

# FANTASIA

## GAME MASTER'S RECORD SHEET

Game Master: \_\_\_\_\_

Current adventure: \_\_\_\_\_

Total hours played: \_\_\_\_\_ Date began: \_\_\_\_\_

### Party members

- 1) \_\_\_\_\_
- 2) \_\_\_\_\_
- 3) \_\_\_\_\_
- 4) \_\_\_\_\_
- 5) \_\_\_\_\_
- 6) \_\_\_\_\_
- 7) \_\_\_\_\_
- 8) \_\_\_\_\_

### Character notes

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### Rules often forgotten

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### Group searching

Highest Intuition bonus: \_\_\_\_\_

Secret doors: \_\_\_\_\_ Treasure: \_\_\_\_\_

Tracking: \_\_\_\_\_ Traps: \_\_\_\_\_

Pathfinding: \_\_\_\_\_ People: \_\_\_\_\_

### General notes

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### Foraging and hunting

Deserts: \_\_\_\_\_ Woodlands: \_\_\_\_\_

Mountains: \_\_\_\_\_ Plains: \_\_\_\_\_

Swamps: \_\_\_\_\_ Undergrowth: \_\_\_\_\_

### The journey

Miles: \_\_\_\_\_ Days: \_\_\_\_\_

Wilderness Movement Rate: \_\_\_\_\_