

Game Master Checklist

Monitor the terrain, weather, and sunlight effects on the group. Keep track of the movement order and the character's ability to see under the current conditions.

Determine mode of transportation and write down a rate of movement.

One encounter should be prepared for each terrain type that could be crossed.

Will the adventure be a point to point or a return from where the group started? Adventures must have an end point that is mapped and detailed for the players.

Look at the characters individually and as a whole.

Determine the overall offensive capability of the party.
Create sub categories for arms, magic, and equipment.

Arms should be divided into melee and missile offense.

Look at the individual characters and group them whether they are fighters or spell users. Some characters will straddle both. To help you decide, look at the spells of that character. Do these spells only affect this individual?
If so, I would group them with the fighters.

Check physical exhaustion.

Magic should be divided into spells and items.

What will be the power loss when they are low on spell points or spell items and heavy with exhaustion both magical and physical?
Which characters will it affect the most?

Write a list of the equipment the characters are carrying.
Keep track of character used equipment.

Strategy for arms or magical encounters:

Calculate combined character level.

Calculate combined melee attack for the fighters, this is the attack level.

Encounters should be approximately 75% of total character level.

In some instances the encounter attack level will exceed the party's attack level.

Must decide if encounters are man sized or non-man sized.

Have an entrance and exit strategy for the encounter for both movement and combat.

Have a backup plan for the encounter.

Once this group is run together and the players are familiar with each other:

Does the group problem solve?

Do they use their equipment?

Do they use their equipment creatively?

Are they conservative or daring?

Do they finish tasks?

Are they easily distracted?

Are they greedy?

Do they act impulsively?

For each character decide if they want fame, fortune, or power and write it down.