





Sometimes, a player may feel that they need to clearly define their personal gaming space. When that occurs, simply flip the PC Mat into Privacy Mode.

Even the visual design of the PC Mat gets across the message that the P in PC doesn't stand for "pushover." From behind this mighty wall, with its crenellated battlements, a player can withstand the harshest siege of any GM, and return any volley of rules with one of their own.

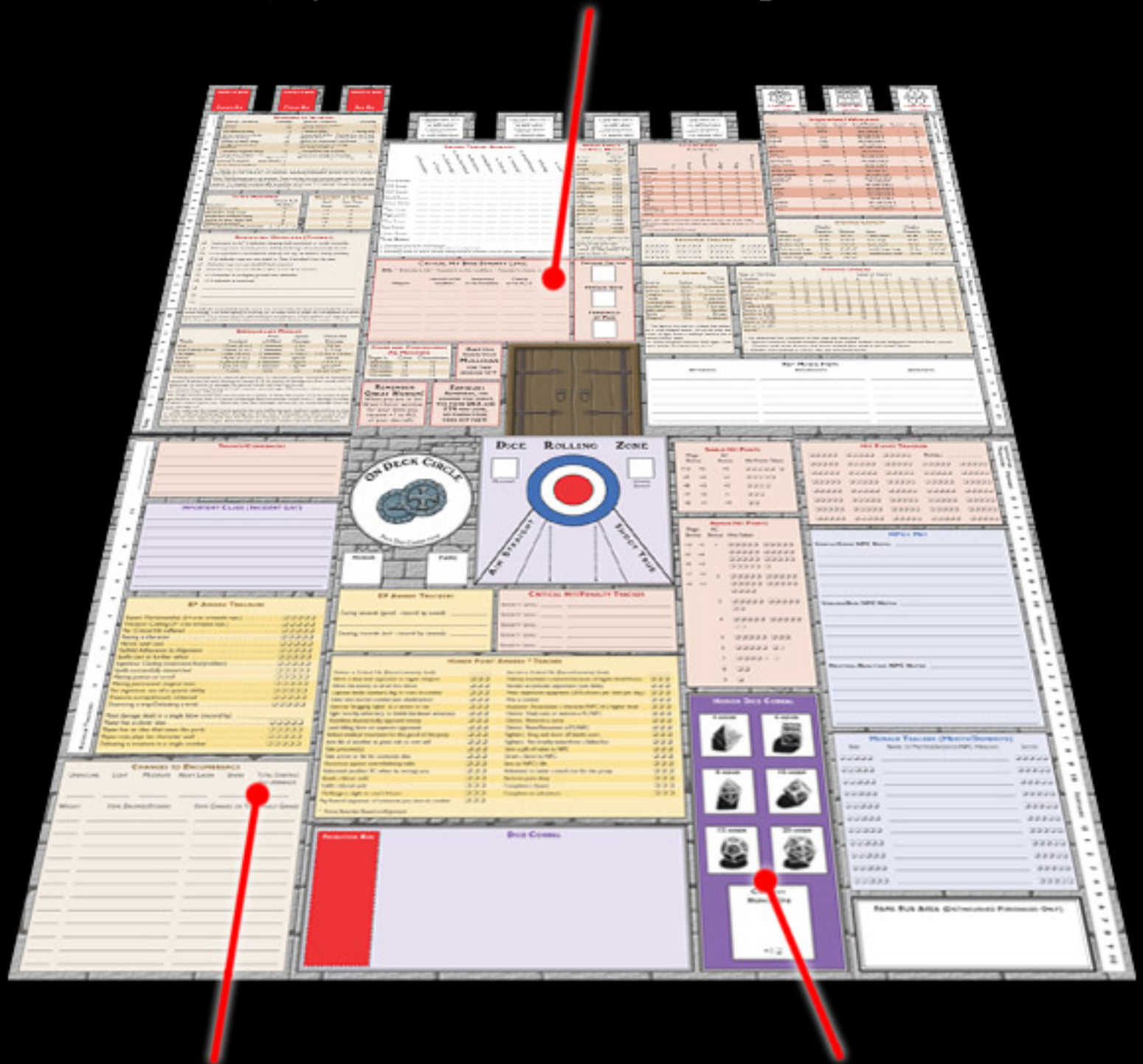


In the center of that wall is a gate, the opening of which allows for fair, openly observed dice rolling as befits an honorable HackMaster player.

On the outer panels, you will find useful charts with the cost of armor repairs, provisions, and weapon information, as well as the cost of a well-earned mug of ale after a hard day's adventuring.



In front of you on the table are various useful charts, some of which are customizable to your character (we recommend the use of wet or dry-erase markers) and which include Critical Hit Base Severity Level, Called Shots, and Turning Undead.



A wide array of helpful trackers are included. Keep track of Honor Point Awards, NPCs, Beneficial Modifiers, Hit Points, and Morale. Never forget one of your character's to-hit bonuses again! Use the trackers along the outer edge to track time, ammunition, rounds, etc.

And what would HackMaster be without dice? Included in the Mat's dice management tool suite are a Dice Corral, an Honor Dice corral, A Dice Warm-up Area, an On-Deck Circle, a Dice Rolling Zone, and the unfortunate, yet sometimes necessary Dice Probationary Area and Dice Penalty Box.

On the back of the Mat, you can list treasure gained, EPs Awarded, Honor Awarded, and Skills & Training. After the session, simply transfer the final tallies to your PC Record Book, wipe the Mat clean and you're ready to roll next week, onward and upward!

Name: \_\_\_\_\_ Date: \_\_\_\_\_ GM: \_\_\_\_\_

**POST/PRE-GAME AREA**

ITEMS GAINED: \_\_\_\_\_ EPs AWARDED: \_\_\_\_\_

CASH GAINED: \_\_\_\_\_ MVP FOR SESSION: \_\_\_\_\_

HONOR AWARDED: \_\_\_\_\_ MOST AWESOME DEATH: \_\_\_\_\_

SKILLS & TRAINING (LIST SKILLS)

PLAYER ADVANTAGE CODES

**What's this?** Shhhhh. Just some little surprises the folks at Kenzer and Company have cooked up to keep your private information and notes, well, private. Who knows what the GM's got up his sleeve, or behind his shield for that matter? Well, turnabout is fair play, and these turnabout panels are designed to allow quick access to important private notes, thoughts, and information. Some of this stuff is even too important for other *players* to see. Just goes to show, Kenzer and Company's got your back.





# PLAYER CHARACTER MAT

\_\_\_\_\_'S PROPRIETARY INFORMATION.

INSERT NAME HERE

**OTHER PLAYERS AND GAMEMASTERS KEEP OUT!**

## PROVISIONS: RATIONS & OUTFITTING

Item	Cost	Weight	Item	Cost	Weight
Barrel of pickled fish	3 gp	500 lbs.	Venison, Smoked (1 meal)	1 gp	.5 lbs.
Butter (per lb.)	2 sp	1 lbs.	Tun of cider (250 gal.)	8 gp	2500 lbs.
Coarse sugar (per lb.)	1 gp	1 lbs.	Tun of good wine (250 gal.)	20 gp	2500 lbs.
Corn dodgers (2 weeks)	5 gp	75 lbs.	Chain (per ft.), Heavy	4 gp	3 lbs.
Eggs (per 100)	8 sp	15 lbs.	Chain (per ft.), Light	3 gp	1 lbs.
Eggs (per two dozen)	2 sp	3 lbs.	Chalk	1 cp	*
Figs (per lb.)	3 sp	1 lbs.	Firewood (per day)	1 cp	200 lbs.
Fish, Parvum (1 day)	1 sp	2 lbs.	Fishhook	1 sp	**
Fish, Salted (1 day)	5 cp	3 lbs.	Fishing net, 10 ft. sq.	4 gp	5 lbs.
Herbs (per lb.)	5 cp	1 lbs.	Hourglass	25 gp	1 lbs.
Belladonna, sprig	4 sp	1 lbs.	Ladder, 10 ft.	5 cp	20 lbs.
Garlic, bud	5 cp	1 lbs.	Lock, Good	100 gp	1 lbs.
Wolfsbane, sprig	1 gp	1 lbs.	Lock, Poor	20 gp	1 lbs.
Nuts (per lb.)	1 gp	1 lbs.	Mirror, small metal	10 gp	*
Preserves, Fruit (1 day)	5 cp	1 lbs.	Perfume (per vial)	5 gp	*
Raisins (per lb.)	2 sp	1 lbs.	Piton	3 cp	.5 lbs.
Rations, Dry (1 week)	10 gp	65 lbs.	Rope (per 50 ft.), Hemp	1 gp	20 lbs.
Rations, Iron (1 week)	5 gp	25 lbs.	Rope (per 50 ft.), Silk	10 gp	8 lbs.
Rations, Standard (1 week)	3 gp	50 lbs.	Signal whistle	8 sp	*
Rice (per lb.)	2 sp	1 lbs.	Soap (per lb.)	5 sp	1 lbs.
Salt, 1 lb bag	1 gp	1 lbs.	Tent, Large	25 gp	20 lbs.
Sausage, Blood (1 meal)	1 sp	.5 lbs.	Tent, Pavilion	100 gp	50 lbs.
Sausage, Peppered (1 meal)	2 sp	1 lbs.	Tent, Small	5 gp	10 lbs.
Sausage, Sailor's (1 week)	2 gp	15 lbs.	Winter blanket	5 sp	3 lbs.
Spice (per lb.)					
Exotic (saffron, clove)	15 gp	.5 lbs.			
Rare (pepper, ginger)	2 gp	.5 lbs.			
Uncommon (cinnamon)	1 gp	.5 lbs.			

\*These items weigh little individually. Ten of these items weigh one pound.  
 \*\* No appreciable weight individually – these items should not be considered for encumbrance unless hundreds are carried.

## MISSILE WEAPON RANGES

Weapon	ROF	Range (yards)			Weapon	ROF*	Range (yards)		
		S	M	L			S	M	L
Compound long bow					Blowgun	2	10	20	30
flight arrow	2	60	120	210	Club	1	10	20	30
sheaf arrow	2	40	80	170	Dagger	2	10	20	30
Comp. short bow	2	50	100	180	Dart	3	10	20	40
Great Longbow					Hammer	1	10	20	30
flight arrow	1/2	80	160	230	Hand axe	1	10	20	30
sheaf arrow	1/2	70	140	210	Harpoon	1	10	20	30
Longbow					Javelin	1	20	40	60
flight arrow	2	70	140	210	Knife	2	10	20	30
sheaf arrow	2	50	100	170	Sling bullet	1	50	100	200
Short bow	2	50	100	150	Sling stone	1	40	80	160
Hand crossbow	1	20	40	60	Spear	1	10	20	30
Heavy crossbow	1/2	80	160	240	Staff sling bullet	2	30	60	90
Light crossbow	1	60	120	180	Staff sling stone	2	30	60	90
Peashooter crossbow	2	10	20	30					

ROF, rate of fire, or how many shots a weapon can fire in one round, independent of the number of melee attacks a character can make in a round.  
 Each range category includes attacks from distances equal to or less than the given range. Thus, a heavy crossbow fired at a target 136 yards away uses the medium range modifier. The attack roll modifiers for range are -2 for medium range and -5 for long range.

Concept Design: David S. Kenzer  
 Art & Graphic Design: Jennifer "Jiffy" Burke  
 Art of "Guard": Brendon Fraim and Brian Fraim  
 Edited by: Brian Jelke, David Kenzer  
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### RANGED WEAPONS AND AMMO

Item	Cost	Weight (lbs.)	Size	Dmg Type	Speed Factor	Damage vs.				
						T	S	M	L	H
Blowgun	5 gp	2	L	-	-	-	-	-	-	-
Barbed dart	1 sp	*	S	P	-	1d6-1	1d6-1	1d6-2	1d6-4	1
needle	2 cp	*	S	P	-	1	1	1	1	1
Bola	2 gp	0.5-3	M	C	4	1d6-2	1d6-3	1d6-3	1d6-3	1d6-4
Bows										
Composite long bow	100 gp	3	L	-	-	-	-	-	-	-
Composite short bow	75 gp	2	M	-	-	-	-	-	-	-
Daikyu	125 gp	3	L	-	4	-	-	-	-	-
Daikyu arrow	1 sp	1/6	M	P	-	1d10	2d4	1d8	1d6	1d6-1
Great long bow (elven)	800 gp	4	L	-	-	-	-	-	-	-
Long bow	75 gp	3	L	-	-	-	-	-	-	-
Short bow	30 gp	2	M	-	-	-	-	-	-	-
Arrow, flight	3 sp/12	*	S	P	-	1d6	1d6	1d6	1d6	1d6
Arrow, sheaf	3 sp/6	*	S	P	-	1d8	1d8	1d8	1d8	1d8
Flare arrow	3 sp	**	S	P	-	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3
Crossbows & Quarrels										
Hand crossbow	300 gp	3	S	-	-	-	-	-	-	-
Hand Quarrel	1 gp	*	S	P	-	1d6	1d6-1	1d6-3	1d6-4	1
Qu., Hard silver jack**	50 gp	*	S	P	-	+1	+1	+1	+1	+1
Heavy crossbow	50 gp	14	M	-	-	-	-	-	-	-
Heavy Quarrel	2 sp	*	S	P	-	1d6	1d8	2d4+1	3d4	3d4+1
Light crossbow	35 gp	7	M	-	-	-	-	-	-	-
Light Quarrel	1 sp	*	S	P	-	1d4	1d6	1d8	2d4+1	3d4
Peashooter crossbow	350 gp	1/2	S	-	-	-	-	-	-	-
Peashooter Quarrel	10 sp	*	S	P	-	1d6-2	1d6-3	1d6-4	1	1
Silver jacketed Qu.	25 gp	*	S	P	-	-	-	-	-	-
Dagger or dirk	2 gp	1	S	P	-3	1d6+1	1d6	1d6-1	1d6-2	1d6-3
Dart	5 sp	1/2	S	P	-	1d6	1d6-1	1d6-2	1d6-4	1
Hand/Throwing axe	1 gp	5	M	H	-1	1d10	1d8	1d6	1d6-1	1d6-2
Harpoon	20 gp	6	L	P	2	1d4	1d6	2d4	2d6	2d6
Hurled rock	-	0.1	T/S	C	1	1d6-1	1d6-2	1d6-3	1d6-3	1d8-5
Hurled tankard, full	-	3	S	C	-	1d6+1	1d6	1d6-1	1d6-2	1d6-3
Hurled tankard, empty	-	2	S	C	-	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4
Javelin	5 sp	2	M	P	-	1d6	1d6	1d6	1d6	1d6
Knife	5 sp	1/2	S	P/H	-3	1d6-1	1d6-1	1d6-2	1d6-4	1d6-5
Mancatcher	30 gp	8	L	-	2	-	-	-	-	-
Sling	5 cp	*	S	-	-	-	-	-	-	-
sling bullet	1 cp	0.5	S	C	-	1d6-1	1d6-1	1d6	1d6+1	1d6+1
sling stone	-	0.5	S	C	-	1d6-1	1d6-1	1d6-1	1d6-1	1d6-2
sling bullet, war	3 cp	.75	S	C	-	1d6	1d6+1	1d6+2	1d8+1	1d8
Spear	8 sp	5	M	P	1	1d6-1	1d6-1	1d6	1d8	1d8
Spear, Great	1 gp	8	L	P	3	1d6	1d6	1d8	1d10	1d10
Staff sling	2 sp	2	M	-	-	-	-	-	-	-
Stiletto ***	5 sp	1/2	S	P	-1	1d4	1d4	1d4-1	1d4-2	1d4-3
Stiletto, Bloodthorn	12 gp	1/2	S	P	-4	1d6-1	1d6-2	1d6-2	1d6-2	1d6-3

\* These items weigh little individually. Ten weigh one pound.  
 \*\* Hard silver jack adds +1 damage to the standard missile weapon damage  
 \*\*\* These weapons can only be used one handed.

### ALCOHOL/BEVERAGES, DAILY FOOD & LODGING

Alcohol/Beverage	Cost	Food/Lodging	Cost
Ale (per gallon)	2 sp	Banquet (per person)	10 gp
Ale, Dead Viking (Cut Ale, pint)	1 sp	Bath	3 cp
Ale, Kromian	5 gp	Bear Fat Dumplings	6 cp
Ale, Pint	5 cp	Bread	5 cp
Beer, Cut, (pint)	5 cp	Cheese	4 sp
Beer, Heavy (pint)	1 sp	Cheese, Rank (hard)	10 sp
Bitter Broth (pint)	5 sp	City rooms (per month)	
Brandy, Orluian (pint)	5 gp	Opulent	100 gp
Grog (pint)	3 sp	Common	20 gp
Gut Bruiser (pint)	1 gp	Poor	6 sp
Finch-Yager (Amber Brew)	7 gp	Egg or fresh vegetables	1 gp
Honey Brew (pint) (medicinal)	1 gp	Grain/stabling for horse (daily)	5 sp
Liver Squeezings	2 gp	Grouse Onion Stew	3 cp
Mead, Baker's Thicke (pint)	10 sp	Honey	5 sp
Mead, Common (pint)	5 sp	Inn lodging (per day/week)	
Mead, Dwarven, Keg	300 gp	Opulent Lodging	50 gp
Mead, Nordlar (gallon)	10 gp	Common	5 sp/3 gp
Mead, Orluian (gallon)	100 gp	Poor	5 cp/2 sp
Rum (pint)	5 sp	Meat for one meal	1 sp
Stout Brown Grevan (pint)	7 sp	Meals (per day)	
Whiskey, Bitter-Korn	2 gp	Gourmet	5 gp
Wine, Blackberry (pint)	1 gp	Good	5 sp
Wine, Good (pint)	10 sp	Common	3 sp
Wine, Gutberry (pint)	4 gp	Poor	1 sp
Wine, Watered (pint)	1 cp	Scratch-Root Stew	1 sp
Wine, Watered (pitcher)	2 sp	Separate latrine for rooms	
Wine, Elderberry (pint)	40 gp	(per month)	2 gp
		Soup	5 cp

### ARMOR REPAIR COSTS

Armor Type	Cost *	Time	Armor Type	Cost *	Time
Leather	2 gp	2 1/2 days	Heavy Chain	25 gp	1 1/2 days
Padded	1 gp 7 sp	2 days	Bronze plate mail	38 gp	1/2 day
Ring mail	9 gp	1 day	Banded mail	38 gp	3/4 day
Studded leather	7 gp	1 1/2 days	Splint mail	26 gp	1/2 day
Scale mail	11 gp	1 1/2 days	Plate mail	58 gp	1 1/2 days
Hide	8 gp	1 day	Field plate	75 gp	1 1/3 days
Brigandine	12 gp	1 day	Full plate	100 gp	1 day
Chain mail	21 gp	1 1/2 days			

\* Cost is per hit point of damage repaired.  
 \*\* The time required to repair each hit point of damage.

### ARMOR REPAIR KITS

Armor Type	Kit Cost	Kit Weight	Max. Damage Restored
Banded mail	150 gp	12 lbs.	10 hp worth
Brigandine	25 gp	12 lbs.	5 hp worth
Bronze Plate mail	165 gp	15 lbs.	11 hp worth
Chain mail	60 gp	13 lbs.	7 hp worth
Field plate	500 gp	15 lbs.	17 hp worth
Full Plate	975 gp	17 lbs.	25 hp worth
Hide	12 gp	10 lbs.	4 hp worth
Leather	3 gp	8 lbs.	3 hp worth
Padded	2 gp	7 lbs.	3 hp worth
Plate mail	250 gp	15 lbs.	11 hp worth
Ring mail	10 gp	9 lbs.	3 hp worth
Scale mail	20 gp	14 lbs.	5 hp worth
Splint	100 gp	14 lbs.	10 hp worth
Studded Leather	12 gp	14 lbs.	4 hp worth

### ARMOR AND SHIELD MAINTENANCE

Armor/Shield Type	Maximum Time		Material	Adjustment To Time	
	w/o Maintenance	w/ Maintenance		w/o Maintenance	w/ Maintenance
Robes/garments	1 week		Adamantite		x12 months
Leather	1 week		Bronze		-3 days
Padded	4 days		Elven Steel		x8
Ring mail	3 days		Fine Steel		x2
Studded leather	4 days		Gold		x1/3
Scale mail	6 days		Iron		-1 day
Hide	5 days		Silver		x1/2
Brigandine	1 week		Mithril		x10
Chain mail	1 week		Dwarven iron		x20
Chain mail, elven	2 months				
Bronze plate mail	2 days		<b>Shield Materials</b>		
Banded mail	5 days		Leather		-2 days
Splint mail	4 days		Wicker		-3 days
Plate mail	5 days		Wood		-1 day
Field plate	4 days				
Full plate	3 days				
Shield-buckler	2 weeks				
Spiked buckler	1 week				
Small shield	5 days				
Medium shield	3 days				
Body shield	2 days				

Material	Cost	Weight
Armor oil (leathers)	5 cp*	0.1 lbs.
Armor polish (metals)	1 sp*	0.1 lbs.
Shield/Weapon oil (wood)	1 cp*	0.1 lbs.
Weapon polish (metals)	2 cp*	0.1 lbs.
Maintenance tools**	2 cp	0.5 lbs.

\* Cost: 1 application = 1 day's maintenance  
 \*\* Armor and weapon tools.

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### ANIMAL CARRYING CAPACITIES

Mount	Base Move	2/3 Move	1/3 Move
Camel	0-330 lbs.	331-500 lbs.	501-660 lbs.
Dawg	0-15 lbs.	16-20 lbs.	21-30 lbs.
Elephant	0-500 lbs.	501-750 lbs.	751-1,000 lbs.
Horse, draft	0-260 lbs.	261-390 lbs.	391-520 lbs.
Horse, heavy	0-260 lbs.	261-390 lbs.	391-520 lbs.
Horse, light	0-170 lbs.	171-255 lbs.	256-340 lbs.
Horse, medium	0-220 lbs.	221-330 lbs.	331-440 lbs.
Horse, riding	0-180 lbs.	181-270 lbs.	271-360 lbs.
Llama	0-165 lbs.	166-250 lbs.	251-335 lbs.
Mule	0-250 lbs.	251-375 lbs.	376-500 lbs.
Ox	0-220 lbs.	221-330 lbs.	331-440 lbs.
Pack Ape	0-170 lbs.	171-255 lbs.	256-340 lbs.
Yak	0-220 lbs.	221-330 lbs.	331-440 lbs.

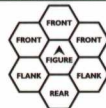




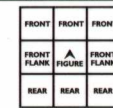




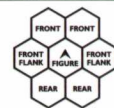




**COMBAT MINI FACINGS**



**COMBAT MINI FACINGS**



**COMBAT MINI FACINGS**

1 Gold piece (GP) =  
100 Copper pieces  
10 Silver pieces  
2 Electrum pieces  
1/2 Hard silver piece  
1/5 Platinum piece

1 Silver piece (SP) =  
10 Copper pieces  
1/5 Electrum piece  
1/10 Gold piece  
1/20 Hard silver piece  
1/50 Platinum piece

**ARMOR EFFECT ON SPELL MISHAP**

Armor Used*	Chance of Spell Mishap**
None	0
Buckler	+5%
Small shield	+15%
Medium shield	+10%
Padded	+20%
Elven chain mail	+20%
Leather	+25%
Studded leather	+30%
Brigandine	+35%
Scale mail	+35%
Hide	+40%
Ring mail	+40%
Chain mail	+50%
Body shield	+55%
Splint mail	+60%
Banded mail	+80%
Bronze plate mail	+90%
Platemail	+100%
Field plate	+120%
Full plate	+150%

\* Magic armor results in the same spell mishap % as normal armor of the same type.  
\*\* % added to character's Chance of Spell Mishap % as listed on Table 1D.

**FATIGUE FACTOR**



**FATIGUE SAVE**



**THRESHOLD OF PAIN**



**CALLED SHOTS**

To-hit Penalty vs.:

Location	Humanoid**					Gargantuan
	Tiny	Small	Large	Huge	Large	
Antenna	-12	-10	-9	-8	-6	-5
Arm	-5	-4	-3	-3	-2	-2
Artery*	-12	-10	-10	-10	-10	-10
Eye*	-12	-11	-10	-10	-10	-10
Groin	-6	-5	-4	-4	-4	-4
Hand	-8	-7	-6	-6	-5	-4
Head	-10	-8	-6	-6	-5	-4
Leg	-4	-3	-2	-2	-2	-2
Neck	-9	-8	-6	-6	-4	-4
Tail	-7	-6	-5	-5	-4	-3
Tendon	-10	-9	-8	-8	-7	-6
Torso/body	-6	-4	-2	-2	-2	-2
Wing	-4	-3	-2	-2	-2	-2

Note: This table supercedes Table 8V from page 100 of the GMG.  
\* All shots called to internal organs are made against at least a -10 to-hit penalty.  
\*\* Humanoid-shaped/Man-sized

**RESOURCE TRACKERS**

□□□□□	□□□□□	□□□□□	□□□□□
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**LIGHT SOURCES**

Source	Radius	Burning Time
Bonfire	50 ft.	1/2 hr./armload
Bullseye lantern	60 ft.*	2 hrs./pint
Campfire	35 ft.	1 hr./armload
Candle	5 ft.	10 min./inch
Continual light	60 ft.	Indefinite
Hooded lantern	30 ft.	2 hrs./pint
Light spell	20 ft.	Variable
Torch	15 ft.	30 min.
Weapon**	5 ft.	As desired

\* This light is not cast in a radius, but rather in a cone-shaped beam. At its far end, the cone of light from a bullseye lantern has a beam 20 feet wide.  
\*\* Some magical weapons shed light. GMs have details on which ones do so.

**Improvised Weapons**

Name	Type	Similar	Speed	Small/Med/Large	Special	Size
Piton	P	dagger	0	d6-3/d6-3/d6-3	-	T
Prybar	C	mace	3	d6+1/d6/d6-1	-	M
Chair	C	-	4	d6-2/d6-2/d6-3	-	M
Chairleg	C	club	3	d6-1/d6-2/d6-3	1	M
Poolcue	C	club	2	d6-2/d6-3/d6-4	1	M
Fork	P	knife	1	d6-3/d6-4/1	-	T
Stick	C	club	3	d6-3/d6-3/d6-4	-	S
Big Rock	C	-	6	d6-2/d4/d4-1	-	L
Table	C	-	7	d6-1/d6-1/d4-1	1	H
Fire Poker	P	-	0	d6-3/d6-2/d6-1	-	M
Venison Leg	C	club	3	d6-2/d6-3/d6-4	-	M
Meat Cleaver	H	handaxe	-1	d6/d6-1/d6-2	-	S
Chain	C	-	2	d6/d6-2/d6-4	2	M
Bottle, Empty	C	-	4	d4-2/d4-1/1	3	S
Broken Bottle	P/H	knife	1	d4-2/d4-1/d4	-	S
Bottle, Full	C	-	4	d6-2/d4-1/d4-3	3,4	S
Pitchfork	P	trident	5	d4-1/d6/2d4	-	L
Hoe	H	-	5	d6-2/d6-2/d6-2	-	L
Shovel	H	-	5	d6-1/d6-2/d6-2	-	L
Rake	H	-	5	d8-3/d6-2/d6-3	-	L
Torch	C	club	0	d6-1/d6-2/d6-4	1,5	M
Pot	C	warhammer	4	d4/d4-1/d4-3	-	M
Halfling	C	-	7	d6-1/d6-2/d6-3	6	L
Goblin	C	-	7	d6-1/d6-2/d6-3	6	L
Pixie	C	-	5	d20-19/1/0	6	M

**STOWAGE CAPACITY**

Item	Weight Capacity	Volume	Item	Weight Capacity	Volume
Backpack	50 lbs.	3'x2'x1'	Chest, small	40 lbs.	2'x1'x1'
Basket, large	20 lbs.	2'x2'x2'	Sack, large	30 lbs.	2'x2'x1'
Basket, small	10 lbs.	1'x1'x1'	Sack, small	15 lbs.	1'x1'x8"
Belt pouch, large	8 lbs.	6"x8"x2"	Saddle bags, large	30 lbs.	18"x1'x6"
Belt pouch, small	5 lbs.	4"x6"x2"	Saddle bags, small	20 lbs.	1'x1'x6"
Chest, large	100 lbs.	3'x2'x2'			

**TURNING UNDEAD**

Type or Hit Dice of Undead	Level of Cleric†													
	1	2	3	4	5	6	7	8	9	10-11	12-13	14+		
Skeleton or 1 HD	14	11	8	5	T	T	D	D	D*	D*	D*	D*		
Zombie	16	14	11	8	5	T	T	D	D	D*	D*	D*		
Ghoul or 2 HD	18	16	14	11	8	5	T	T	D	D	D*	D*		
Shadow or 3-4 HD	19	18	16	14	11	8	5	T	T	D	D	D*		
Wight or 5 HD	20	19	18	16	14	11	8	5	T	T	D	D		
Ghost	--	20	19	18	16	14	11	8	5	T	T	D		
Wraith or 6 HD	--	--	20	19	18	16	14	11	8	5	T	T		
Mummy or 7 HD	--	--	--	20	19	18	16	14	11	8	5	T		
Spectre or 8 HD	--	--	--	--	20	19	18	16	14	11	8	5		
Vampire or 9 HD	--	--	--	--	--	20	19	18	16	14	11	8		
Ghost or 10 HD	--	--	--	--	--	--	20	19	18	16	14	11		
Lich or 11+ HD	--	--	--	--	--	--	--	20	19	18	16	14		
Special**	--	--	--	--	--	--	--	--	20	19	18	16		

\* An additional 2d4 creatures of this type are destroyed.  
\*\* Special creatures include unique undead, free-willed undead of the Negative Material Plane, certain Greater and Lesser Powers, and those undead that dwell in the Outer Planes.  
† Paladins turn undead as clerics who are two levels lower.

**KEY MAGIC ITEMS**

OFFENSIVE	INFORMATIVE	DEFENSIVE

DISTANCE TRACKER: 0 1 2 3 4 5 6 7 8 9 10  
SPELL TRACKER: 0 1 2 3 4 5 6 7 8 9 10





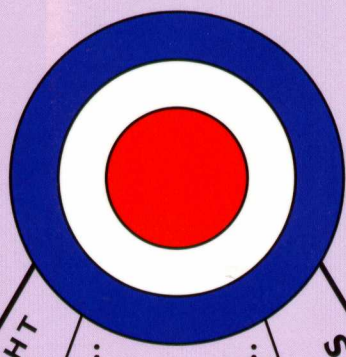




# DICE ROLLING ZONE

MULLIGAN?

HONOR  
BONUS?



AIM STRAIGHT

SHOOT TRUE

HONOR

FAME

## SHIELD HIT POINTS

Magic Bonus	AC Bonus	Hit Points Taken
+10	+5	+4 □□□□ □
+9	+4	+3 □□□□
+8	+3	+2 □□□□
+7	+2	+1 □□□
+6	+1	+0 □□

## ARMOR HIT POINTS

Magic Bonus	AC Bonus	Hits Taken
+10	+5	1 □□□□ □□□□
+9	+4	□□□□ □□□□
+8	+3	□□□□ □
+7	+2	2 □□□□ □□□□
+6	+1	□□□□ □□□□
		□□□□
		3 □□□□ □□□□
		□□
		4 □□□□ □□□□
		□□
		5 □□□□ □□□
		6 □□□□ □□
		7 □□□□ □
		8 □□
		9 □

## EP AWARD TRACKERS

Curing wounds (good - record hp cured): \_\_\_\_\_

Causing wounds (evil - record hp caused): \_\_\_\_\_

## CRITICAL HIT/PENALTY TRACKER

SEVERITY LEVEL: \_\_\_\_\_

SEVERITY LEVEL: \_\_\_\_\_

SEVERITY LEVEL: \_\_\_\_\_

SEVERITY LEVEL: \_\_\_\_\_

SEVERITY LEVEL: \_\_\_\_\_

## HONOR POINT AWARDS \* TRACKER

Deliver a Critical Hit (Record severity level)	_____	Survive a Critical Hit (Record severity level)	_____
Allow a disarmed opponent to regain weapon	□□□	Publicly humiliate creature/character of higher level/Honor	□□□
Allow the enemy to draw first blood	□□□	Render an attitude adjustment (see Skills)	□□□
Capture battle standard, flag or crest in combat	□□□	Wear expensive equipment (25% chance per item per day,)	□□□
Enter into mortal combat sans shield/armor	□□□	Win a contest	□□□
Exercise 'bragging rights' at a tavern or inn	□□□	Assassins: Assassinate a character/NPC of a higher level	□□□
Fight 'worthy adversary' or battle-hardened adversary	□□□	Clerics: Heal, cure or restore a PC/NPC	□□□
Humiliate diametrically opposed enemy	□□□	Clerics: Remove a curse	□□□
Land killing blow on superior opponent	□□□	Clerics: Raise/Resurrect a PC/NPC	□□□
Refuse medical treatment for the good of the party	□□□	Fighters: Brag and show off battle scars	□□□
Save life of another at great risk to own self	□□□	Fighters: Per trophy taken from a fallen foe	□□□
Take prisoner(s)	□□□	Give a gift of value to NPC	□□□
Take arrow or hit for someone else	□□□	Grant a favor to NPC	□□□
Victorious against overwhelming odds	□□□	Save an NPC's life	□□□
Admonish another PC when he wrongs you	□□□	Volunteer to make a snack run for the group	□□□
Break a blood oath	□□□	Perform pizza duty	□□□
Fulfill a blood oath	□□□	Complete a Quest	□□□
Challenge a slight to one's Honor	□□□	Complete an adventure	□□□
Pay funeral expenses of someone you slew in combat	□□□		

\* Points Awarded Based on Alignment

## HONOR DICE CORRAL

4-SIDER



6-SIDER



8-SIDER



10-SIDER



12-SIDER



20-SIDER



CURRENT  
HONOR DIE

+1 □

## PROBATION BOX

## DICE CORRAL











NAME:

DATE:

GM:

**POST/PRE-GAME AREA**

ITEMS GAINED: \_\_\_\_\_

EPs AWARDED: \_\_\_\_\_

CASH GAINED: \_\_\_\_\_

MVP FOR SESSION: \_\_\_\_\_

HONOR AWARDED: \_\_\_\_\_

MOST AWESOME DEATH: \_\_\_\_\_

**SKILLS & TRAINING (LIST SKILLS)**

**PLAYER ADVANTAGE CODES**