPC	SHEET		☐ Yes ☐ No
NPC	SHEET		☐ Yes ☐ No
NPC	SHEET		☐ Yes ☐ No
NPC	SHEET		☐ Yes ☐ No
NPC	SHEET		☐ Yes ☐ No
NPC	SHEET		☐ Yes ☐ No
NOTES			

CITY DETAILS – NEIGHBORHOOD											
NEIGHBORHOOD				DISTRICT							
TYPE ☐ Residential ☐ Commercial ☐ Business ☐ Industrial											
NEIGHBORHOOD MAP											
IMPORTANT BUILDINGS/LANDMARKS											
LOCATION								SHEET		☐ Yes ☐ No	
LOCATION								SHEET		☐ Yes ☐ No	
LOCATION								SHEET		☐ Yes ☐ No	
LOCATION								SHEET		☐ Yes ☐ No	
LOCATION								SHEET		☐ Yes ☐ No	
LOCATION								SHEET		☐ Yes ☐ No	
IMPORTANT INDIVIDUALS											
NPC								SHEET		☐ Yes ☐ No	
NPC								SHEET		☐ Yes ☐ No	
NPC								SHEET		☐ Yes ☐ No	
NPC								SHEET		☐ Yes ☐ No	
NPC								SHEET		☐ Yes ☐ No	
NPC								SHEET		☐ Yes ☐ No	
NPC								SHEET		☐ Yes ☐ No	
NPC								SHEET		☐ Yes ☐ No	
NPC								SHEET		☐ Yes ☐ No	
NOTES											

[illegible]

ORGANIZATIONS IN THE CAMPAIGN			
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No
ORGANIZATION		TYPE	☐ Secret ☐ Public
SHORT DESCRIPTION		SHEET	☐ Yes ☐ No

[illegible]

ALIEN SPECIES 1 OF 2			
SPECIES HOME WORLD			
			SHEET ☐ Yes ☐ No
PHYSICAL DESCRIPTION/APPEARANCE			
SPECIES ARCHETYPE			
ARCHETYPE			SHEET ☐ Yes ☐ No
CULTURE			
TECHNOLOGICAL LEVEL AND POWERS			
SPECIES HISTORY			
IMPORTANT MEMBERS OF THIS SPECIES			
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No

ALIEN SPECIES 2 OF 2			
SPECIES			
ATTITUDE TOWARD HUMANS			
AGENDA			
NOTES			
		SPECIES SKETCH	
SPECIES ORGANIZATIONS			
ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No
ORGANIZATION		SHEET	☐ Yes ☐ No
ENEMIES OF THE SPECIES			
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
ALLIES OF THE SPECIES			
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No

POWERS FROM OTHER SOURCES			
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
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POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
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SOURCE TITLE		SHEET	☐ Yes ☐ No
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
POWER NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No

ARCHETYPES FROM OTHER SOURCES			
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
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ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
ARCHETYPE NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No

CUSTOM FIGHTING STYLE		
STYLE NAME		COST
STYLE DESCRIPTION		
FEATS		

CUSTOM FIGHTING STYLE		
STYLE NAME		COST
STYLE DESCRIPTION		
FEATS		

CUSTOM FIGHTING STYLE		
STYLE NAME		COST
STYLE DESCRIPTION		
FEATS		

CUSTOM FIGHTING STYLE		
STYLE NAME		COST
STYLE DESCRIPTION		
FEATS		

[illegible][illegible]

	FEATS FROM OTHER SOURCES		
FEAT NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
FEAT NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
FEAT NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
FEAT NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
FEAT NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
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SOURCE TITLE		SHEET	☐ Yes ☐ No
FEAT NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
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SOURCE TITLE		SHEET	☐ Yes ☐ No
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SOURCE TITLE		SHEET	☐ Yes ☐ No
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SOURCE TITLE		SHEET	☐ Yes ☐ No
FEAT NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
FEAT NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
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FEAT NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
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SOURCE TITLE		SHEET	☐ Yes ☐ No
FEAT NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No
FEAT NAME		SOURCE TYPE	☐ Print ☐ PDF ☐ Web
SOURCE TITLE		SHEET	☐ Yes ☐ No

DEVICES & EQUIPMENT

ARMOR		
ARMOR NAME	☐ Archaic ☐ Modern	
ARMOR CREATOR		UNIQUE ☐ Yes ☐ No
TOUGHNESS BONUS	OTHER TRAITS	EQUIPMENT COST
DESCRIPTION		

ARMOR		
ARMOR NAME	☐ Archaic ☐ Modern	
ARMOR CREATOR		UNIQUE ☐ Yes ☐ No
TOUGHNESS BONUS	OTHER TRAITS	EQUIPMENT COST
DESCRIPTION		

ARMOR		
ARMOR NAME	☐ Archaic ☐ Modern	
ARMOR CREATOR		UNIQUE ☐ Yes ☐ No
TOUGHNESS BONUS	OTHER TRAITS	EQUIPMENT COST
DESCRIPTION		

ARMOR		
ARMOR NAME	☐ Archaic ☐ Modern	
ARMOR CREATOR		UNIQUE ☐ Yes ☐ No
TOUGHNESS BONUS	OTHER TRAITS	EQUIPMENT COST
DESCRIPTION		

BATTLESUIT DESIGN			
BATTLESUIT NAME		COST	/
BATTLESUIT CREATOR		UNIQUE	☐ Yes ☐ No
DESCRIPTION			
POWERS			
NOTES			
		BATTLESUIT SKETCH	

BATTLESUIT DESIGN			
BATTLESUIT NAME		COST	/
BATTLESUIT CREATOR		UNIQUE	☐ Yes ☐ No
DESCRIPTION			
POWERS			
NOTES			
		BATTLESUIT SKETCH	

GENERAL EQUIPMENT			
EQUIPMENT NAME		COST	
EQUIPMENT CREATOR		UNIQUE	☐ Yes ☐ No
DESCRIPTION			
POWERS			

GENERAL EQUIPMENT			
EQUIPMENT NAME		COST	
EQUIPMENT CREATOR		UNIQUE	☐ Yes ☐ No
DESCRIPTION			
POWERS			

GENERAL EQUIPMENT			
EQUIPMENT NAME		COST	
EQUIPMENT CREATOR		UNIQUE	☐ Yes ☐ No
DESCRIPTION			
POWERS			

GENERAL EQUIPMENT			
EQUIPMENT NAME		COST	
EQUIPMENT CREATOR		UNIQUE	☐ Yes ☐ No
DESCRIPTION			
POWERS			

DEVICE DESIGN			
DEVICE NAME		COST	/
DEVICE CREATOR		UNIQUE	☐ Yes ☐ No
DESCRIPTION			
POWERS			
NOTES			
		BATTLESUIT SKETCH	

DEVICE DESIGN			
DEVICE NAME		COST	/
DEVICE CREATOR		UNIQUE	☐ Yes ☐ No
DESCRIPTION			
POWERS			
NOTES			
		BATTLESUIT SKETCH	

DEVICE DESIGN			
DEVICE NAME		COST	/
DEVICE CREATOR		UNIQUE	☐ Yes ☐ No
DESCRIPTION			
POWERS			
NOTES			
		BATTLESUIT SKETCH	

VEHICLE DESIGN			
VEHICLE NAME		COST	/
VEHICLE CREATOR		UNIQUE	☐ Yes ☐ No

STRENGTH	SPEED	DEFENSE	TOUGHNESS	SIZE

VEHICLE APPEARANCE/DESCRIPTION

FEATURES/POWERS	VEHICLE SKETCH
NOTES	VEHICLE SKETCH

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

VEHICLE DIAGRAM

COSTUME DESIGN		
COSTUME NAME		
COSTUME DESIGNER		
DESCRIPTION		
POWERS		
	COSTUME SKETCH	

COSTUME DESIGN	
COSTUME NAME	
COSTUME DESIGNER	
DESCRIPTION	
POWERS	
	COSTUME SKETCH

[illegible]

COSTUME DESIGN	
COSTUME NAME	
COSTUME DESIGNER	
DESCRIPTION	
POWERS	
	COSTUME SKETCH

WEAPON					
WEAPON NAME	☐ Melee ☐ Ranged				
WEAPON CREATOR				UNIQUE	☐ Yes ☐ No
DAMAGE BONUS	CRITICAL	DAMAGE DESCRIPTOR	RANGE INCREMENT	SIZE	EQUIPMENT COST
DESCRIPTION					

WEAPON					
WEAPON NAME	☐ Melee ☐ Ranged				
WEAPON CREATOR				UNIQUE	☐ Yes ☐ No
DAMAGE BONUS	CRITICAL	DAMAGE DESCRIPTOR	RANGE INCREMENT	SIZE	EQUIPMENT COST
DESCRIPTION					

WEAPON					
WEAPON NAME	☐ Melee ☐ Ranged				
WEAPON CREATOR				UNIQUE	☐ Yes ☐ No
DAMAGE BONUS	CRITICAL	DAMAGE DESCRIPTOR	RANGE INCREMENT	SIZE	EQUIPMENT COST
DESCRIPTION					

WEAPON					
WEAPON NAME	☐ Melee ☐ Ranged				
WEAPON CREATOR				UNIQUE	☐ Yes ☐ No
DAMAGE BONUS	CRITICAL	DAMAGE DESCRIPTOR	RANGE INCREMENT	SIZE	EQUIPMENT COST
DESCRIPTION					

NON-ADVENTURE ACTIVITIES AND RESPONSIBILITIES

HERO NAME

ACTIVITY

FREQUENCY

☐ Daily ☐ Weekly ☐ Monthly ☐ Annually ☐ Other:

SPECIFICS

NON-ADVENTURE ACTIVITIES AND RESPONSIBILITIES

HERO NAME

ACTIVITY

FREQUENCY

☐ Daily ☐ Weekly ☐ Monthly ☐ Annually ☐ Other:

SPECIFICS

NON-ADVENTURE ACTIVITIES AND RESPONSIBILITIES

HERO NAME

ACTIVITY

FREQUENCY

☐ Daily ☐ Weekly ☐ Monthly ☐ Annually ☐ Other:

SPECIFICS

NON-ADVENTURE ACTIVITIES AND RESPONSIBILITIES

HERO NAME

ACTIVITY

FREQUENCY

☐ Daily ☐ Weekly ☐ Monthly ☐ Annually ☐ Other:

SPECIFICS

RANDOM SCENE TABLE			
LOCATION			
D20 ROLL	SCENE		
1		SHEET	☐ Yes ☐ No
2		SHEET	☐ Yes ☐ No
3		SHEET	☐ Yes ☐ No
4		SHEET	☐ Yes ☐ No
5		SHEET	☐ Yes ☐ No
6		SHEET	☐ Yes ☐ No
7		SHEET	☐ Yes ☐ No
8		SHEET	☐ Yes ☐ No
9		SHEET	☐ Yes ☐ No
10		SHEET	☐ Yes ☐ No
11		SHEET	☐ Yes ☐ No
12		SHEET	☐ Yes ☐ No
13		SHEET	☐ Yes ☐ No
14		SHEET	☐ Yes ☐ No
15		SHEET	☐ Yes ☐ No
16		SHEET	☐ Yes ☐ No
17		SHEET	☐ Yes ☐ No
18		SHEET	☐ Yes ☐ No
19		SHEET	☐ Yes ☐ No
20		SHEET	☐ Yes ☐ No

RANDOM PATROL				d20 Roll	Crime
DATE USED	CAMPAIGN DATE		SESSION DATE		
VILLAINS/NPCS INVOLVED					
		SHEET	☐ Yes ☐ No		
		SHEET	☐ Yes ☐ No		
		SHEET	☐ Yes ☐ No		
PATROL SUMMARY/OUTCOME					

1-2	Arson
3-4	Assault
5-6	Burglary
7-8	Car-Jacking
9-10	Drug Deal
11-12	Illegal Gambling
13-14	Pickpocket
15-16	Purse Grab
17-18	Theft
19-20	Vandalism
(CIRCLE CRIME ROLLED)	

RANDOM PATROL				d20 Roll	Crime
DATE USED	CAMPAIGN DATE		SESSION DATE		
VILLAINS/NPCS INVOLVED					
		SHEET	☐ Yes ☐ No		
		SHEET	☐ Yes ☐ No		
		SHEET	☐ Yes ☐ No		
PATROL SUMMARY/OUTCOME					

1-2	Arson
3-4	Assault
5-6	Burglary
7-8	Car-Jacking
9-10	Drug Deal
11-12	Illegal Gambling
13-14	Pickpocket
15-16	Purse Grab
17-18	Theft
19-20	Vandalism
(CIRCLE CRIME ROLLED)	

RANDOM PATROL				d20 Roll	Crime
DATE USED	CAMPAIGN DATE		SESSION DATE		
VILLAINS/NPCS INVOLVED					
		SHEET	☐ Yes ☐ No		
		SHEET	☐ Yes ☐ No		
		SHEET	☐ Yes ☐ No		
PATROL SUMMARY/OUTCOME					

1-2	Arson
3-4	Assault
5-6	Burglary
7-8	Car-Jacking
9-10	Drug Deal
11-12	Illegal Gambling
13-14	Pickpocket
15-16	Purse Grab
17-18	Theft
19-20	Vandalism
(CIRCLE CRIME ROLLED)	

RANDOM PATROL				d20 Roll	Crime
DATE USED	CAMPAIGN DATE		SESSION DATE		
VILLAINS/NPCS INVOLVED					
		SHEET	☐ Yes ☐ No		
		SHEET	☐ Yes ☐ No		
		SHEET	☐ Yes ☐ No		
PATROL SUMMARY/OUTCOME					

1-2	Arson
3-4	Assault
5-6	Burglary
7-8	Car-Jacking
9-10	Drug Deal
11-12	Illegal Gambling
13-14	Pickpocket
15-16	Purse Grab
17-18	Theft
19-20	Vandalism
(CIRCLE CRIME ROLLED)	

IMPORTANT CHARACTER KNOWLEDGE			
CHARACTER NAME			☐ Hero ☐ NPC
KNOWLEDGE SOURCE		SHEET	☐ Yes ☐ No
CHARACTER'S KNOWLEDGE			
CHARACTER HAS VERIFIED KNOWLEDGE/INFORMATION	☐ Yes ☐ No	KNOWLEDGE TRUE	☐ Yes ☐ No

IMPORTANT CHARACTER KNOWLEDGE			
CHARACTER NAME			☐ Hero ☐ NPC
KNOWLEDGE SOURCE		SHEET	☐ Yes ☐ No
CHARACTER'S KNOWLEDGE			
CHARACTER HAS VERIFIED KNOWLEDGE/INFORMATION	☐ Yes ☐ No	KNOWLEDGE TRUE	☐ Yes ☐ No

IMPORTANT CHARACTER KNOWLEDGE			
CHARACTER NAME			☐ Hero ☐ NPC
KNOWLEDGE SOURCE		SHEET	☐ Yes ☐ No
CHARACTER'S KNOWLEDGE			
CHARACTER HAS VERIFIED KNOWLEDGE/INFORMATION	☐ Yes ☐ No	KNOWLEDGE TRUE	☐ Yes ☐ No

IMPORTANT CHARACTER KNOWLEDGE			
CHARACTER NAME			☐ Hero ☐ NPC
KNOWLEDGE SOURCE		SHEET	☐ Yes ☐ No
CHARACTER'S KNOWLEDGE			
CHARACTER HAS VERIFIED KNOWLEDGE/INFORMATION	☐ Yes ☐ No	KNOWLEDGE TRUE	☐ Yes ☐ No

ALIEN INVASION/ATTACK PLAN



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

VILLAINS' STATUS – MASTER TRACKER			
VILLAIN			
LOCATION		SHEET	☐ Yes ☐ No
STATUS	☐ Active ☐ Deceased ☐ Incarcerated ☐ Retired		
SCHEME			
VILLAIN			
LOCATION		SHEET	☐ Yes ☐ No
STATUS	☐ Active ☐ Deceased ☐ Incarcerated ☐ Retired		
SCHEME			
VILLAIN			
LOCATION		SHEET	☐ Yes ☐ No
STATUS	☐ Active ☐ Deceased ☐ Incarcerated ☐ Retired		
SCHEME			
VILLAIN			
LOCATION		SHEET	☐ Yes ☐ No
STATUS	☐ Active ☐ Deceased ☐ Incarcerated ☐ Retired		
SCHEME			
VILLAIN			
LOCATION		SHEET	☐ Yes ☐ No
STATUS	☐ Active ☐ Deceased ☐ Incarcerated ☐ Retired		
SCHEME			
VILLAIN			
LOCATION		SHEET	☐ Yes ☐ No
STATUS	☐ Active ☐ Deceased ☐ Incarcerated ☐ Retired		
SCHEME			
VILLAIN			
LOCATION		SHEET	☐ Yes ☐ No
STATUS	☐ Active ☐ Deceased ☐ Incarcerated ☐ Retired		
SCHEME			
VILLAIN			
LOCATION		SHEET	☐ Yes ☐ No
STATUS	☐ Active ☐ Deceased ☐ Incarcerated ☐ Retired		
SCHEME			
VILLAIN			
LOCATION		SHEET	☐ Yes ☐ No
STATUS	☐ Active ☐ Deceased ☐ Incarcerated ☐ Retired		
SCHEME			

PATROL SCHEDULE				
TEAM NAME				
MEMBERS				
MEMBER		SHEET	☐ Yes ☐ No	
MEMBER		SHEET	☐ Yes ☐ No	
MEMBER		SHEET	☐ Yes ☐ No	
MEMBER		SHEET	☐ Yes ☐ No	
MEMBER		SHEET	☐ Yes ☐ No	
MEMBER		SHEET	☐ Yes ☐ No	
AREAS PATROLLED				
TIME		AREA		SHEET ☐ Yes ☐ No
PROCEDURE				
TIME		AREA		SHEET ☐ Yes ☐ No
PROCEDURE				
TIME		AREA		SHEET ☐ Yes ☐ No
PROCEDURE				
TIME		AREA		SHEET ☐ Yes ☐ No
PROCEDURE				
TIME		AREA		SHEET ☐ Yes ☐ No
PROCEDURE				
STANDARD RESPONSES TO STANDARD CRIMES				
CRIME	RESPONSE			
Arson				
Assault				
Burglary				
Car-Jacking				
Drug Deal				
Gambling				
Pickpocket				
Theft				
Vandalism				

CRIME SCENE FOLLOW-UP			
HEROES ON THE SCENE			
LOCATION		SHEET	☐ Yes ☐ No
DATE OF CRIME	CAMPAIGN DATE	SESSION DATE	
CRIME COMMITTED/DESCRIPTION OF EVENT			
PERPETRATORS			
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
VICTIMS			
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
WITNESSES			
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
NPC		SHEET	☐ Yes ☐ No
EVIDENCE			
NOTES			

REWARDS AND HONORS	
HONORED CEREMONY	☐ Team ☐ Hero:
	☐ Public ☐ Private ☐ Secret LOCATION
HONOR/REWARD	
GAME EFFECT (IF ANY)	

REWARDS AND HONORS	
HONORED CEREMONY	☐ Team ☐ Hero:
	☐ Public ☐ Private ☐ Secret LOCATION
HONOR/REWARD	
GAME EFFECT (IF ANY)	

REWARDS AND HONORS	
HONORED CEREMONY	☐ Team ☐ Hero:
	☐ Public ☐ Private ☐ Secret LOCATION
HONOR/REWARD	
GAME EFFECT (IF ANY)	

REWARDS AND HONORS	
HONORED CEREMONY	☐ Team ☐ Hero:
	☐ Public ☐ Private ☐ Secret LOCATION
HONOR/REWARD	
GAME EFFECT (IF ANY)	

The Daily News

CITY PAPER NAME: _____ **ISSUE DATE:** _____

TOP STORY: _____

REPORTED BY: _____

[illegible]

SIDEBAR: _____

REPORTED BY: _____

STORY: _____

The Daily News

CITY PAPER NAME: _____ ISSUE DATE: _____

STORY: _____

REPORTED BY: _____

DETAILS: _____

STORY: _____

REPORTED BY: _____

DETAILS: _____

STORY: _____

REPORTED BY: _____

DETAILS: _____

STORY: _____

REPORTED BY: _____

DETAILS: _____

STORY: _____

REPORTED BY: _____

DETAILS: _____

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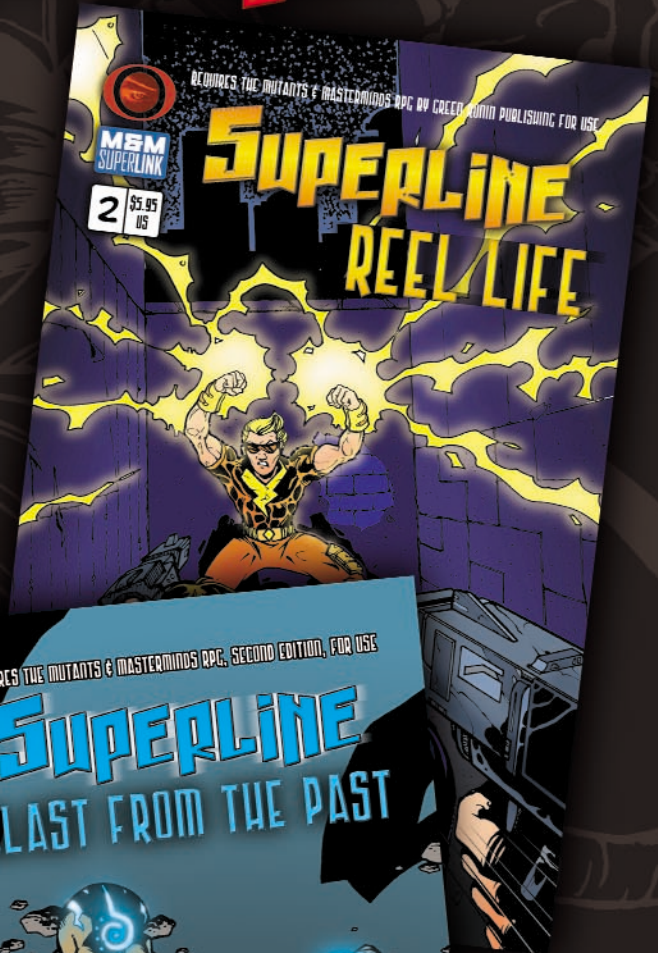
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