

Character \_\_\_\_\_  
Alignment \_\_\_\_\_ Race \_\_\_\_\_ Class \_\_\_\_\_ Level \_\_\_\_\_  
Player's Name \_\_\_\_\_ Family/Clan \_\_\_\_\_  
Homeland \_\_\_\_\_ Patron Gawd \_\_\_\_\_  
Liege/Patron \_\_\_\_\_ Social Class \_\_\_\_\_  
Appearance \_\_\_\_\_ Birth Date \_\_\_\_\_ Birth Rank \_\_\_\_\_ # Siblings \_\_\_\_\_  
Sex \_\_\_\_\_ Age \_\_\_\_\_ Height \_\_\_\_\_ Family History \_\_\_\_\_  
Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Weight \_\_\_\_\_ Appearance \_\_\_\_\_  
Character Quirks & Flaws \_\_\_\_\_



## Player Character Record



Handedness \_\_\_\_\_

### BASE %

		<b>ST</b> rength
		<b>DEX</b> terity
		<b>CON</b> stitution
		<b>INT</b> elligence
		<b>WIS</b> dom
		<b>CHA</b> risma
		<b>COM</b> eliness
		<b>HON</b> or

BASE TEMP

### ABILITIES

Hit Prob.	Dam. Adj.	Wt. All.	Max. Press	Open Doors	Bend Bars Lift Gates
Defense Adj.		Reaction Adj.		Missile Adj.	
HP Adj.	System Shock	Resurrect Survival	Poison Save	Imm. to Dis./Alc.	Regen./ Heal
# of Lang.	Spell Lvl.	Learn. Ability	Max. # Spells/Lvl.	Illus. Imm.	Chance Spell Mis.
Magical Def. Adj.	Bonus Spells	Chance Spell Fail.	Spell Imm.	Chance Imp. Skill	
Max. # Hench.	Loyalty Base	React. Adj.	COM. Mod.	HON. Mod.	

**Fame:**

### MOVEMENT

#### MAX LOAD

Unencumb. \_\_\_\_\_  
Light ( ) \_\_\_\_\_  
Mod ( ) \_\_\_\_\_  
Hvy ( ) \_\_\_\_\_  
Svr ( ) \_\_\_\_\_  
 ( x2 ) \_\_\_\_\_  
Run ( x3 ) \_\_\_\_\_  
Run ( x4 ) \_\_\_\_\_  
Run ( x5 ) \_\_\_\_\_

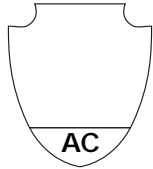
### SAVING THROWS

Paralyzation, Poison, Death Magic \_\_\_\_\_  
Rod, Staff, or Wand \_\_\_\_\_  
Petrifaction, HackFrenzy, HackLust, Polymorph \_\_\_\_\_  
Breath Weapon \_\_\_\_\_  
Apology \_\_\_\_\_  
Spells \_\_\_\_\_  
Modifier \_\_\_\_\_ Save \_\_\_\_\_

Total Melee

to hit / dam.

### ARMOR



#### Adjusted AC

Surprised \_\_\_\_\_  
Shieldless \_\_\_\_\_  
Rear \_\_\_\_\_  
Defenses \_\_\_\_\_

#### Armor Type (Pieces)

#### Armor Hit Points

#### Shield Hit Points

#### HIT POINTS

CON Adj.:

HD type:

#### Wounds

### COMBAT

Weapon	Mag. Adj.	Space Req./Attack Range	Speed	Type	Wt.	# Attacks	Damage vs. S/M/L

Special Attacks \_\_\_\_\_

Ammunition: \_\_\_\_\_       
     \_\_\_\_\_       
     \_\_\_\_\_

Special Abilities \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

#### Skills • Talents • Proficiencies

( / ) \_\_\_\_\_  
( / ) \_\_\_\_\_  
( / ) \_\_\_\_\_  
( / ) \_\_\_\_\_  
( / ) \_\_\_\_\_  
( / ) \_\_\_\_\_  
( / ) \_\_\_\_\_  
( / ) \_\_\_\_\_  
( / ) \_\_\_\_\_

I certify that this character is HMA/Tournament legal.

GameMaster: \_\_\_\_\_

HMGA Membership # \_\_\_\_\_

Revision #: \_\_\_\_\_

Gear			Supplies		
Item	Location	Wt.	Item	Location	Wt.

Water/Wine	
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Experience	Treasure	
For Next Level	Coins	Other Valuables _____ _____ _____ _____ _____ _____ _____ _____ _____ _____
	Gems	

**Miscellaneous Information** (Personal notations, Magical Items, Command Words, Spells, etc.)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Hereditary Grudges		

**Henchmen/Cronies/Sidekicks/Animal Companions**

Name	AC	Race/Class	HD/Lvl	#AT	Dmg/Effects	HP	Skills/Abilities
Background							
Name	AC	Race/Class	HD/Lvl	#AT	Dmg/Effects	HP	Skills/Abilities
Background							

**Last Will and Testament:** I, \_\_\_\_\_ do hereby \_\_\_\_\_

