



CAMPAIGN
PLANNER

DESIGNED BY
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True 20 Campaign Planner

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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.

CAMPAIGN OVERVIEW

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

CAMPAIGN SYNOPSIS		

CAMPAIGN BACKGROUND		

CAMPAIGN GOALS/OBJECTIVES		

ROLE OF THE HEROES		

CAMPAGN RESOURCES

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	

NAME				
DESCRIPTION				
TRAITS				
ABILITIES				
SKILLS				
FEATS				

	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					

BACKGROUND	DESCRIPTION
TRAITS	
ABILITY ADJUSTMENTS	
BONUS FEAT(S)	
BONUS SKILL(S)	
FAVORED FEAT(S)	
NOTES	

BACKGROUND	DESCRIPTION
TRAITS	
ABILITY ADJUSTMENTS	
BONUS FEAT(S)	
BONUS SKILL(S)	
FAVORED FEAT(S)	
NOTES	

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

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

NAME			
FATIGUING?	<input type="checkbox"/> Yes <input type="checkbox"/> No	UNTRAINED?	<input type="checkbox"/> Yes <input type="checkbox"/> No
MAINTENANCE?	<input type="checkbox"/> Yes <input type="checkbox"/> No	CONCENTRATION?	<input type="checkbox"/> Yes <input type="checkbox"/> No

WEAPONS

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

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

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

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					

GOODS/SERVICES

NAME	
DESCRIPTION	

SIZE		ROLE AND LEVEL	
SPEED		INITIATIVE	
ATTACK			
DEFENSE			
TRAITS			

ABILITIES	FEATS	SKILLS
STRENGTH		
DEXTERITY		
CONSTITUTION		
INTELLIGENCE		
WISDOM		
CHARISMA		
SAVING THROWS		
TOUGHNESS		
FORTITUDE		
REFLEX		
WILL		

NOTES (INCLUDING TRAIT DESCRIPTIONS, APPEARANCE, ORGANIZATION, PERSONALITY, ETC.)

CREATURE LISTING

MAJOR NARRATOR CHARACTER (PAGE 1 OF 3)

NAME		REPUTATION	
DESCRIPTION/PERSONALITY			

BACKGROUND			
ROLE AND LEVEL			
SIZE		SPEED	
CONVICTION			
INITIATIVE			
ATTACK			
DEFENSE			
TRAITS			

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

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.)

MAJOR NARRATOR CHARACTER (PAGE 3 OF 3)

RESOURCES AND GOALS

OTHER NOTES AND INFORMATION

FIRST MEETING WITH HEROES/FIRST INTRODUCED IN CAMPAIGN

SESSION DATE	CAMPAIN DATE
EVENT/ENCOUNTER SPECIFICS	

MEMORABLE ENCOUNTERS DURING THE CAMPAIGN

SESSION DATE	CAMPAIN DATE
EVENT/ENCOUNTER SPECIFICS	
SESSION DATE	CAMPAIN DATE
EVENT/ENCOUNTER SPECIFICS	

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

NAME		FOLLOWER OF	
DESCRIPTION/PERSONALITY			

BACKGROUND			
ROLE AND LEVEL			
SIZE		SPEED	
INITIATIVE			
ATTACK			
DEFENSE			
TRAITS			

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

IMPORTANT CLUE OR KNOWLEDGE THE MINION POSSESSES

OTHER NOTES

SECRET SOCIETY/ORGANIZATION (PAGE 1 OF 2)

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

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

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

GOALS/OBJECTIVES		

SECRET KNOWLEDGE		

RESOURCES		

SECRET SOCIETY/ORGANIZATION (PAGE 2 OF 2)

ORGANIZATION

ALLIED ORGANIZATIONS

ORGANIZATION Y N
SHEET?

ORGANIZATION Y N
SHEET?

ORGANIZATION Y N
SHEET?

ORGANIZATION Y N
SHEET?

ENEMY ORGANIZATIONS

ORGANIZATION Y N
SHEET?

ORGANIZATION Y N
SHEET?

ORGANIZATION Y N
SHEET?

ORGANIZATION Y N
SHEET?

MISCELLANEOUS INFORMATION

FIRST ENCOUNTERED BY HEROES/FIRST INTRODUCED IN CAMPAIGN

SESSION DATE

CAMPAIN DATE

EVENT/ENCOUNTER SPECIFICS

MEMORABLE ENCOUNTERS DURING THE CAMPAIGN

SESSION DATE

CAMPAIN DATE

EVENT/ENCOUNTER SPECIFICS

SESSION DATE

CAMPAIN DATE

EVENT/ENCOUNTER SPECIFICS

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

SECRET SOCIETIES/ORGANIZATIONS LISTING

ORGANIZATION/NARRATOR CHARACTER MEMORABLE ENCOUNTERS

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

BUSINESS ESTABLISHMENTS

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

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

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

LOCATION

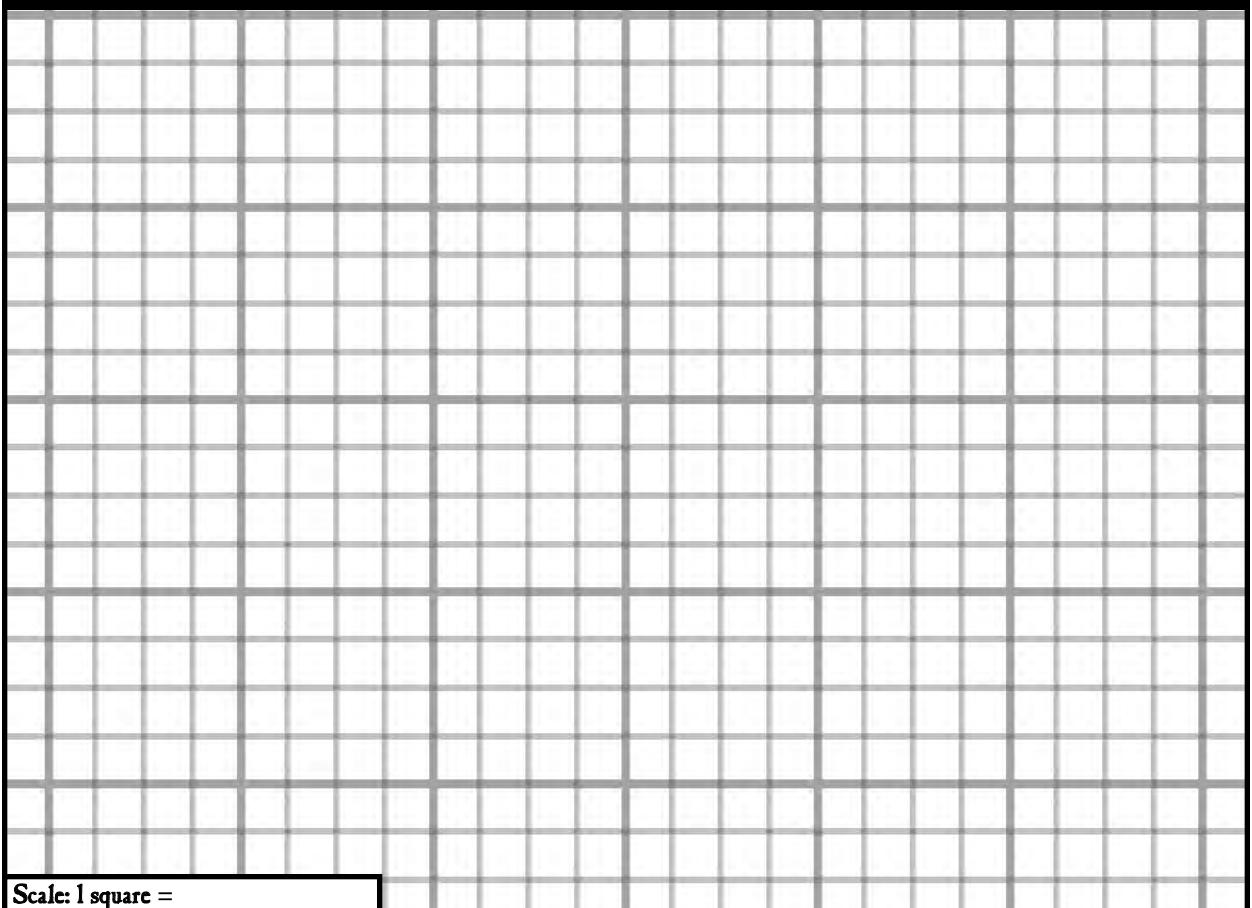
COMMON KNOWLEDGE - DC 10 KNOWLEDGE (NARRATOR-DETERMINED SPECIALTY) CHECK REQUIRED

BASIC KNOWLEDGE - DC 15 KNOWLEDGE (NARRATOR-DETERMINED SPECIALTY) CHECK REQUIRED

DETAILED KNOWLEDGE - DC 20 (NARRATOR-DETERMINED SPECIALTY) CHECK REQUIRED

OBSCURE KNOWLEDGE - DC 30 KNOWLEDGE (NARRATOR-DETERMINED SPECIALTY) CHECK REQUIRED

MAP



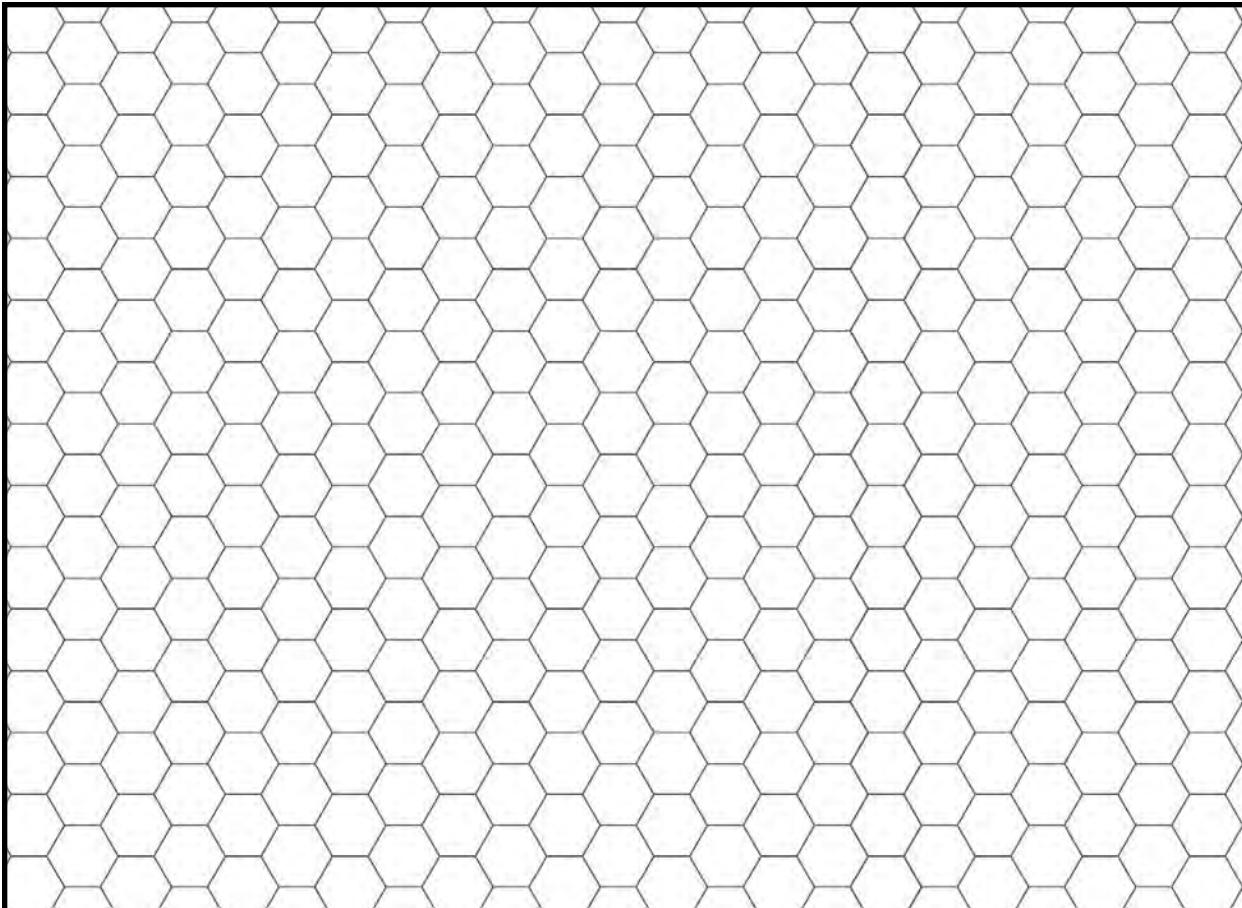
Scale: 1 square =

LOCATION**ENCOUNTERS PLANNED FOR THIS LOCATION**

CHARACTERS AND CREATURES RESIDING/FREQUENTLY ENCOUNTERED AT THIS LOCATION		
CHARACTER/	<input type="checkbox"/>	Y
CREATURE SHEET?	<input type="checkbox"/>	N
CHARACTER/	<input type="checkbox"/>	Y
CREATURE SHEET?	<input type="checkbox"/>	N
CHARACTER/	<input type="checkbox"/>	Y
CREATURE SHEET?	<input type="checkbox"/>	N
CHARACTER/	<input type="checkbox"/>	Y
CREATURE SHEET?	<input type="checkbox"/>	N
CHARACTER/	<input type="checkbox"/>	Y
CREATURE SHEET?	<input type="checkbox"/>	N
CHARACTER/	<input type="checkbox"/>	Y
CREATURE SHEET?	<input type="checkbox"/>	N
CHARACTER/	<input type="checkbox"/>	Y
CREATURE SHEET?	<input type="checkbox"/>	N
CHARACTER/	<input type="checkbox"/>	Y
CREATURE SHEET?	<input type="checkbox"/>	N

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

MISCELLANEOUS INFORMATION



NAME

LOCATION

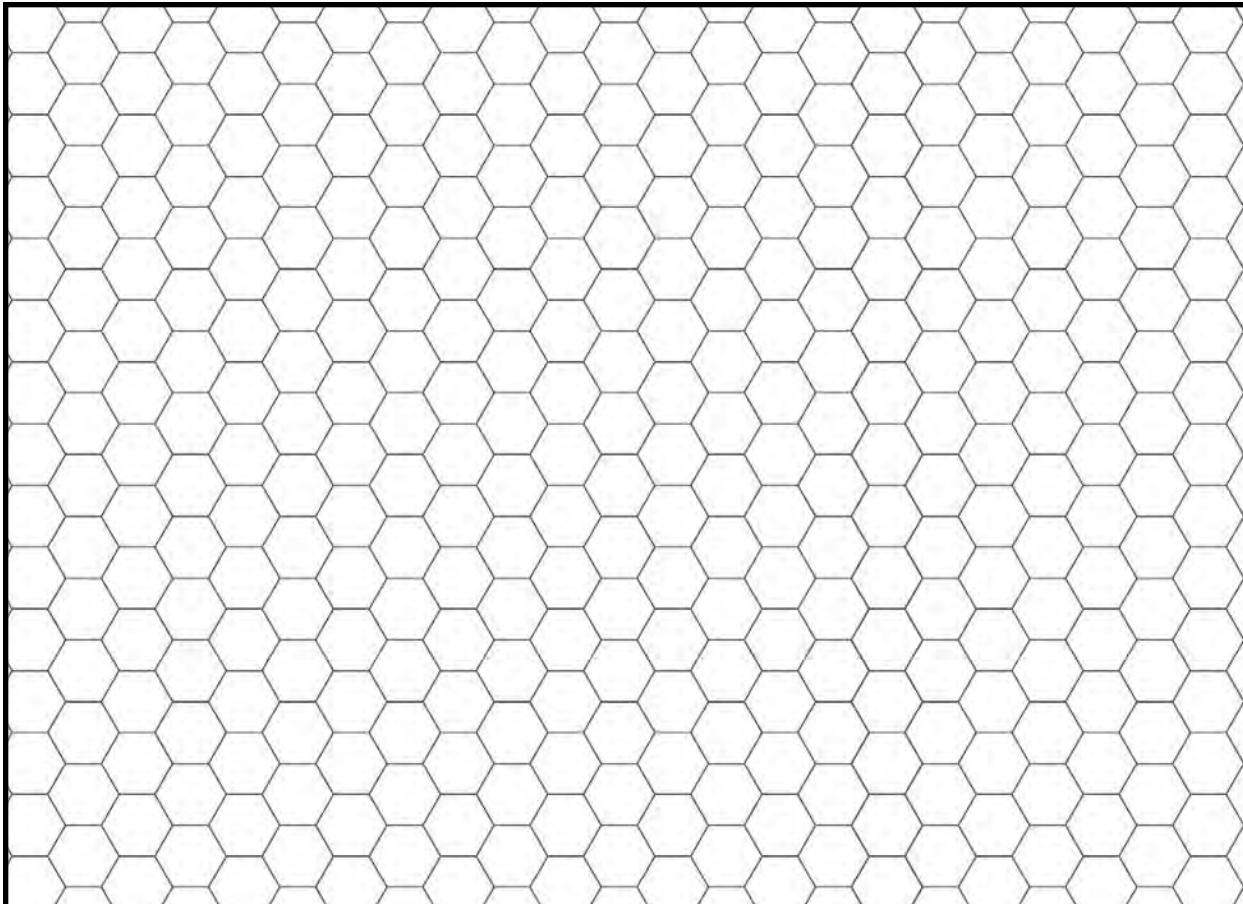
BUSINESS ESTABLISHMENTS

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

NOTES

KINGDOM/COUNTRY MAP AND OVERVIEW



NAME

RULER

DESCRIPTION

PEOPLES AND CULTURES

CLIMATE AND TERRAIN

CITIES, TOWNS, AND PLACES OF INTEREST

RECENT CAMPAIGN EVENTS

LOCATION	CAMPAIN DATE
EVENT SUMMARY	
LONG-TERM EFFECTS ON THE CAMPAIGN	
ARE THE HEROES AFFECTED AND HOW?	

LOCATION	CAMPAIN DATE
EVENT SUMMARY	
LONG-TERM EFFECTS ON THE CAMPAIGN	
ARE THE HEROES AFFECTED AND HOW?	

LOCATION	CAMPAIN DATE
EVENT SUMMARY	
LONG-TERM EFFECTS ON THE CAMPAIGN	
ARE THE HEROES AFFECTED AND HOW?	

DATE RUMOR WAS/WILL BE INTRODUCED IN THE GAME	
SESSION DATE	CAMPAIN 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	CAMPAIN 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	CAMPAIN 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
MINIONS	
	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 DATE**CAMPAIN 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

HEROES' REPUTATIONS

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.

CAMPAIN 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).

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