

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 NPCs, 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	0 0	
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:		
Notes (continue on back if needed)		
	Guardian(s)/Occupant(s)	

NPC		NAME: _____							
Race: _____		Class: _____		Level: _____		Alignment: _____		Type: _____	
BASE	%	HIT	DMG.	WT.	MAX.	OPN.	B. B./		
		PROB.	Adj.	ALL.	PRESS	DRS.	L. G.		
STREngth		DEF.		RCTN.		MISSILE			
		Adj.		Adj.		Adj.			
DEXterity		HP	SYS.	RESUR.	POISON	IMM. TO	REG./		
		Adj.	SHK.	SURV.	SAVE	DIS./ALC.	HEAL		
CONstitution		# OF	SPELL	LRN.	MAX. #	ILLUS.	% SPELL		
		LANG.	LVL.	ABIL.	SPELLS/LVL.	IMM.	MISHAP		
INTelligence		MAGICAL		BONUS	CHANCE	SPELL	CHANCE		
		DEF. ADJ.		SPELLS	SPELL FAIL.	IMM.	IMP. SKILL		
WISdom		MAX. #		LOYALTY		REACT.			
		HENCH.		BASE		Adj.			
CHArisma		REACT.		EFFECT					
		Adj.		ON OTHERS					
COMliness		HON		HON		HON			
		Die		Chk Mod.		Bonus/Penalty			
HONor		BASE		TEMP					

NPC. [FRONT]

NPC card (Front)

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

Skills • Talents • Proficiencies			
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NPC.SUPPLEMENTAL [FRONT]

NPC supplemental card (Front)

PERSONAE (including Quirks and Flaws)		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"/>	
WEAPONS/DAMAGE _____		SHIELD HIT POINTS	
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MAGIC ITEMS / SPELLS _____		HIT POINTS	
_____		CON adj:	
_____		HD Type:	
ARMOR		WOUNDS	
Adjusted AC	Armor Type (Pieces)	MOVEMENT	
Surprised _____	_____		
Shieldless _____	_____		
Rear _____	_____		
AC	Defenses _____		

NPC card (Back)

Coins	Other Valuables _____

Experience	TERMS OF EMPLOYMENT/SERVICE (IF APPLICABLE)
_____	Rate of Payment: _____
_____	Duration: _____
For Next Level	Party Shares/Treasure: _____
MORALE	Notes:
_____	_____
_____	_____

NPC supplemental card (Back)

GM ADVENTURE LOG



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

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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"/>																																								
Quirks/Flaws	Magic/Special Powers																																												
INDIVIDUAL EXPERIENCE POINT AWARDS _____																																													

Monsters Encountered/Vanquished									
Monster/Foe	Hit Dice	HackFactor	Hit points	AC	MV	Attacks/Defense Bonuses	Damage	Treasure	EP Value



