



Party Sheet V2.0

by Stefan Pietraszak

The Game Master (GM) is always right. While that's an established fact and the first rule of role-playing, the second rule is nearly as important: the GM should know everything. But there's a problem with that: too much information in the shape of notes, maps and stats can easily bog the game down while the GM is searching for a particular piece of information.

The first thing the GM needs to do is to structure her/his information, and the "Party Sheet" can help.

How to use the Party Sheet

On page 2 of this document you can find the *d20 Party Sheet*. Print it out, fill in the stats, and use it in your game.

Note that there are six columns. If your party consists of six players, that's that. But if there are any less than six (the recommended four, for instance), you've got some room left to note down the statistics of one or more cohorts, beneficial NPCs, animal companions, or even the main villain of your campaign - whatever.

And that's the whole point. While the main use of the Party Sheet is intended for your adventure party, nothing does stop you from using it otherwise. Print out as many as you like, and use as many as you can handle.

If you'd like to note down the stats of your players, then the easiest way to accomplish that is to

hand out the sheets to your players and let them fill in all stats by themselves. Just give them some direction on what additional skills each player should note down (*Wilderness Lore* for the Rangers and Druids, for example).

Another way you could use the Party Sheet: cut out every column, and use them as you wish - noting down PC and / or NPC statistics.

You can fill everything in on screen if you'd like, but beware that you can't save your work (merely print it) unless you've got the full version of Acrobat (and not only the Reader).

Some Notes from the Designer

While there are many different "Party Sheets" out there, I wanted to add my own version to the mix, because none of these fit every taste. I hope you like my version, but I don't blame you if you prefer another.

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toGC Party Sheet

Name		Name		Name		Name		Name		Name	
Player	Speed	Player	Speed	Player	Speed	Player	Speed	Player	Speed	Player	Speed
Class(es), Level		Class(es), Level		Class(es), Level		Class(es), Level		Class(es), Level		Class(es), Level	
Race, Alignment		Race, Alignment		Race, Alignment		Race, Alignment		Race, Alignment		Race, Alignment	
Initiative		Initiative		Initiative		Initiative		Initiative		Initiative	
Str (Mod.)	Dex (Mod.)	Con (Mod.)		Str (Mod.)	Dex (Mod.)	Con (Mod.)		Str (Mod.)	Dex (Mod.)	Con (Mod.)	
Int (Mod.)	Wis (Mod.)	Cha (Mod.)		Int (Mod.)	Wis (Mod.)	Cha (Mod.)		Int (Mod.)	Wis (Mod.)	Cha (Mod.)	
Fort Sv	Ref Sv	Will Sv		Fort Sv	Ref Sv	Will Sv		Fort Sv	Ref Sv	Will Sv	
AC	AC touch	AC flatf.	AC tmp.	AC	AC touch	AC flatf.	AC tmp.	AC	AC touch	AC flatf.	AC tmp.
Attack	Damage			Attack	Damage			Attack	Damage		
HP (max)	HP (current)			HP (max)	HP (current)			HP (max)	HP (current)		
Bluff	Diplomacy			Bluff	Diplomacy			Bluff	Diplomacy		
Disable Device	Disguise			Disable Device	Disguise			Disable Device	Disguise		
Hide	Listen			Hide	Listen			Hide	Listen		
Move Silently	Search			Move Silently	Search			Move Silently	Search		
Sense Motive	Spot			Sense Motive	Spot			Sense Motive	Spot		
Skill:	Skill:			Skill:	Skill:			Skill:	Skill:		
Skill:	Skill:			Skill:	Skill:			Skill:	Skill:		
Notes		Notes		Notes		Notes		Notes		Notes	

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