

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.

ITEM	
TYPE: ☐ EQUIPMENT ☐ MAGIC ☐ TRAP ☐ OTHER	ITEM:
Location/Possession: _____	Guarded?: ☐ Yes ☐ No By who/what? _____
E.P. VALUE: _____	GP VALUE: _____
MAGIC?: ☐ Yes ☐ No	Effects: _____
Charges ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	
Notes (continue on back if needed)	

MONSTER	
HackFactor: _____	NAME/TYPE: _____
EP Value _____	Intent _____
SIZE: _____	MOVEMENT: _____
MORALE: _____	HIT DICE: _____ AC: _____
ATTACK/DEFENSE MODES: _____	NO. OF ATTACKS _____ DAMAGE/ATTACK: _____
SPECIAL ATTACKS _____	SPECIAL DEFENSES _____
MAGIC RESISTANCE: _____	ALIGNMENT: _____
NOTES: _____	
Hit Points _____	YIELD: _____

ROOM/LOCATION	
Traps _____	ROOM#/REFERENCE: _____
Treasure/Items: _____	Guardian(s)/Occupant(s) _____
Notes (continue on back if needed)	

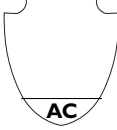
NPC		NAME: _____							
Race: _____		Class: _____		Level: _____		Alignment: _____		Type: _____	

BASE	%		HIT PROB.	DMG. ADJ.	WT. ALL	MAX. PRESS	OPN. DRS.	B. B./ L. G.
		STRength	DEF. ADJ.		RCTN. ADJ.		MISSILE ADJ.	
		DEXterity	HP ADJ.	SYS. SHK.	RESUR. SURV.	POISON SAVE	IMM.TO DIS./ALC.	REG./ HEAL
		CONStitution	# OF LANG.	SPELL LVL	LRN. ABIL	MAX. # SPELLS/LVL	ILLUS. IMM.	% SPELL MISHAP
		INTelligence	MAGICAL DEF.ADJ.	BONUS SPELLS	CHANCE SPELL FAIL.	SPELL IMM.	CHANCE IMP. SKILL	
		WISdom	MAX. # HENCH.		LOYALTY BASE		REACT. ADJ.	
		CHARisma	REACT. ADJ.		EFFECT ON OTHERS			
		COMIness	HON Die		HON Chk Mod.		HON Bonus/Penalty	
		HONor						

BASE
TEMP

NPC: [FRONT]

[illegible]

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

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

GM ADVENTURE LOG



Real Date: _____ Campaign Time _____
 Adventure: _____ Sanctioned? ☐ Yes ☐ No GM: _____

Player Name: _____

Character Name			Class	Race	Level	Align
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	Comeliness
Max. Hit Points	Threshold of Pain	Fatigue	Armor Class	Honor		
Combat Notes			☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	TEMPORAL HONOR ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		
FAME ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐						
INDIVIDUAL EXPERIENCE POINT AWARDS						

Quirks/Flaws	Magic/Special Powers

Character Name			Class	Race	Level	Align
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	Comeliness
Max. Hit Points	Threshold of Pain	Fatigue	Armor Class	Honor		
Combat Notes			☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	TEMPORAL HONOR ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		
FAME ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐						
INDIVIDUAL EXPERIENCE POINT AWARDS						

Player Name: _____

Quirks/Flaws	Magic/Special Powers

Character Name			Class	Race	Level	Align
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	Comeliness
Max. Hit Points	Threshold of Pain	Fatigue	Armor Class	Honor		
Combat Notes			☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	TEMPORAL HONOR ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		
FAME ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐						
INDIVIDUAL EXPERIENCE POINT AWARDS						

Player Name: _____

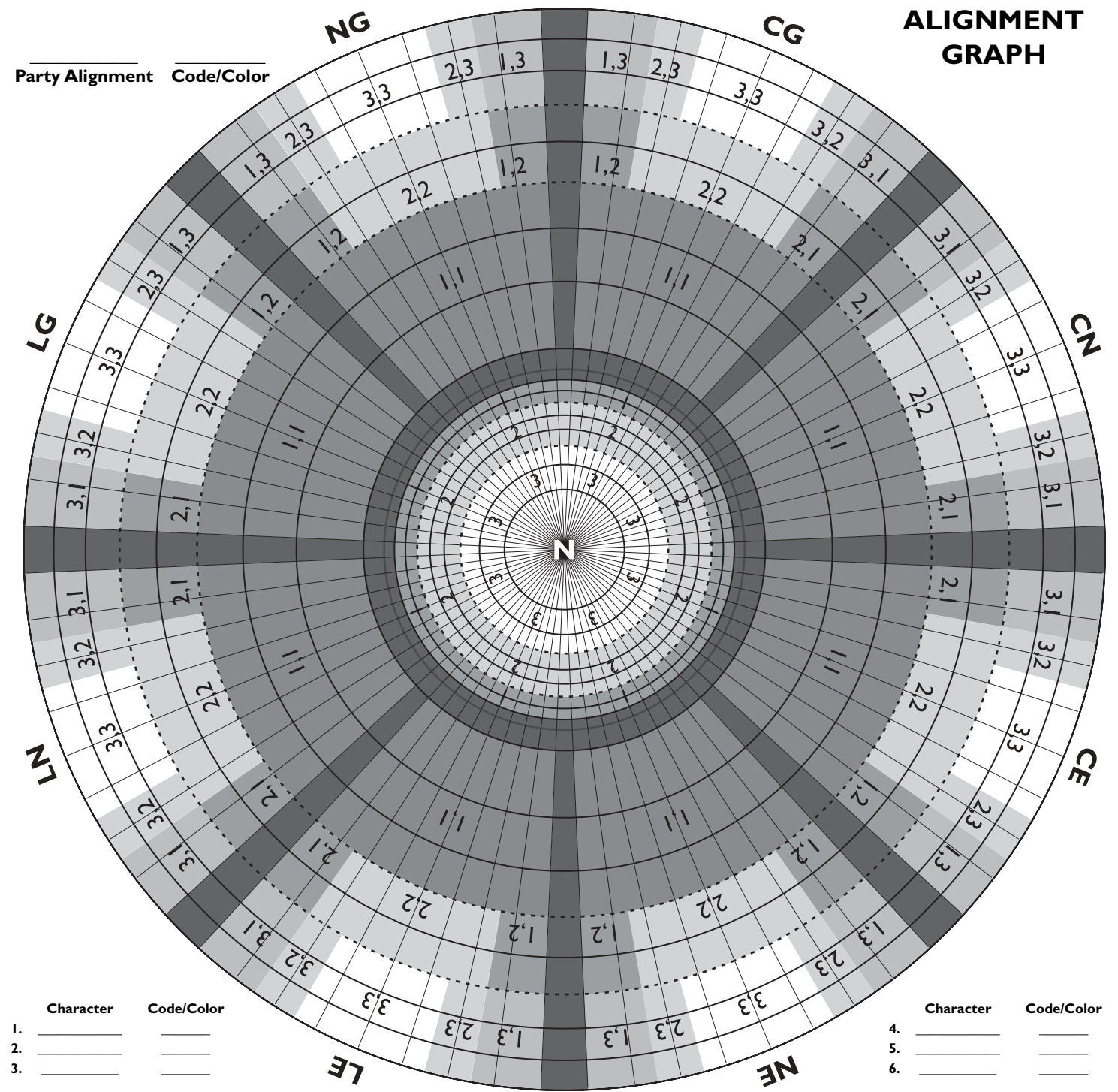
Quirks/Flaws	Magic/Special Powers

Character Name			Class	Race	Level	Align
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	Comeliness
Max. Hit Points	Threshold of Pain	Fatigue	Armor Class	Honor		
Combat Notes			☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	TEMPORAL HONOR ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		
FAME ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐						
INDIVIDUAL EXPERIENCE POINT AWARDS						

Player Name: _____

Quirks/Flaws	Magic/Special Powers

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



MELEE ROUNDS (10 ROUNDS PER TURN)

DAYS (28 DAYS PER MONTH)

MONTHS (14 MONTHS PER YEAR*)

NON-COMBAT TURNS (6 TURNS PER HOUR)

□ □ □ □ □ □

HOURS (24 HOURS PER DAY)

*The Garweeze Wurd year is 14 months long.

YEARS

MAGIC/EFFECTS DURATION AND EXPIRATIONS

EFFECT:_____ **DURATION:**_____

EFFECT:_____ **DURATION:**_____

EFFECT:_____ **DURATION:**_____

TYPE	TIME REMAINING
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[illegible]

Clan Worksheet

Clan Name _____

Seat	
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Race: _____

Alignment: _____

Family Honor:_____

Social Class _____

Power Base: _____

Hereditary Grudges:_____

Hereditary Enemies

Hereditary Allies

OBLIGATIONS

NATURE	AMOUNT	DUE
HIRELING PAYMENTS		
LODGING		
DEBTS		
OTHER		

Marching Order

[illegible]

POST-GAME ACTIONS:

- ☐ **TALLY GROUP EXPERIENCE POINTS AND AWARD**
- ☐ **TALLY INDIVIDUAL EXPERIENCE POINTS AND AWARD**
- ☐ **COMPUTE PC HONOR/FAME USING TEMPORAL HONOR**
- ☐ **COMPUTE PARTY HONOR/FAME USING TEMPORAL HONOR**
- ☐ **ADDRESS EQUIPMENT MAINTENANCE ISSUES**
- ☐ **CONSIDER ALIGNMENT/ENCUMBRANCE AUDITS**

UNUSUAL EVENTS/NOTES