

FOURTH EDITION

HackMaster

GAMEMASTER'S CAMPAIGN RECORD



CAMPAIGN MANAGEMENT RESOURCE

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Campaign Definition Sheet

PERSONAL INFORMATION

This book belongs to: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone Number: _____

Cell Phone Number: _____

Fax Number: _____

E-mail: _____

In Case of Emergency Notify: _____

Relationship: _____

Phone Number: _____

HMA Membership Number: _____

Report Lost or Stolen Campaign Records to the HMA.

The HackMaster Association (HMA) will award up to 50 Universal Point Scale points for information leading to the sanctioning of any HMA member who is found to have stolen a GameMaster's Campaign Record.

Character Specific Information

This campaign has been prepared for the following characters:

Character Name	Player Name
1) _____	_____
2) _____	_____
3) _____	_____
4) _____	_____
5) _____	_____
6) _____	_____
7) _____	_____
8) _____	_____
9) _____	_____
10) _____	_____

The players of these characters are in good standing with the HMA and are members of the following group:*

Group Name : _____

*If any of the characters and/or players listed above are currently on suspension, probation, double secret probation, or otherwise have a similar status with the HMA, note that here and provide an explanation:

CAMPAIGN DESIGN SPECIFICS

The Campaign was begun in (location): _____

Game Calendar: _____

Real Calendar: _____

Current Political Climate of the Region:

Beginning Rumors and Adventure Seeds:

- 1) _____
- 2) _____
- 3) _____
- 4) _____
- 5) _____
- 6) _____
- 7) _____
- 8) _____
- 9) _____
- 10) _____

Current Family, Merchant or Guild Rivalries

I _____ certify that the information contained herein regarding my HackMaster Campaign is true and correct to the best of my knowledge. As a HackMaster GameMaster I affirm that I embrace, support, and abide by the rules set forth in all HackMaster material, books, supplements, and adventures as well as any errata, amendments, or official instructions issued for the same or issued by the HackMaster Association. I will abide by the GM code of conduct and remain a fair and impartial referee for my HackMaster game at all times.

Signature: _____

Date: _____

HMA#: _____



GAMEMASTER'S CAMPAIGN RECORD

A HACKMASTER CAMPAIGN RESOURCE

* GAMEMASTER'S EYES ONLY *

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A HackMaster Campaign Resource for HackMaster: The Role-Playing Game 4th Edition

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PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

INTRODUCTION

Welcome to another fine supplement for the HackMaster™ 4th Edition Role-Playing Game (RPG). With this tool in your hands, you, the GameMaster, will be able to run your adventures and weave plots more seamlessly than you have ever done before. We have enlisted the aid of top GMs and created a detailed record book to help you track the events in your ever-unfolding story that is the HackMaster game.

HOW TO USE THIS BOOK

The first thing you should do when you are ready to start a new HackMaster campaign (or if you are adapting this record book to an existing campaign) is to look at the declaration on the inside front cover. Fill out this information completely in permanent ink. This documentation is essential for several reasons. The first reason is that if your campaign record ever gets lost or worse yet, falls into the wrong hands, this page is your lifeline that will help you get it back. Second, if in the course of sanctioned play it ever becomes necessary for the HackMaster Association to audit or review an appeal in your campaign, this page will give them both your contact information and the summary details of the campaign that are necessary for their evaluation.

The second thing you should do with this book is to read the following descriptions of the various sections and forms we are making available to you. This will help you understand how to use each piece of information presented here. You may make photocopies of the forms in this book for personal use.

PLAYER CHARACTER REGISTRY

Begin your campaign by filling out the Player Character Registry information. As a GameMaster it is essential that you know the key pieces of information associated with the player characters that will be stumbling through your carefully crafted adventures. Particularly important information to record is any penalties associated with quirks and flaws, critical hit disabilities and any other shred of information you can legitimately use as a tool to keep a player in line. You can use pencil to fill out these forms as some things may change frequently. For the Honor check boxes, we recommend that you indicate changes using a plus or minus mark inside the checkbox. However, we also recommend that you keep records on different versions of a player character as he advances through the campaign. This way you have a handy reference in case the original player character record sheet is ever lost or if the player character is somehow reduced in level, goes back in time or you otherwise need to know their past statistics. Keeping historical records like this will be a nice aid when you go back and begin to write that novel about your incredible campaign over the last ten years.

NON-PLAYER CHARACTER REGISTRY

A similar tool to the Player Character Registry is the Non-Player Character Registry. You need to define the details not only of the benevolent people who may assist the player characters on their quests, but also the people who might get in their way. Or worse yet, those who are actively trying to stop them or even kill them.

Use the Campaign Details Log to record names and the significance of people and places that you come up with "on the fly". If you need more detailed information on an NPC, such as an ally or a villain, use the NPC record sheet included in this booklet. Make additional copies for personal use as needed.

Designing a villain is much like designing a player character in that the first step you should take is to define a concept for the character. Do you want the character to be the head of a thieves' guild, a corrupt government official, a "schoolyard" bully or some other idea that fits into your campaign? The details for selecting statistics such as race, class, level and Ability Scores for a villainous character is beyond the scope of this book. Refer to the

GameMaster's Guide Chapter 11 for information on developing non-player characters. However, while you are determining the game information associated with a villain it is also important to consider the villain's motivations and personality to get a proper sense of how to role-play him. Just remember, when creating your non-player characters, be creative and have fun.

OTHER GM FORMS AND WORKSHEETS

After you have defined the characters that will begin the campaign (the good, the bad and the ugly), take a look at some of the other forms in this booklet. You may recognize some of them from the GameMaster's Guide but we have reprinted them here for your convenience and for the sake of completeness. Among these you will find a monster log, a campaign award log, a magic item log, a travel and events log, an NPC loyalty tracking worksheet, a player character supplemental experience point tracking sheet, a player character performance rating sheet, an Honor tracking worksheet, a generic battle sheet, and a full Fariadoran calendar as described on page 21 of the GameMaster's Guide for use in plotting the events of your campaign. If you use detailed weather reports in your campaign, feel free to record the daily local weather on the calendar and use it to track other important events you may want to remember on a yearly basis.

Here are a couple of notes on important items relating to the use of these worksheets. For the magic logsheet, be sure to assign each magic item you hand out a serial number and give that number to the player when he gets the item. This method of tracking is invaluable when the typical player comes back to you three adventures later and says, "Remember that potion I found in the Little Keep adventure? I'm going to drink it now." As a GameMaster you then secretly think to yourself, "Great. Now if I can only remember what it was." With the unique numerical tracking system and your diligent record keeping this will never be a problem again.

For the Honor worksheets feel free to go through them with the players after the gaming session has ended. It is best to do it while events are fresh in your mind and having the players provide their input can help jog your memory. Never let them force your hand on giving them credit where none is due. If done properly, this can be almost like a trial in which the player characters' actions are judged. The players can be advocates but **you** are the final arbiter.

It is best to go through the experience point award worksheets (both the monster sheets and the supplemental awards sheets) privately. Even so, you can poll the players for their thoughts on who deserves individual awards and why they do so you don't forget anything. The most important worksheet to go through privately is the character performance rating worksheet. This sheet requires your own opinions as to how well the character performed. In our experience, a low rating in this area is often a bitter pill to swallow for some thin-skinned players of the HackMaster game. And you don't want a player sob story to influence your sound and impartial judgement in this area. Even so, it is important to document the results of your thought process by using the worksheets should an HMA audit ever become necessary. After you have averaged the performance ratings for several sessions and provided the end result to the player for level advancement purposes, you may share the detailed findings with him if he has any questions. This will help the poorly performing player identify areas for improvement during his climb to next level without unduly influencing your evaluation, as the numbers will already be finalized by that time.

NOTABLE EVENTS

Throughout Aldrazar (a.k.a. Garweeze Wurld) there are numerous holidays, both religious and secular, observed by a variety of cultures. While the holidays can vary greatly from nation to nation, there are several that are practiced by many people or among several nations and as such they warrant special mention in discussing the calendar.

HOLIDAYS

DRAUPNIR GOLDUR

This religious holiday is also known as "The Kissing of the Ring" in the common tongue of man. It is practiced in reverence to Odin, the all-father, supreme ruler of the Gawds of Twilight Last. It is a church-imposed holiday in which all public figures are asked to kiss an adamantite ring that represents the ring Draupnir, worn by Odin himself. By this act, the rulers are meant to declare their allegiance to the Church of Odin and submit to his authority for the coming year. Individuals observe the event by getting together with family and making prayers of protection, hoping that Odin will watch over them for their loyalty. It is held every year on the first of Adnar'Kerz.

FEASTS OF ERDINBORG

The Feast(s) of Erdinborg is a week-long affair celebrating a religious unifier of ancient times. Erdinborg is supposed to have achieved the unification of several religions so that those of good alignment can now generally work and live in harmony. He is honored and revered by many temples and churches, although the exact practices in celebrating his achievements vary. Many, particularly the wealthy, take the opportunity to hold an elaborate series of banquets and entertainments. Some even forget the religious significance of the holiday and simply use it as an excuse to party. The festivities usually last for seven days beginning on Monz'Tera 11th.

GRONGER FEST

This week-long festival is known as a time of cleansing. People who recognize the event are supposed to put aside their vices and live a particularly pious life for the duration of the event. Afterwards, there is a big celebration with plenty of merriment. Certain towns may also place restrictions on livestock within their walls as it signifies the symbolic cleansing of the populace. Some localities are known to waive taxes and commerce fees during the celebration, making it a busy time for traders in addition to the many festivities that take place. The holiday begins on Haar'Kiev 9th.

THRAIN'S CALLING

The Crown of Thrain is an artifact of legend that allows a worthy character to ascend to gawdhood. After such an ascension, the Crown disappears and finds itself in a new resting place somewhere on Aldrazar. Thrain's Calling is a holy day in which the faithful pray that they may have the Crown delivered into their locality. The requirements to find and use the Crown remain great, but most humble commoners consider it an honor just to be in proximity to such a device and hope to perhaps gain a glimpse of divinity. The extra business that comes to town from pilgrims and adventurers seeking their place within destiny doesn't hurt either. It is observed on Kras'Kerz 24th.

KRYNDINZAR SEG HULT

This secular holiday is a remembrance of the huge destructive power of the forces of nature and the gawds that control them. Kryndinzar was a moon of Aldrazar that was destroyed thousands of years ago, but the legends of its passing and the destruction that followed live on in rhyme, song and story. Kryndinzar Seg Hult is a day of humble remembrance at the mortal nature of each ordinary inhabitant of Aldrazar. It is observed on Nardur'Kiev 20th.

SINDUG DIN

This celebration originated in elven cultures to commemorate the time when the dark elves were first driven underground. This has become an

important day for many races as it now symbolizes the apparent triumph of good over evil. Though nothing could be further from the truth, the people of Aldrazar like to convince themselves this is the case and beg the gawds with their prayers to protect them and help them maintain a peaceful way of life. Because of the meaning of the holiday, some wicked organizations, clans, or nations often choose this day upon which to impose their wrath on the pansy celebrants of Sindug Din. This day is celebrated on the fifth of Yurn'Sa.

CAPITAL DAY

This is a day celebrated in Fangaerie and among its allies. It commemorates the time when the capital of the Ragean Empire was transferred to the bustling City-State. This transition marked an end to tyrannical Imperial rule and the beginning of a brighter future for the citizens of the Eder Soult region. Capital Day is held during the summer and is often celebrated with outdoor festivals, jousts and other tournaments. Musicians and actors find much work during this holiday. Festivities are traditionally held around Sirn'Sa 18th.

GUILD DAY

This is a general holiday to satisfy the masses by pretending to recognize the importance of the working man in Aldrazar society. It is a day to honor and thank guild craftsmen and service providers for all the hard work they do. As one might expect, this holiday is very popular among commoners and the nobility grudgingly accepts it in order to avoid unnecessary friction between the classes. This day is generally on Blain'Sa 2nd.

FIRDIN NEER

Firdin Neer is a day when people practice a myriad of superstitious rituals to bring themselves good luck in the coming year. It is recognized in many different cultures and the roots of the traditions are sometimes shrouded in such a distant past that even learned sages debate their meaning. Firdin Neer is not really a day for celebration. It is a day in which one hopes that he is living his life right. It is also a day where one tries to avoid the sometimes cruel hand of the fates and the evil spirits that are said to bring bad luck. Some cultures decorate their homes with traditional region-specific adornments to try to keep away evil spirits while other cultures wear costumes and masks to disguise themselves from the evil spirits of bad luck should they come knocking at the door. It is observed on Quay'Tera 28th.

FLUR'MARS

One should note that 14 months of 28 days each comes to a 392-day year. The remaining two days are called "Flur'mars" which translates to "useless days." They were originally ignored simply for the sake of keeping the calendar nicely balanced with even days and months. This allows each day of the month to always fall on the same day of the week.

Flur'mars are considered days of ill conception. As such, these are considered days of non-activity. Very little planting, cooking or labor of any kind is performed except by servants or slaves. Although some will choose to conduct business as usual on Flur'mars, they will find themselves hampered because so many of their associates refuse to tempt fate.

Flur'mars have no consideration in societal time keeping whatsoever. If a man says that he will return in seven days, and one of the Flur'mars falls within that period then he is not expected for eight days. One Flur'mar falls after the 28th day of Yurn'sa and one falls after the 28th day of Freta'kerz. For purposes of keeping track of game time for magical effects lasting on the order of days or the onset time of diseases, poisons and similar ills, the GM should count Flur'mars as real days since time passes normally during them. They are just not recognized by the calendar or society as "real" days.

Character Name		Class	Race	Level	Align	Gender	Player Name: _____	
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	Comeliness	Quirks/Flaws	Magic/Special Powers
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CharacterName: _____ Alignment: _____ Race: _____
 Class: _____ Level#/Title(s): _____ Handedness: _____
 Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____
male pattern baldness?
 Patron Gawd(s): _____ Languages: _____



% STRength % DEXterity % CONstitution % INTelligence % WISdom % CHARisma % COMeliness % HONor BASE TEMP	ABILITIES	<table border="1"> <tr> <td>HIT PROB.</td> <td>DMG. ADJ.</td> <td>WT. ALL.</td> <td>MAX. PRESS</td> <td>OPN. DRS.</td> <td>B. B./ L. G.</td> </tr> <tr> <td>DEF. ADJ.</td> <td></td> <td>RCTN. ADJ.</td> <td></td> <td>MISSILE ADJ.</td> <td></td> </tr> <tr> <td>HP ADJ.</td> <td>SYS. SHK.</td> <td>RESUR. SURV.</td> <td>POISON SAVE</td> <td>IMM. TO DIS./ALC.</td> <td>REG./ HEAL</td> </tr> <tr> <td># OF LANG.</td> <td>SPELL LVL.</td> <td>LRN. ABIL.</td> <td>MAX. # SPELLS/LVL.</td> <td>ILLUS. IMM.</td> <td>% SPELL MISHAP</td> </tr> <tr> <td>MAGICAL DEF. ADJ.</td> <td>BONUS SPELLS</td> <td>CHANCE SPELL FAIL.</td> <td>SPELL IMM.</td> <td>CHANCE IMP. SKILL</td> <td></td> </tr> <tr> <td>MAX. # HENCH.</td> <td>LOYALTY BASE</td> <td>REACT. ADJ.</td> <td colspan="3">TERMS OF EMPLOYMENT/SERVICE (IF APPLICABLE)</td> </tr> <tr> <td>EFFECT ON OTHERS</td> <td>FAME</td> <td></td> <td colspan="3">Rate of Payment: _____</td> </tr> <tr> <td>HON DIE</td> <td>HON CHK MOD.</td> <td>HON BON./PEN.</td> <td colspan="3">Duration: _____</td> </tr> <tr> <td>HON WINDOW</td> <td>HON PENALTY WINDOW</td> <td></td> <td colspan="3">Party Shares/Treasure _____</td> </tr> </table>	HIT PROB.	DMG. ADJ.	WT. ALL.	MAX. PRESS	OPN. DRS.	B. B./ L. G.	DEF. ADJ.		RCTN. ADJ.		MISSILE ADJ.		HP ADJ.	SYS. SHK.	RESUR. SURV.	POISON SAVE	IMM. TO DIS./ALC.	REG./ HEAL	# OF LANG.	SPELL LVL.	LRN. ABIL.	MAX. # SPELLS/LVL.	ILLUS. IMM.	% SPELL MISHAP	MAGICAL DEF. ADJ.	BONUS SPELLS	CHANCE SPELL FAIL.	SPELL IMM.	CHANCE IMP. SKILL		MAX. # HENCH.	LOYALTY BASE	REACT. ADJ.	TERMS OF EMPLOYMENT/SERVICE (IF APPLICABLE)			EFFECT ON OTHERS	FAME		Rate of Payment: _____			HON DIE	HON CHK MOD.	HON BON./PEN.	Duration: _____			HON WINDOW	HON PENALTY WINDOW		Party Shares/Treasure _____			<table border="1"> <tr> <td>MOVE/ENCUMBRANCE</td> <td>SAVING THROWS</td> </tr> <tr> <td>Base Rate _____</td> <td>Paralyzation, Poison, _____</td> </tr> <tr> <td>Unencumbered _____</td> <td>Death Magic _____</td> </tr> <tr> <td>Light () _____</td> <td>Rod, Staff, or Wand _____</td> </tr> <tr> <td>Mod. () _____</td> <td>Petrification, HackFrenzy, HackLust, Polymorph _____</td> </tr> <tr> <td>Hvy. () _____</td> <td>Breath Weapon _____</td> </tr> <tr> <td>Svr. () _____</td> <td>Apology _____</td> </tr> <tr> <td>Run (x2) _____</td> <td>Spells _____</td> </tr> <tr> <td></td> <td>MODIFIER _____ SAVE _____</td> </tr> </table>	MOVE/ENCUMBRANCE	SAVING THROWS	Base Rate _____	Paralyzation, Poison, _____	Unencumbered _____	Death Magic _____	Light () _____	Rod, Staff, or Wand _____	Mod. () _____	Petrification, HackFrenzy, HackLust, Polymorph _____	Hvy. () _____	Breath Weapon _____	Svr. () _____	Apology _____	Run (x2) _____	Spells _____		MODIFIER _____ SAVE _____
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	MODIFIER _____ SAVE _____																																																																										

Adjusted AC VS*

Shieldless _____
 Rear _____
 No Dex _____

 *vs (_____)

Armor Worn

Body: _____
 Helmet: _____
 Shield: _____
 Other: _____

Experience (+ _____%)

Current Status	Shield Hit Points	
	AC Bonus	Hits Taken
_____	_____	□□□□□ □
_____	_____	□□□□□ □
_____	_____	□□□□□ □
_____	+4	□□□□□ □
For Next Level:	+3	□□□□□
_____	+2	□□□□
_____	+1	□□□

Armor Hit Points

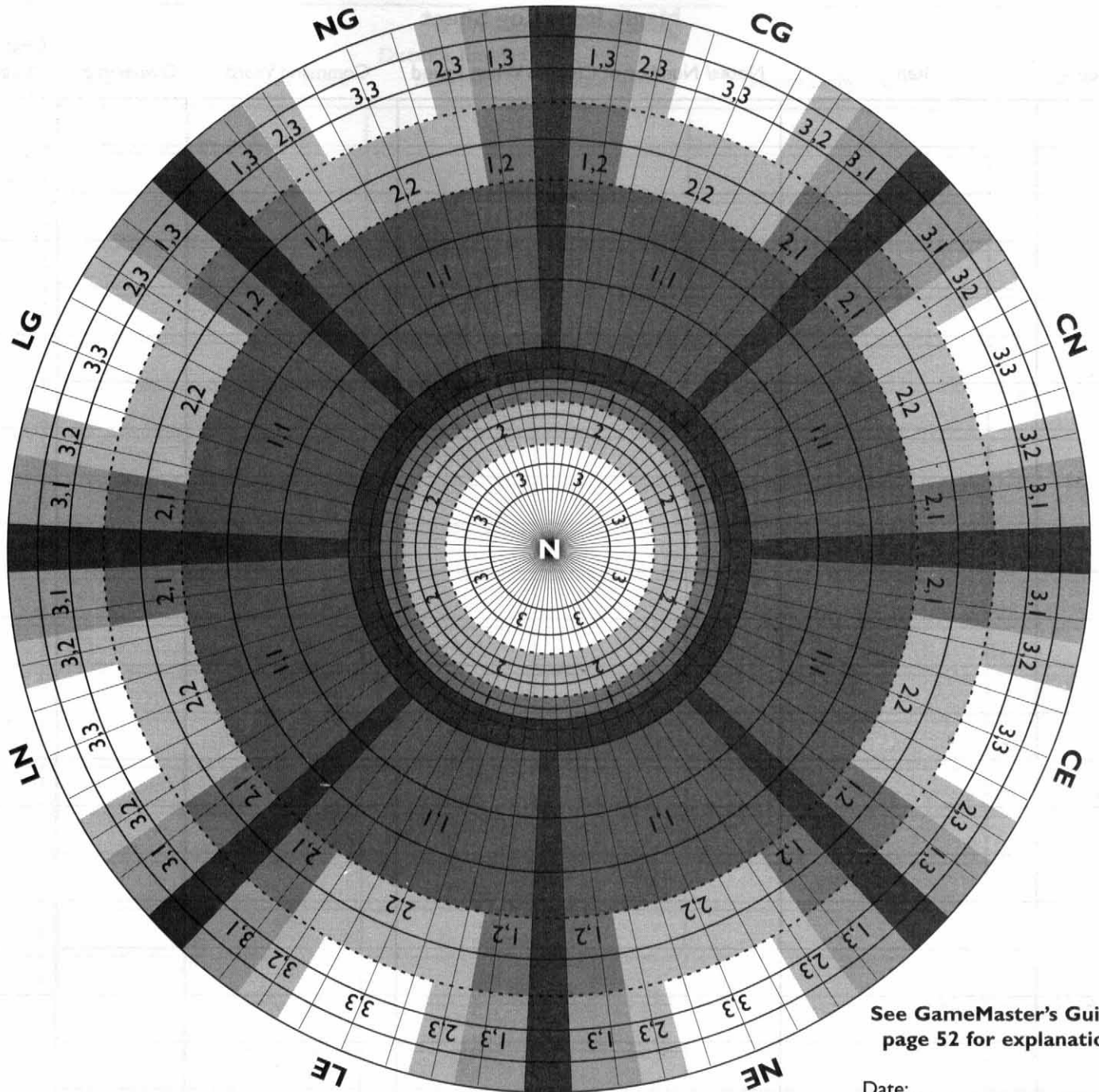
Current Status	AC	Hits Taken
_____	-3	□□□□□ □□□□□ □□□□□ □□□□□ □
_____	-2	□□□□□ □□□□□ □□□□□ □□□□□ □
_____	-1	□□□□□ □□□□□ □□□□□ □□□□□ □
_____	0	□□□□□ □□□□□ □□□□□ □□□□□ □
_____	1	□□□□□ □□□□□ □□□□□ □□□□□ □
_____	2	□□□□□ □□□□□ □□□□□ □□□□□ □
_____	3	□□□□□ □□□□□ □□
_____	4	□□□□□ □□□□□ □□
_____	5	□□□□□ □□□
_____	6	□□□□□ □□
_____	7	□□□□□ □
_____	8	□□
_____	9	□

HIT POINTS	Wounds, Ability Penalties and Temporary Conditions																																																												
CON Adj.: _____																																																													
HD Type: _____	Subdual Dmg. _____																																																												
THIEVING ABILITIES	ToP: _____																																																												
<table border="1"> <tr> <th>SKILL</th> <th>PP</th> <th>OL</th> <th>FT</th> <th>RT</th> <th>MS</th> <th>HIS</th> <th>DN</th> <th>CW</th> <th>RL</th> </tr> <tr> <td>BASE</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Race Adj.</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>DEX Adj.</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Armor Adj.</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>TOTAL</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	SKILL	PP	OL	FT	RT	MS	HIS	DN	CW	RL	BASE										Race Adj.										DEX Adj.										Armor Adj.										TOTAL										Fatigue Factor: _____
SKILL	PP	OL	FT	RT	MS	HIS	DN	CW	RL																																																				
BASE																																																													
Race Adj.																																																													
DEX Adj.																																																													
Armor Adj.																																																													
TOTAL																																																													
	Fatigue Check: _____																																																												

SPECIAL ABILITIES AND TALENTS: _____

PROF?	WEAPON	# ATT./RND.	TO-HIT ADJ.	DMG. ADJ.	DAMAGE VS. S/M/L	TYPE	WPN SPEED	INIT. MOD.	CRIT. BSL	WEIGHT (LBS.)	SPECIAL
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>	RANGED	ROF								SINGLES	□□□□□ □□□□
<input type="checkbox"/>	RANGE (S/M/L):										TENS ○○○○○ ○○○○○ ○○○○○
<input type="checkbox"/>	RANGED	ROF								SINGLES	□□□□□ □□□□
<input type="checkbox"/>	RANGE (S/M/L):										TENS ○○○○○ ○○○○○ ○○○○○
<input type="checkbox"/>	RANGED	ROF								SINGLES	□□□□□ □□□□
<input type="checkbox"/>	RANGE (S/M/L):										TENS ○○○○○ ○○○○○ ○○○○○
<input type="checkbox"/>	RANGED	ROF								SINGLES	□□□□□ □□□□
<input type="checkbox"/>	RANGE (S/M/L):										TENS ○○○○○ ○○○○○ ○○○○○

□ = 1 bolt/arrow ○ = 10 bolts/arrows



See GameMaster's Guide page 52 for explanation.

Date: _____

Determination of Party Alignment Worksheet

Character Name	Alignment	Level	Charisma Reaction Adj.	Alignment Modifier	(Law/Chaos) AS	(Good/Evil) AS	Party Align. Ratio
1) _____	(L/N/C)	_____	_____	_____	_____	_____	_____
2) _____	(G/N/E)	_____	_____	_____	_____	_____	_____
3) _____	(L/N/C)	_____	_____	_____	_____	_____	_____
4) _____	(G/N/E)	_____	_____	_____	_____	_____	_____
5) _____	(L/N/C)	_____	_____	_____	_____	_____	_____
6) _____	(G/N/E)	_____	_____	_____	_____	_____	_____
Numerator Total	(L/N/C)	_____	_____	_____	_____	_____	_____
Demoninator Total	(G/N/E)	_____	_____	_____	_____	_____	_____

____ L/C
____ G/E

I IBB-I IMM: (GMG pg 156-158): **COMBINED Loyalty Base Score & Modifiers**

Character Names/Initials >>> / / / / / / / /
 Base Loyalty 50 50 50 50 50 50

Character Names/Initials >>> / / / / / / / /
 Subtotal _____

Honor Modifiers

Liege Modifiers	
+(Charisma loyalty base x 5%)	_____
+5% for Great Honor	_____
-10% for Dishonorable	_____

Relationship Modifiers

Enlistment or Association	Modifier	_____
Associated non-player character	-10%	_____
Captured and enlisted	-15%	_____
Crony	+20%	_____
Hanger-on	-40%	_____
Henchman	+5%	_____
Hired mercenary	0%	_____
Hired mercenary, short term	-5%	_____
Sidekick	+10%	_____
Slave	-30%	_____

Length of Association Modifiers

Length of Enlistment/Association*	Modifier	_____
Less than 1 month	-5%	_____
Less than 1 year	0%	_____
1 to 5 years	+10%	_____
More than 5 years (incl. sidekicks)	+25%	_____

Status Modifiers

Training or Status Level	Modifier	_____
Untrained or peasant	-25%	_____
Little training, levied troops	-15%	_____
Newly recruited regulars	-5%	_____
Trained regulars	+10%	_____
Elite, sub-officers, minor officials/expert hireling	+20%	_____
Guards, officers or major officials/henchmen	+30%	_____

Salary Modifiers

Pay or Treasure Shared	Modifier	_____
None	-20%	_____
Partial, late or unfair	-10%	_____
Average	0%	_____
Above average, choice shares	+5%	_____
Exceptional, bonuses, gift items**	+10%	_____
Paid 10% above standard rate	+5%	_____
Paid 20% above standard rate	+10%	_____

Discipline Modifiers

Discipline/Activity	Modifier	_____
None/one	-10%	_____
Lax/little	-5%	_____
Firm and harsh/occasional	0%	_____
Firm and fair/often	+10%	_____

Treatment Modifiers

General Treatment by Liege***	Modifier	_____
Inhuman and heartless	-25%	_____
Cruel and domineering	-10%	_____
Indifferent and uncaring or variable	-5%	_____
Just and invariable	+10%	_____
Just, kind and invariable	+15%	_____

Racial Modifiers

Racial Feelings For:	Liege	Group	_____
Antipathy	-5%	-10%	_____
Good will	+10%	+5%	_____
Hatred	-20%	-15%	_____
Neutral	0%	0%	_____
Preferred	+20%	+15%	_____
Tolerance	0%	-5%	_____

Subtotal _____

Alignment Differential Modifiers Associated

Alignment Compared to:	Liege	Group	_____
Same	+10%	+5%	_____
1 place removed	0%	0%	_____
2 places removed	-15%	-5%	_____
3 places removed	-35%	-20%	_____
4 places removed	-60%	-40%	_____

Alignment of Liege Modifiers

Alignment of Liege	Modifier	_____
Lawful good	+15%	_____
Lawful neutral	+10%	_____
Lawful evil	+5%	_____
Neutral good	0%	_____
True neutral	0%	_____
Chaotic good	-5%	_____
Chaotic neutral	-10%	_____
Neutral evil	-15%	_____
Chaotic evil	-20%	_____

Character of Liege Modifiers

Special Considerations	Modifier	_____
Killed faithful henchman or hireling in front of a witness(es)	-40%	_____
Tortured faithful henchman or hireling in front of a witness(es)	-30%	_____
Reputed to have slain faithful henchmen or hirelings or actually left them to die	-20%	_____
Foresworn or oath breaker or deserter	-15%	_____
Rumored to have tortured faithful henchmen or hirelings	-10%	_____
Discharged faithful henchmen or hirelings without cause	-5%	_____
Given a choice gift or bonus within last two months (hireling) or three months (henchman)	+5%	_____
Risked life for within last six months (hireling) or one year (henchman)	+10%	_____
Ransomed or rescued within one year+	+15%	_____
Saved life directly or personally	+25%	_____
Uses and diminishes his own magic to benefit the NPC (including use of spells, especially cures)	+25%	_____
Returned henchman or hireling to normal state from death-like state, had raised or resurrected	+50%	_____

I IMM: (GMG pg 158): Situational Loyalty Base Modifiers

Liege dead or surrounded and outnumbered	-25%	_____
Liege removed from combat	-15%	_____
Each henchman dead or removed from combat	-5%	_____
Each hit die or level dead, friendly	-3%	_____
Each hit die or level alive, enemy	-1%	_____
Each hit die or level dead, enemy	+1%	_____
Each hit die or level alive, friendly	+2%	_____
Each henchman present, in sight, alive	+5%	_____
Liege present, in sight, alive	+15%	_____

TOTAL _____

* Includes time between service and the length of time that the player character has been generally known and familiar with the figure(s) in question. Cronies do not apply a Length of Enlistment or Association modifier.
 ** Typically magic items if a henchman is concerned
 *** Applies only when liege is not present, is incapacitated or dead; if liege is near and in power, minuses are treated as pluses.

Racial Modifiers Note: Preference adjustments are cumulative, but only with regard to liege and associates, and with respect to the latter group only the most liked/disliked are counted.

Alignment Differential Examples: lawful evil - lawful neutral = 1 place removed, lawful evil - lawful good = 2 places removed, lawful evil - neutral = 2 places removed, lawful evil - chaotic neutral = 3 places removed, lawful evil - chaotic good = 4 places removed

Character of Liege Notes: Apply only one penalty and one bonus maximum, the highest of each category.

Player Character Supplemental Experience Tracking Sheet (See GMG p185 for explanations)

Date: _____

<< Character Names/Initials

GMG Table 14C: Common Individual Awards

- Most Valuable Player in a single session
- Most Awesome Character Death
- Most damage dealt out in a single blow
- Player has a clever idea
- Player has an idea that saves the party
- Player role-plays his character well
- Defeating a creature in single combat

GMG Table 14D: Individual Class Awards

Fighter Classes

- Expert marksmanship
- Precision cutting
- Per Critical Hit suffered

Clerics & Druids

- Curing (good)/causing wounds (evil)

<< Character Names/Initials

- Raising a character
- Heroic spell cast
- Faithful adherence to Alignment
- Spells cast to further ethos
- Making potion or scroll
- Making permanent magical item

Magic-Users

- Heroic spell cast
- Ingenious casting
- Spells successfully researched
- Making potion or scroll
- Making permanent magical item

Thief/Assassin/Bard

- Per ingenious use of a special ability
- Treasure surreptitiously obtained
- Disarming a trap

Player Character Performance Rating Sheet

Date: _____

After each session it is necessary to evaluate the performance of each player. When doing so, you should go through each series of questions on this worksheet (as applicable depending on the class group of the character) and document your results. Use the number of yes answers to aid you in your performance evaluation according to the table on the right.

of yes answers Rating

0	5	D) Deplorable, performance totally unacceptable = 5
1-2	4	P) Poor showing with aberrant behavior =4
3-4	3	F) Fair performance, more norm than deviations =3
5-6	2	S) Superior, deviations minimal but noted =2
7+	1	E) Excellent, few deviations from norm = 1

<< Character Names/Initials

General Character Performance Questions

- Did the character perform basically as a character of his class?
- Were his actions in keeping with his professed alignment?
- Did he move his Honor closer to the optimal range?
- Did the character contribute to the success of the party?
- Did the character save others from death or near death?

Class specific Questions

Fighter

- Did the character engage the enemy when necessary?
- Did the character enter combat without reluctance?
- Did the character demonstrate leadership in the face of danger?
- Did the character successfully avoid a trap/ambush?
- Did the character show interest in learning about new weapons or combat techniques?
- Did the character attempt to use combat related skills?
- Did the character analyze or suggest the party's combat strategy and/or tactics?
- Was the character willing to fight in unusual or hampering conditions?

Thief

- Was the thief able to successfully negotiate his way out of combat without causing harm to others?
- Was the thief able to swindle a person or creature?
- Was the thief able to gain treasure without the use of force?
- Did the character use his special skills without reluctance?
- Did the character successfully avoid a trap/ambush?
- Did the character show interest in learning about new techniques that would improve his skills?

<< Character Names/Initials

- Did the character attempt to use special skills or similar stealth-related skills?
- Did the character attempt to solve riddles or puzzles when presented?

Cleric

- Did the character seek information on religions, religious artifacts, books or instruments?
- Did the character try to promote his religion?
- Did the character perform a service for his church?
- Did the character appropriately observe any applicable holy days, rituals or customs?
- Did the character donate goods or treasure to his church?
- Did the character promote the interests (sphere of influence) of his gawd?
- Did the character try to gain new followers?
- Was the character successful in gaining new followers?

Magic-User

- Did the character recover magical treasure?
- Did the character show a willingness to cast spells when necessary?
- Did the character uncover some unknown magical properties of a creature, place or thing?
- Did the character seek new magical knowledge or conduct magical research?
- Did the character try to acquire new spells?
- Did the character try to solve riddles and/or traps of a magical nature?
- Did the character effectively and responsibly use his spells?
- Did the character look for other ways to contribute when his spells were exhausted or of no use?

Honor Tracking Checklist

Date: _____



<< Character Names/Initials



<< Character Names/Initials

GMG Table 4B: Honor Point Awards – Combat-related Actions

- Allowing a disarmed opponent to pick up his weapon
- Allowing the enemy to draw first blood
- Allowing the enemy to remove their dead/wounded from the field
- Attacking an unarmed or obviously inferior opponent
- Being taken prisoner
- Capturing a battle standard, flag or crest during combat
- Defeated by someone of a lower social class
- Defeating someone of a higher social class
- Delivering death blow to a helpless opponent
- Delivering a Critical Hit
- Dirty Fighting (9)
- Entering into mortal combat sans shield and armor (5)
- Exercising your 'bragging rights' at a tavern or inn
- Fighting a 'worthy adversary' or battle-hardened adversary
- Fleeing a fight with an equal opponent
- Fleeing a fight with a superior opponent
- Fleeing a fight with a weaker opponent
- Fleeing a battle that's obviously going poorly
- Fleeing a battle that's still in question
- Gloating over a victory
- Heroic death
- Humiliating a diametrically opposed enemy (8)
- Landing the killing blow on a superior opponent in a combined attack
- Losing a contest
- Refusing a fair contest/challenge
- Refusing medical treatment for the good of the party (17)
- Saving the life of another at great risk to own self
- Unjustly slaying a prisoner or unarmed opponent who has yielded
- Surrendering
- Surviving a Critical Hit (12)
- Taking a prisoner(s)
- Taking an arrow or hit for someone else
- Taunting an enemy into fighting
- Urinating on a fallen enemy's corpse in full view of his compatriots
- Victorious against overwhelming odds (1)
- Walking away from a challenge (3)

GMG Table 4C: Honor Point Awards – Social/Encounters

- Accused of crime (innocent or not)
- Admonishing another PC when he wrongs you
- Allowing a personal slight/insult to go unchallenged (2)
- Allowing an inferior to disrespect you (4)
- An outsider laughing/mocking you or a fellow party member

- Being admonished by another PC for a wrongdoing.
- Being publicly insulted or disparaged by an inferior (lower level)
- Being publicly insulted or disparaged by an superior (higher level)
- Breaking a blood oath
- Failing a skill course
- Challenging a slight to one's Honor
- Convicted of crime
- Failing an alignment audit
- Fulfilling a blood oath
- Falsely claiming the 'bragging rights' that belong to another or outright lying (16)
- Going down a level in social class
- Going up a level in social class
- Killing a host who has provided you food or shelter
- Letting someone take advantage of you (6)
- Marrying into higher social class
- Neglecting to properly bury a member of one's own race
- Paying off an extortion or shake-down
- Perpetrate humiliating prank on enemy
- Picking up the funeral expenses of someone you slew in combat
- Publicly humiliating a creature/character of a higher level or Honor (7)
- Rash or improper social behavior
- Reaching name level (15)
- Rendering an attitude adjustment (see Skills)
- Requesting a favor/charity
- Snitching or ratting out player character to authorities/enemy
- Taking a bribe
- Treason
- Wearing expensive equipment (25% chance per item, per day)

GMG Table 4D: Honor Point Awards – Personal Achievements/Failures

- Acquiring land (per transaction)
- Advancing a level of experience
- Master Teacher offers to take on Character
- Claiming territory from an entity of opposing alignment
- Completing a personal quest
- Dying only to be raised again
- Entering into debt
- Failing a personal quest
- Gaining mastery level in a skill (101%+)
- In possession of a HackMaster class item (per item)
- Losing a level of experience
- Losing a magic item/weapon
- Winning a noncombat contest

Generic Battle Sheet

Robes/Garments

AC 9
HP

Leather armor:

AC 8 9
HP

Padded armor:

AC 8 9
HP

Ring mail armor:

AC 7 8 9
HP

Studded leather armor:

AC 7 8 9
HP

Scale mail armor:

AC 6 7 8 9
HP

Hide armor:

AC 6 7 8 9
HP

Brigandine armor:

AC 6 7 8 9
HP

Chain mail armor:

AC 5 6 7 8 9
HP

Bronze plate mail armor:

AC 4 5 6 7 8 9
HP

Banded mail armor:

AC 4 5 6 7 8 9
HP

Splint mail armor:

AC 4 5 6 7 8 9
HP

Plate mail armor:

AC 3 4 5 6 7 8 9
HP

Field Plate armor:

AC 2
HP

AC 3 4 5 6 7 8 9
HP

Full Plate armor:

AC 1 2
HP

AC 3 4 5 6 7 8 9
HP

Buckler:

AC +1
HP

Small metal shield:

AC +2 +1
HP

Medium metal shield:

AC +3 +2 +1
HP

Body metal shield:

AC +4 +3 +2 +1
HP

Wicker shield:

AC +1
HP

Leather Buckler:

AC +1 +0
HP

Small leather shield:

AC +2 +1 +0
HP

Medium leather shield:

AC +3 +2 +1 +0
HP

Body leather shield:

AC +4 +3 +2 +1 +0
HP

Wooden Buckler:

AC +1 +0
HP

Small wooden shield:

AC +2 +1 +0
HP

Medium wooden shield:

AC +3 +2 +1 +0
HP

Body wooden shield:

AC +4 +3 +2 +1 +0
HP

Generic Hit Point Counters

HPs (20)

(20)

HPs (20)

(20)

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

HAAR'KIEV

YEAR:

First Month of the Year

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

SA'MAR

TU'MAR

QUAY'MAR

RUN'MAR

ARA'MAR









GART'MAR

PIN'MAR

I (A) (B) (S) New Year's Day 1st day of Spring 1/393	2 (A) (B) (S) 2/392	3 (A) (B) (S) 3/391	4 (A) (B) (S) 4/390	5 (A) (B) (S) 5/389	6 (A) (B) (S) 6/388	7 (A) (B) (S) 7/387
8 (A) (B) (S) 8/386	9 (A) (B) (S) Gronger Fest begins 9/385	10 (A) (B) (S) 10/384	11 (A) (B) (S) 11/383	12 (A) (B) (S) 12/382	13 (A) (B) (S) 13/381	14 (A) (B) (S) 14/380
15 (A) (B) (S) Gronger Fest ends 15/379	16 (A) (B) (S) 16/378	17 (A) (B) (S) 17/377	18 (A) (B) (S) 18/376	19 (A) (B) (S) 19/375	20 (A) (B) (S) 20/374	21 (A) (B) (S) 21/373
22 (A) (B) (S) 22/372	23 (A) (B) (S) 23/371	24 (A) (B) (S) 24/370	25 (A) (B) (S) 25/369	26 (A) (B) (S) 26/368	27 (A) (B) (S) 27/367	28 (A) (B) (S) 28/366

Notes/Events:

(A) = Arlora (B) = Bardra'Kar (S) = Shadara

-  Full Moon
-  1st Quarter Waning
-  Half Moon Waning
-  2nd Quarter Waning
-  New Moon
-  1st Quarter Waxing
-  Half Moon Waxing
-  2nd Quarter Waxing

HAAR'KIEV

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

JEVAR'KIEV

YEAR:

Second Month of the Year

NARDUR'KIEV

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

SA'MAR

TU'MAR

QUAY'MAR

RUN'MAR

ARA'MAR

GART'MAR

PIN'MAR

I (A) (B) (S) 29/365	2 (A) (B) (S) 30/364	3 (A) (B) (S) 31/363	4 (A) (B) (S) 32/362	5 (A) (B) (S) 33/361	6 (A) (B) (S) 34/360	7 (A) (B) (S) 35/359
8 (A) (B) (S) 36/358	9 (A) (B) (S) 37/357	10 (A) (B) (S) 38/356	11 (A) (B) (S) 39/355	12 (A) (B) (S) 40/354	13 (A) (B) (S) 41/353	14 (A) (B) (S) 42/352
15 (A) (B) (S) 43/351	16 (A) (B) (S) 44/350	17 (A) (B) (S) 45/349	18 (A) (B) (S) 46/348	19 (A) (B) (S) 47/347	20 (A) (B) (S) 48/346	21 (A) (B) (S) 49/345
22 (A) (B) (S) 50/344	23 (A) (B) (S) 51/343	24 (A) (B) (S) 52/342	25 (A) (B) (S) 53/341	26 (A) (B) (S) 54/340	27 (A) (B) (S) 55/339	28 (A) (B) (S) 56/338

Notes/Events:

(A) = Arlora (B) = Bardra'Kar (S) = Shadara

Full Moon	New Moon
1st Quarter Waning	1st Quarter Waxing
Half Moon Waning	Half Moon Waxing
2nd Quarter Waning	2nd Quarter Waxing

JEVAR'KIEV

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

NARDUR'KIEV

YEAR:

Third Month of the Year

TOMAR'KIEV

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

SA'MAR

TU'MAR

QUAY'MAR

RUN'MAR

ARA'MAR

GART'MAR

PIN'MAR

I (A) (B) (S)	2 (A) (B) (S)	3 (A) (B) (S)	4 (A) (B) (S)	5 (A) (B) (S)	6 (A) (B) (S)	7 (A) (B) (S)
57/337	58/336	59/335	60/334	61/332	62/332	63/331
8 (A) (B) (S)	9 (A) (B) (S)	10 (A) (B) (S)	11 (A) (B) (S)	12 (A) (B) (S)	13 (A) (B) (S)	14 (A) (B) (S)
64/338	65/329	66/328	67/327	68/326	69/325	70/324
15 (A) (B) (S)	16 (A) (B) (S)	17 (A) (B) (S)	18 (A) (B) (S)	19 (A) (B) (S)	20 (A) (B) (S)	21 (A) (B) (S)
71/323	72/322	73/321	74/328	75/319	76/318	77/317
22 (A) (B) (S)	23 (A) (B) (S)	24 (A) (B) (S)	25 (A) (B) (S)	26 (A) (B) (S)	27 (A) (B) (S)	28 (A) (B) (S)
78/316	79/315	80/314	81/313	82/312	83/311	84/310

*Kryndinzar Seg
Hult observed*

Notes/Events:

(A) = Arlora (B) = Bardra'Kar (S) = Shadara

- Full Moon
- 1st Quarter Waning
- Half Moon Waning
- 2nd Quarter Waning
- New Moon
- 1st Quarter Waxing
- Half Moon Waxing
- 2nd Quarter Waxing

TOMAR'KIEV

YEAR: 2537

Fourth Month of the Year

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

SA'MAR

TU'MAR

QUAY'MAR

RUN'MAR

ARA'MAR

GART'MAR

PIN'MAR

I (A) (B) (S)	2 (A) (B) (S)	3 (A) (B) (S)	4 (A) (B) (S)	5 (A) (B) (S)	6 (A) (B) (S)	7 (A) (B) (S)
85/309	86/308	87/307	88/306	89/305	90/304	91/303
8 (A) (B) (S)	9 (A) (B) (S)	10 (A) (B) (S)	11 (A) (B) (S)	12 (A) (B) (S)	13 (A) (B) (S)	14 (A) (B) (S)
92/302	93/301	94/300	95/299	96/298	97/297	98/296
15 (A) (B) (S)	16 (A) (B) (S)	17 (A) (B) (S)	18 (A) (B) (S)	19 (A) (B) (S)	20 (A) (B) (S)	21 (A) (B) (S)
99/295 1st day of Summer	100/294	101/293	102/292	103/291	104/290	105/289
22 (A) (B) (S)	23 (A) (B) (S)	24 (A) (B) (S)	25 (A) (B) (S)	26 (A) (B) (S)	27 (A) (B) (S)	28 (A) (B) (S)
106/288	107/287	108/286	109/285	110/284	111/283	112/282

Notes/Events:

- (A) = Arlora (B) = Bardra'Kar (S) = Shadara
- Full Moon
 - New Moon
 - 1st Quarter Waning
 - 1st Quarter Waxing
 - Half Moon Waning
 - Half Moon Waxing
 - 2nd Quarter Waning
 - 2nd Quarter Waxing

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

BLAIN'SA

YEAR: 1924

Fifth Month of the Year

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

SA'MAR

TU'MAR

QUAY'MAR

RUN'MAR

ARA'MAR

GART'MAR

PIN'MAR

1 (A) (B) (S) 113/281	2 (A) (B) (S) <i>Guild Day observed</i> 114/280	3 (A) (B) (S) 115/279	4 (A) (B) (S) 116/278	5 (A) (B) (S) 117/277	6 (A) (B) (S) 118/276	7 (A) (B) (S) 119/275
8 (A) (B) (S) 120/274	9 (A) (B) (S) 121/273	10 (A) (B) (S) 122/272	11 (A) (B) (S) 123/271	12 (A) (B) (S) 124/270	13 (A) (B) (S) 125/269	14 (A) (B) (S) 126/268
15 (A) (B) (S) 127/267	16 (A) (B) (S) 128/266	17 (A) (B) (S) 129/265	18 (A) (B) (S) 130/264	19 (A) (B) (S) 131/263	20 (A) (B) (S) 132/262	21 (A) (B) (S) 133/261
22 (A) (B) (S) 134/260	23 (A) (B) (S) 135/259	24 (A) (B) (S) 136/258	25 (A) (B) (S) 137/257	26 (A) (B) (S) 138/256	27 (A) (B) (S) 139/255	28 (A) (B) (S) 140/254

Notes/Events:

(A) = Arlora (B) = Bardra'Kar (S) = Shadara

	Full Moon		New Moon
	1st Quarter Waning		1st Quarter Waxing
	Half Moon Waning		Half Moon Waxing
	2nd Quarter Waning		2nd Quarter Waxing

BLAIN'SA

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

YURN'SA

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

SIRN'SA

YEAR: 1657

Sixth Month of the Year

SA'MAR

TU'MAR

QUAY'MAR

RUN'MAR

ARA'MAR









GART'MAR

PIN'MAR

I (A) (B) (S) 141/253	2 (A) (B) (S) 142/252	3 (A) (B) (S) 143/251	4 (A) (B) (S) 144/250	5 (A) (B) (S) 145/249	6 (A) (B) (S) 146/248	7 (A) (B) (S) 147/247
8 (A) (B) (S) 148/246	9 (A) (B) (S) 149/245	10 (A) (B) (S) 150/244	11 (A) (B) (S) 151/243	12 (A) (B) (S) 152/242	13 (A) (B) (S) 153/241	14 (A) (B) (S) 154/240
15 (A) (B) (S) 155/239	16 (A) (B) (S) 156/238	17 (A) (B) (S) 157/237	18 (A) (B) (S) <i>Capital Day festivities</i> 158/236	19 (A) (B) (S) 159/235	20 (A) (B) (S) 160/234	21 (A) (B) (S) 161/233
22 (A) (B) (S) 162/232	23 (A) (B) (S) 163/231	24 (A) (B) (S) 164/230	25 (A) (B) (S) 165/229	26 (A) (B) (S) 166/228	27 (A) (B) (S) 167/227	28 (A) (B) (S) 168/226

Notes/Events:

(A) = Arlora (B) = Bardra'Kar (S) = Shadara

-  Full Moon
-  1st Quarter Waning
-  Half Moon Waning
-  2nd Quarter Waning
-  New Moon
-  1st Quarter Waxing
-  Half Moon Waxing
-  2nd Quarter Waxing

SIRN'SA

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

MONZ'TERA

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

YURN'SA

YEAR:

Seventh Month of the Year

SA'MAR

TU'MAR

QUAY'MAR

RUN'MAR

ARA'MAR

GART'MAR

PIN'MAR

1 (A) (B) (S) 169/225	2 (A) (B) (S) 170/224	3 (A) (B) (S) 171/223	4 (A) (B) (S) 172/222	5 (A) (B) (S) <i>Sindug Din observed</i> 173/221	6 (A) (B) (S) 174/220	7 (A) (B) (S) 175/219
8 (A) (B) (S) 176/218	9 (A) (B) (S) 177/217	10 (A) (B) (S) 178/216	11 (A) (B) (S) 179/215	12 (A) (B) (S) 180/214	13 (A) (B) (S) 181/213	14 (A) (B) (S) 182/212
15 (A) (B) (S) 183/211	16 (A) (B) (S) 184/210	17 (A) (B) (S) 185/209	18 (A) (B) (S) 186/208	19 (A) (B) (S) 187/207	20 (A) (B) (S) 188/206	21 (A) (B) (S) 189/205
22 (A) (B) (S) 190/204	23 (A) (B) (S) 191/203	24 (A) (B) (S) 192/202	25 (A) (B) (S) 193/201	26 (A) (B) (S) 194/200	27 (A) (B) (S) 195/199	28 (A) (B) (S) 196/198

Flur'Mar

Notes/Events:

197/197

(A) = Arlora (B) = Bardra'Kar (S) = Shadara

- Full Moon
- 1st Quarter Waning
- Half Moon Waning
- 2nd Quarter Waning
- New Moon
- 1st Quarter Waxing
- Half Moon Waxing
- 2nd Quarter Waxing

MONZ'TERA

YEAR:

Eighth Month of the Year

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

FLOR'MAR

SA'MAR

TU'MAR

QUAY'MAR

RUN'MAR

ARA'MAR








GART'MAR

PIN'MAR

I (A) (B) (S) Mid Years 1st day of Autumn 198/196	2 (A) (B) (S) 199/195	3 (A) (B) (S) 200/194	4 (A) (B) (S) 201/193	5 (A) (B) (S) 202/192	6 (A) (B) (S) 203/191	7 (A) (B) (S) 204/190
8 (A) (B) (S) 205/189	9 (A) (B) (S) 206/188	10 (A) (B) (S) 207/187	11 (A) (B) (S) Feasts of Erdinborg begin 208/186	12 (A) (B) (S) 209/185	13 (A) (B) (S) 210/184	14 (A) (B) (S) 211/183
15 (A) (B) (S) 212/182	16 (A) (B) (S) 213/181	17 (A) (B) (S) Feasts of Erdinborg end 214/180	18 (A) (B) (S) 215/179	19 (A) (B) (S) 216/178	20 (A) (B) (S) 217/177	21 (A) (B) (S) 218/176
22 (A) (B) (S) 219/175	23 (A) (B) (S) 220/174	24 (A) (B) (S) 221/173	25 (A) (B) (S) 222/172	26 (A) (B) (S) 223/171	27 (A) (B) (S) 224/170	28 (A) (B) (S) 225/169

Notes/Events:

(A) = Arlora (B) = Bardra'Kar (S) = Shadara

-  Full Moon
-  New Moon
-  1st Quarter Waning
-  1st Quarter Waxing
-  Half Moon Waning
-  Half Moon Waxing
-  2nd Quarter Waning
-  2nd Quarter Waxing

MONZ'TERA

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

BARZ'TERA

YEAR: 2022

Ninth Month of the Year

QUAY'TERA

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

SA'MAR

TU'MAR

QUAY'MAR

RUN'MAR

ARA'MAR

GART'MAR

PIN'MAR

I (A) (B) (S)	2 (A) (B) (S)	3 (A) (B) (S)	4 (A) (B) (S)	5 (A) (B) (S)	6 (A) (B) (S)	7 (A) (B) (S)
226/168	227/167	228/166	229/165	230/164	231/163	232/162
8 (A) (B) (S)	9 (A) (B) (S)	10 (A) (B) (S)	11 (A) (B) (S)	12 (A) (B) (S)	13 (A) (B) (S)	14 (A) (B) (S)
233/161	234/160	235/159	236/158	237/157	238/156	239/155
15 (A) (B) (S)	16 (A) (B) (S)	17 (A) (B) (S)	18 (A) (B) (S)	19 (A) (B) (S)	20 (A) (B) (S)	21 (A) (B) (S)
240/154	241/153	242/152	243/151	244/150	245/149	246/148
22 (A) (B) (S)	23 (A) (B) (S)	24 (A) (B) (S)	25 (A) (B) (S)	26 (A) (B) (S)	27 (A) (B) (S)	28 (A) (B) (S)
247/147	248/146	249/145	250/144	251/143	252/142	253/141

Notes/Events:

- (A) = Arlora (B) = Bardra'Kar (S) = Shadara
- Full Moon
 - New Moon
 - 1st Quarter Waning
 - 1st Quarter Waxing
 - Half Moon Waning
 - Half Moon Waxing
 - 2nd Quarter Waning
 - 2nd Quarter Waxing

BARZ'TERA

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

TARN'TERA

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

QUAY'TERA

YEAR:

Tenth Month of the Year

SA'MAR

TU'MAR

QUAY'MAR

RUN'MAR

ARA'MAR

GART'MAR









PIN'MAR

1 (A) (B) (S)	2 (A) (B) (S)	3 (A) (B) (S)	4 (A) (B) (S)	5 (A) (B) (S)	6 (A) (B) (S)	7 (A) (B) (S)
254/140	255/139	256/138	257/137	258/136	259/135	260/134
8 (A) (B) (S)	9 (A) (B) (S)	10 (A) (B) (S)	11 (A) (B) (S)	12 (A) (B) (S)	13 (A) (B) (S)	14 (A) (B) (S)
261/133	262/132	263/131	264/130	265/129	266/128	267/127
15 (A) (B) (S)	16 (A) (B) (S)	17 (A) (B) (S)	18 (A) (B) (S)	19 (A) (B) (S)	20 (A) (B) (S)	21 (A) (B) (S)
268/126	269/125	270/124	271/123	272/122	273/121	274/120
22 (A) (B) (S)	23 (A) (B) (S)	24 (A) (B) (S)	25 (A) (B) (S)	26 (A) (B) (S)	27 (A) (B) (S)	28 (A) (B) (S)
275/119	276/118	277/117	278/116	279/115	280/114	281/113

*Firdin Neer
observed*

Notes/Events:

(A) = Arlora (B) = Bardra'Kar (S) = Shadara

-  Full Moon
-  1st Quarter Waning
-  Half Moon Waning
-  2nd Quarter Waning
-  New Moon
-  1st Quarter Waxing
-  Half Moon Waxing
-  2nd Quarter Waxing

QUAY'TERA

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

ADNAR'KERZ

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

TARN'TERA

YEAR:

Eleventh Month of the Year

SA'MAR

TU'MAR

QUAY'MAR

RUN'MAR

ARA'MAR









GART'MAR

PIN'MAR

1 (A) (B) (S) 282/112	2 (A) (B) (S) 283/111	3 (A) (B) (S) 284/110	4 (A) (B) (S) 285/109	5 (A) (B) (S) 286/108	6 (A) (B) (S) 287/107	7 (A) (B) (S) 288/106
8 (A) (B) (S) 289/105	9 (A) (B) (S) 290/104	10 (A) (B) (S) 291/103	11 (A) (B) (S) 292/102	12 (A) (B) (S) 293/101	13 (A) (B) (S) 294/100	14 (A) (B) (S) 295/99
15 (A) (B) (S) 1st day of Winter 296/98	16 (A) (B) (S) 297/97	17 (A) (B) (S) 298/96	18 (A) (B) (S) 299/95	19 (A) (B) (S) 300/94	20 (A) (B) (S) 301/93	21 (A) (B) (S) 302/92
22 (A) (B) (S) 303/91	23 (A) (B) (S) 304/90	24 (A) (B) (S) 305/89	25 (A) (B) (S) 306/88	26 (A) (B) (S) 307/87	27 (A) (B) (S) 308/86	28 (A) (B) (S) 309/85

Notes/Events:

(A) = Arlora (B) = Bardra'Kar (S) = Shadara

-  Full Moon
-  1st Quarter Waning
-  Half Moon Waning
-  2nd Quarter Waning
-  New Moon
-  1st Quarter Waxing
-  Half Moon Waxing
-  2nd Quarter Waxing

ADNAR'KERZ

YEAR:

Twelfth Month of the Year

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

I	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

SA'MAR

TU'MAR

QUAY'MAR

RUN'MAR

ARA'MAR

GART'MAR

PIN'MAR

I (A) (B) (S) <i>Draupnir Goldur observed</i> 310/84	2 (A) (B) (S) 311/83	3 (A) (B) (S) 312/82	4 (A) (B) (S) 313/81	5 (A) (B) (S) 314/80	6 (A) (B) (S) 315/79	7 (A) (B) (S) 316/78
8 (A) (B) (S) 317/77	9 (A) (B) (S) 318/76	10 (A) (B) (S) 319/75	11 (A) (B) (S) 320/74	12 (A) (B) (S) 321/73	13 (A) (B) (S) 322/72	14 (A) (B) (S) 323/71
15 (A) (B) (S) 324/70	16 (A) (B) (S) 325/69	17 (A) (B) (S) 326/68	18 (A) (B) (S) 327/67	19 (A) (B) (S) 328/66	20 (A) (B) (S) 329/65	21 (A) (B) (S) 330/64
22 (A) (B) (S) 331/63	23 (A) (B) (S) 332/62	24 (A) (B) (S) 333/61	25 (A) (B) (S) 334/60	26 (A) (B) (S) 335/59	27 (A) (B) (S) 336/58	28 (A) (B) (S) 337/57

Notes/Events:

(A) = Arlora (B) = Bardra'Kar (S) = Shadara

- Full Moon
- 1st Quarter Waning
- Half Moon Waning
- 2nd Quarter Waning
- New Moon
- 1st Quarter Waxing
- Half Moon Waxing
- 2nd Quarter Waxing

YEARLY CALENDAR

HAAR'KIEV

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

JEVAR'KIEV

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

NARDUR'KIEV

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

TOMAR'KIEV

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

BLAIN'SA

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

SIRN'SA

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

YURN'SA

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

MONZ'TERA

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

BARZ'TERA

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

QUAY'TERA

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

TARN'TERA

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

ADNAR'KERZ

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

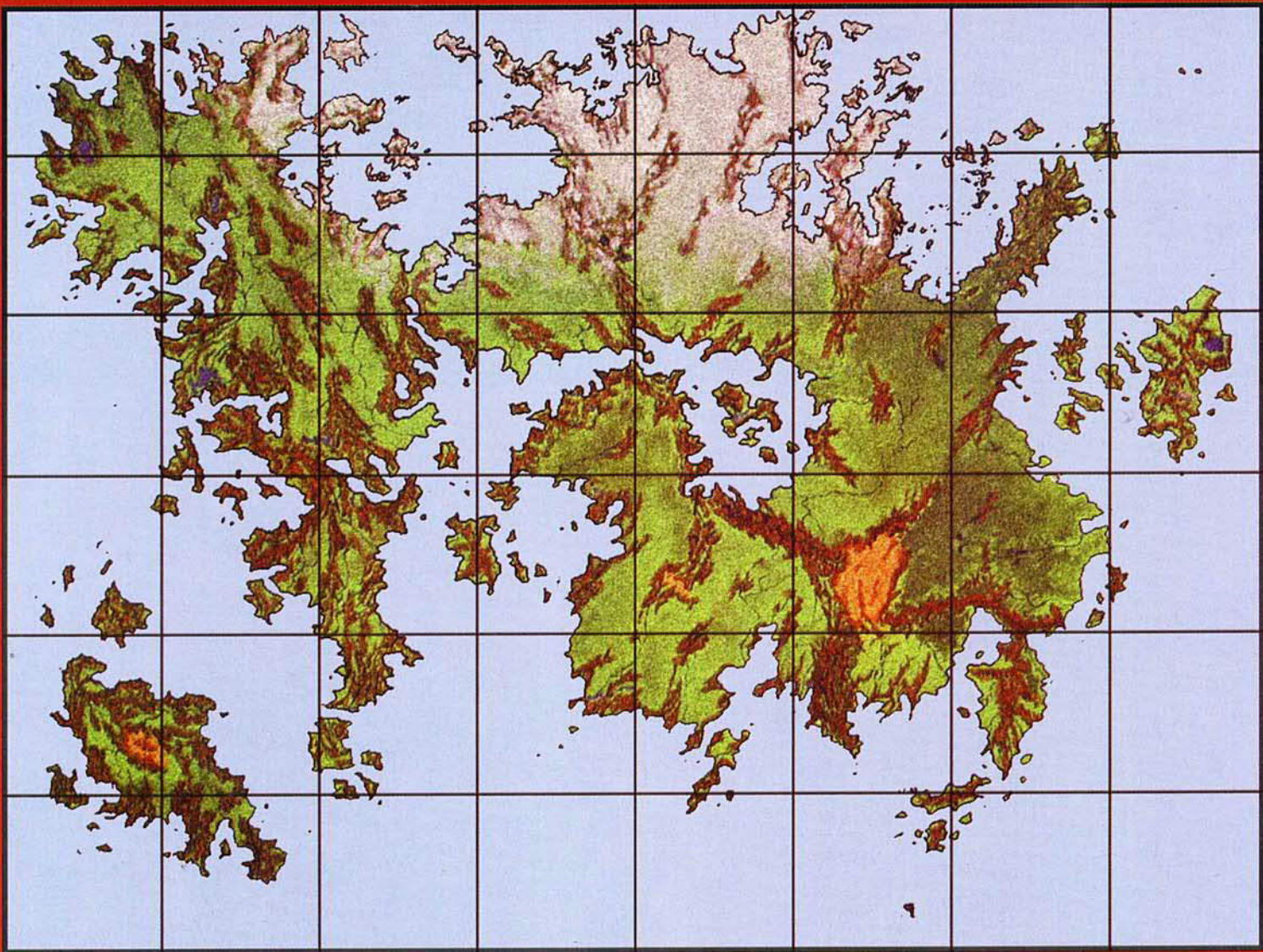
KRAS'KERZ

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

FRETA'KERZ

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

NOTES:



Keep track of your campaign with this handy tool. Packed with useful resources, this invaluable compilation of worksheets is a fantastic way to protect yourself during HackMaster Association audits. Never fumble for notes at the table again. With the GameMaster's Campaign Record, they'll all be right at your fingertips. Here's some of what you get:

- Honor award worksheet
- Fame award worksheet
- Player performance rating worksheet
- Alignment graph and party alignment determination worksheet
- Supplemental experience point award worksheet
- Hireling loyalty tracking worksheet
- Non-player character log and full NPC record sheet
- Player character registries
- Campaign details log
- Travel and events log
- Encounter log
- Campaign award log
- Magic item log
- Generic battle sheet including a listing of each armor type with hit point check boxes for each AC.
- A listing and explanation of popular holidays on Aldrazar
- A 14-month calendar for Garweeze Wurd (a.k.a. Aldrazar) including a yearly summary

