

# GAME MASTER CHARACTER SHEET

Many of us experience those post-session blues. That's why it is so important to track your progress. You are always learning and improving, even on the sessions that don't go so well. It's also important to track your efforts to avoid burnout. This sheet will help you track all of those things. This is your own personal GM character sheet.

## NAME

## SNACK OF CHOICE

## DRINK OF CHOICE

## HP

As fun as it is, running games expends energy. Set yourself a session limit. Once you've run that many sessions, you need a long rest! Have someone else run a session or take a week off.

Draw vertical lines to equal your limit, then fill them in after every session.

## XP

## CLASS

Choose up to four classes you think best describe you to you and add a 1 beside them. Ask you players for their opinions if you are unsure. After reaching 30 XP, you level up! You can add another point to the class you think you improved in. Maybe you gain more HP or more spell slots too. Want to make it more interesting? Place a star next to your primary class and add a +1 modifier to the ability score you think best applies.

\_\_\_ **Artificer** - Uses every gadget they can get their hands on to create an immersive experience. Table top artificers have smoke machines, props, and lighting. Virtual DMs use FX, lighting, music, and extensions.

\_\_\_ **Bard** - Lover of emotional storytelling. Every NPC has a unique voice and personality. They may even create a playlist for the campaign.

\_\_\_ **Druid** - The world builder. This DM knows the history and culture of every village. They create an entire continent, even when just a village is needed.

\_\_\_ **Monk** - It's all in their head. They don't need minis, maps, or notes. But they can create a full, balanced story from beginning to end with just a pencil, paper and some dice.

\_\_\_ **Ranger** - Lover of maps. So many maps! Their campaigns always include exploration. They track inventory, hunger, exhaustion, and more.

\_\_\_ **Sorcerer** - Improv master. They know what the key beats of their story, then just roll with it.

\_\_\_ **Barbarian** - Throws the biggest baddest monsters at their players to create epic battles. They might even brew a monster or two.

\_\_\_ **Cleric** - The master of snacks and drinks. It's not really about the game. They just want their players to have fun, even if that means fudging rolls sometimes.

\_\_\_ **Fighter** - Master of balanced combat encounters. Every fight requires tactics and teamwork. It should be a close call every time.

\_\_\_ **Paladin** - Enforces the rules and does not tolerate any cheating. They love combat, but nothing beats a good moral dilemma.

\_\_\_ **Rogue** - May bend the rules a bit from time to time, but they are masters of traps, secrets, puzzles and betrayal.

\_\_\_ **Warlock** - The lights are dim, candles are lit, and every detail of their dungeon is horrifying. Masters of "show, don't tell".

\_\_\_ **Wizard** - Has thick binders of notes and modules. They must prepare everything ahead of time, and try to predict their players actions. They could write an adventure module of their own and it would rival professionals.

## ABILITY SCORES

After every session, rate your performance from 1 - 3. Then total the scores up to equal your XP.

### Combat & Encounters

### Storytelling

### Improv

### Player Engagement

### Player Retention

### Fun

## INSPIRATION

Did this session have a memorable moment? Did the players say "holy sh\*t", "no way", "omg"? Give yourself some inspiration. You can mark a 3 to one of your scores next session.

# ABILITIES & SPELLS

## ABILITIES

Along your adventure you will grow and learn new tricks of the trade. As you learn them, write them down here. These are your abilities. Reference this list during your session and use them at will. We've added a few for you to get started.

"You can certainly try"

Mix up the battle after 3 turns.

End with a cliff-hanger.

"Yes, and..."

Start with a bang.

"You tell me what happens next."

## SPELLS

Spells are your greatest weapons, however they take energy. You have a limited number of spell slots per day. Once you run out of spell slots, you need to give yourself a break to recharge them.

Level 1

Create an item

Create a puzzle

Create a trap

Level 2

Create a simple dungeon

Create an encounter

Create a monster

Create an NPC

Level 3

Create a full quest

Create a map