

Appendix H

GM Forms & Worksheets

It's a hard fact of life that a large part of the GameMaster's job is record keeping. You must keep track of such things as time, weather, PC Honor/Fame, experience points, alignment infractions, morale, loyalty, hit points (and armor hit points) for NPC's, etc. The seemingly endless list goes on and on. It all seems rather complicated and many weak GMs allow their game to bog down due to the fact they are disorganized, negligent or fail to consistently stay on top of things.

The solution, however, is simple. First, you shouldn't be trying to do it all. Divide the workload. Insist that your players uphold their end by keeping accurate notes on anything that affects their characters (both good and bad). Make sure they update their character sheets accordingly. Of course, it's wishful thinking to assume that most players will do this. You can quite easily remedy this situation by conducting occasional, unannounced record sheet audits. By awarding stiff penalties (such as experience point or level loss) you will soon build a certain level of expectation in your group (even if it's based on fear). By forcing the players take care of much of the book-keeping regarding their own characters, a large portion of the burden is taken off your shoulders.

This won't solve your problem entirely, however. There will still be a mountain of record keeping to be done. Not to fear! The solution is simple — a place for everything and for everything a place. By using official HackMaster GM forms and worksheets, similar to those presented as examples here, you will find that record keeping is a snap.

You should fill out a GM Worksheet for EACH adventure you run. Complete its sections both during the game and during your after-game wrap-up. The HMGMA requires its members to keep such details on file (and if you ever experience a game-audit, you will be glad you have the records to back you up).

You should also use official HackMaster GM Helper index cards (the cards for Treasure/Item/Monster are given here). By annotating the cards during the game and using them for reference, you will find that you will have an accurate play-by-play record of the session. You can then use the cards to complete your worksheet and to verify who got what and how much.

These forms (and others like them available from your local game retailer) are tools. Utilize them and put them to work for you so you can concentrate on the finer aspects of GMing.

I T E M	ITEM:
TYPE: <input type="checkbox"/> EQUIPMENT <input type="checkbox"/> MAGIC <input type="checkbox"/> TRAP <input type="checkbox"/> OTHER _____	
Location/Possession: _____	
Guarded?: <input type="checkbox"/> Yes <input type="checkbox"/> No By who/what? _____	
E.P. VALUE: _____ GP VALUE: _____	
MAGIC?: <input type="checkbox"/> Yes <input type="checkbox"/> No Effects: _____	

Charges <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Notes (continue on back if needed) _____ _____ _____	

M O N S T E R	NAME/TYPE:
HackFactor: _____ EP Value _____ Intent _____	
SIZE: _____ MOVEMENT: _____ HIT DICE: _____ AC: _____	
MORALE: _____ NO. OF ATTACKS _____ DAMAGE/ATTACK: _____	
ATTACK/DEFENSE MODES: _____ / _____	
SPECIAL ATTACKS _____ SPECIAL DEFENSES _____	
MAGIC RESISTANCE: _____ ALIGNMENT: _____	
NOTES: _____ _____ _____	

Hit Points	
YIELD: _____ _____	

R O O M / L O C A T I O N	ROOM#/REFERENCE:
Traps _____ _____	
Treasure/Items: _____ _____	
Guardian(s)/Occupant(s) _____ _____	
Notes (continue on back if needed) _____ _____ _____	

NPC		NAME: _____																																																																													
Race: _____		Class: _____		Level: _____		Alignment: _____		Type: _____																																																																							
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NPC card (Front)

NPC. [FRONT]

NPC: SUPPLEMENTAL INFORMATION		NAME: _____
Special Abilities • (Including Spells and Languages) _____ _____ _____ _____ _____ _____ _____ _____ _____		
Skills • Talents • Proficiencies () () () () () () () () () () () ()		

NPC supplemental card (Front)

NPC.SUPPLEMENTAL [FRONT]

PERSONAE (including Quirks and Flaws) _____ _____ _____ WEAPONS/DAMAGE _____ _____ _____ MAGIC ITEMS / SPELLS _____ _____ _____ _____	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="padding: 5px;">ARMOR HIT POINTS</th> </tr> <tr> <td style="text-align: center; padding: 2px;"> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> </td> </tr> <tr> <th style="padding: 5px;">SHIELD HIT POINTS</th> </tr> <tr> <td style="text-align: center; padding: 2px;"> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> </td> </tr> <tr> <th style="padding: 5px;">HIT POINTS</th> </tr> <tr> <td style="padding: 2px;"> <table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 50px; height: 30px;"> </td> <td style="padding: 2px;">CON adj: HD Type:</td> </tr> </table> </td> </tr> <tr> <th style="padding: 5px;">WOUNDS</th> </tr> <tr> <td style="height: 40px;"> </td> </tr> <tr> <th style="padding: 5px;">MOVEMENT</th> </tr> <tr> <td style="height: 40px;"> </td> </tr> </table>	ARMOR HIT POINTS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 	SHIELD HIT POINTS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 	HIT POINTS	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 50px; height: 30px;"> </td> <td style="padding: 2px;">CON adj: HD Type:</td> </tr> </table>		CON adj: HD Type:	WOUNDS		MOVEMENT				
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	Rear _____	_____														
	Defenses _____	_____														

NPC card (Back)

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MORALE	_____												
Notes:	_____												

NPC supplemental card (Back)

GM ADVENTURE LOG



Real Date: _____	Campaign Time: _____
Adventure: _____	Sanctioned? <input type="checkbox"/> Yes <input type="checkbox"/> No GM: _____

<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%;">_____</td> <td style="width: 20%;">_____</td> <td style="width: 20%;">_____</td> <td style="width: 20%;">_____</td> <td style="width: 20%;">_____</td> <td style="width: 20%;">_____</td> </tr> <tr> <td style="text-align: center;">Character Name</td> <td style="text-align: center;">Class</td> <td style="text-align: center;">Race</td> <td style="text-align: center;">Level</td> <td style="text-align: center;">Align</td> <td></td> </tr> <tr> <td style="text-align: center;">Strength</td> <td style="text-align: center;">Dexterity</td> <td style="text-align: center;">Constitution</td> <td style="text-align: center;">Intelligence</td> <td style="text-align: center;">Wisdom</td> <td style="text-align: center;">Charisma</td> </tr> <tr> <td style="text-align: center;">_____</td> <td style="text-align: center;">_____</td> <td style="text-align: center;">_____</td> <td style="text-align: center;">_____</td> <td style="text-align: center;">_____</td> <td style="text-align: center;">_____</td> </tr> <tr> <td style="text-align: center;">Max. Hit Points</td> <td style="text-align: center;">Threshold of Pain</td> <td style="text-align: center;">Fatigue</td> <td style="text-align: center;">Armor Class</td> <td style="text-align: center;">Honor</td> <td style="text-align: center;">Fame</td> </tr> <tr> <td style="text-align: center;">_____</td> <td style="text-align: center;">_____</td> <td style="text-align: center;">_____</td> <td style="text-align: center;"> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </td> <td style="text-align: center;"> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </td> <td style="text-align: center;"> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </td> </tr> <tr> <td colspan="3" style="text-align: center;">Combat Notes</td> <td style="text-align: center; vertical-align: middle;">TEMPORAL HONOR</td> <td style="text-align: center;"> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </td> <td style="text-align: center;"> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </td> </tr> </table>	_____	_____	_____	_____	_____	_____	Character Name	Class	Race	Level	Align		Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	_____	_____	_____	_____	_____	_____	Max. Hit Points	Threshold of Pain	Fatigue	Armor Class	Honor	Fame	_____	_____	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Combat Notes			TEMPORAL HONOR	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Player Name: _____ <table border="1" style="width: 100%; height: 150px; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">Quirks/Flaws</td> <td style="width: 50%; text-align: center;">Magic/Special Powers</td> </tr> </table>	Quirks/Flaws	Magic/Special Powers
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Monster/Foe	Hit Dice	HackFactor	Hit points	AC	MV	Attacks/Defense Bonuses	Damage	Treasure	EP Value



