

FOURTH EDITION

HackMaster

PLAYER CHARACTER RECORD **VERSION 3.0**



CHARACTER NAME	GM CERTIFICATION
PLAYER'S HMA #	GM'S HMA #



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Character: _____ Alignment: _____ Player: _____

(Attach Additional Paperwork here)

Race: _____ Class: _____ Level: _____ Title(s): _____



Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____

male pattern baldness?

Patron Gawd(s): _____ Handedness: _____

Primary Character Record

ABILITIES

_____ %	STR
_____ %	DEX
_____ %	CON
_____ %	INT
_____ %	WIS
_____ %	CHA
_____ %	COM
_____ %	HON
BASE Honor	

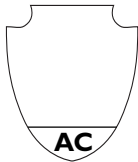
HIT PROB.	DMG. ADJ.	WT. ALL.	MAX. PRESS	OPN. DRS.	BB/LG
DEF. ADJ.		RCTN. ADJ.		MISSILE ADJ.	
HP ADJ.	SYS. SHK.	RESUR. SURV.	POISON SAVE	IMM. TO DIS./ALC.	REG./HEAL
# OF LANG.	SPELL LVL.	LRN. ABIL.	MAX. # SPELLS/LVL.	ILLUS. IMM.	% SPELL MISHAP
MAGICAL DEF. ADJ.	BONUS SPELLS	CHANCE SPELL FAIL.		SPELL IMM.	CHANCE IMP. SKILL
MAX. # HENCH.	LOYALTY BASE	REACT. ADJ.			
EFFECT ON OTHERS	FAME =	(HON X LVL)/10 + SPECIAL AWARDS			
HON DIE	HON CHK MOD.	HON BON./PEN.			

MOVE/ENCUMBRANCE	
Base Rate	_____
Unencumbered	_____
Light ()	_____
Mod. ()	_____
Hvy. ()	_____
Svr. ()	_____
Run (x2)	_____

SAVING THROWS	
Paralyzation, Poison, Death Magic	_____
Rod, Staff, or Wand	_____
Petrifaction, HackFrenzy, HackLust, Polymorph	_____
Breath Weapon	_____
Apology	_____
Spells	_____
MODIFIER	SAVE

EXPERIENCE (+ _____ %) FOR NEXT LEVEL:

TEMP HONOR	HON WINDOW	HON PENALTY WINDOW
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ADJUSTED AC

Shieldless	_____	(_____ vs. _____)
No Dex	_____	(_____ vs. _____)
_____	_____	(_____ vs. _____)
_____	_____	(_____ vs. _____)

MAXIMUM
HIT POINTS

CURRENT HP	Penalties and Temporary Conditions
	<input type="checkbox"/> paralyzed/held <input type="checkbox"/> poisoned <input type="checkbox"/> prone

Armor Worn	
Body:	_____
Helmet:	_____
Shield:	_____
Other:	_____

ARMOR HIT POINTS		
Current State	AC	Damage Sustained
_____	_____	□□□□ □□□□ □□□□
_____	_____	□□□□ □□□□ □□□□
_____	1	□□□□ □□□□ □□□□
_____	_____	□□□□ □□□□ □□□□
_____	2	□□□□ □□□□ □□□□
_____	_____	□□□□ □□□□
_____	3	□□□□ □□□□ □□
_____	4	□□□□ □□□□ □□
_____	5	□□□□ □□□
_____	6	□□□□ □□
_____	7	□□□□ □
_____	8	□□
_____	9	□

HD Type:	Subdual Dmg.								
CON Adj.:									
TOP (HP/2)	FATIGUE FACTOR (CON/2)	FATIGUE CHECK (CON+WIS)/2							
THIEF SKILLS	PP	OL	FT	RT	MS	HIS	DN	CW	RL
BASE									
Race Adj.									
DEX Adj.									
Armor Adj.									
Other Adj.									
Other Adj.									
TOTAL									
MARTIAL ARTS STYLE	#AT	DMG./AT	AC	SPECIAL MANEUVERS					

SHIELD HIT POINTS		
Current State	AC Bonus	Damage Sustained
_____	_____	□□□□ □
_____	+4	□□□□ □
_____	+3	□□□□
_____	+2	□□□□
_____	+1	□□□

WEAPON	# ATT./RND.	WPN SPEED	INIT. MOD.	TO-HIT ADJ.	DMG. ADJ.	DAMAGE VS. T/S/M/L/H/G	CRIT. BSL	TYPE	WGT. (LBS.)	SPECIAL
RANGED	ROF									
RANGE (S/M/L):						AMMO: TENS ○○○○○ ○○○○○ ○○○○○				SINGLES □□□□ □□□□
RANGED	ROF									
RANGE (S/M/L):						AMMO: TENS ○○○○○ ○○○○○ ○○○○○				SINGLES □□□□ □□□□
RANGED	ROF									
RANGE (S/M/L):						AMMO: TENS ○○○○○ ○○○○○ ○○○○○				SINGLES □□□□ □□□□
RANGED	ROF									
RANGE (S/M/L):						AMMO: TENS ○○○○○ ○○○○○ ○○○○○				SINGLES □□□□ □□□□

CHARACTER SKETCH

NOTES:

Enemies

Clues

Goals



* as in, "You just made **The List**, buddy."

LOUN STONES:

SHAPE OF STONE	COLOR OF STONE	EFFECTS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

ARMOR, WEAPON AND MAGIC ITEM PLACEMENT MAP:

- Dungeon Town
 Wilderness _____

WEAPON, SHIELD OR ITEM CARRIED (RT.)

HELMET/HAT

Headgear: _____

Earring: _____

Other Piercings: _____

WEAPON, SHIELD, ITEM CARRIED (LFT.)

GAUNTLET/GLOVE (RT.)

Glove/Gauntlet: _____

Thumb _____

Finger: Index _____

Middle _____

Ring _____

Pinky _____

Bracer: _____

Bracelet: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Forearm, back: _____ R Hand, back: _____ R

Forearm, inner: _____ Palm: _____

Wrist, back: _____ Finger(s): _____

Wrist, front: _____

HELMET/HAT

Head, Side: _____ R _____ L

Head, Back, low: _____

Face, Side, low: _____

Face, Cntr., low: _____

Head, Back, upper: _____

Face, Side, upper: _____

Face, Cntr., upper: _____

Head, top: _____

GAUNTLET/GLOVE (LFT.)

Glove/Gauntlet: _____

Thumb _____

Finger: Index _____

Middle _____

Ring _____

Pinky _____

Bracer: _____

Bracelet: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Forearm, back: _____ L Hand, back: _____ L

Forearm, inner: _____ Palm: _____

Wrist, back: _____ Finger(s): _____

Wrist, front: _____

GORGET/NECK

Neck Protection: _____

Amulet/Medallion: _____

Brooch: _____

Neck, Front: _____ R _____ L

Neck, Back: _____

Neck, Side: _____

UPPER ARM (RT.)

Sleeve: _____

Elbow: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Shoulder, Side: _____ R Elbow: _____ R

Shoulder, Top: _____ Inner joint: _____

Arm, upper outer: _____

Arm, upper inner: _____

CHEST/BACK

Breastplate: _____

Cloak: _____

Shirt: _____

Robe: _____

Weapon, sm (FL): _____

Weapon, sm (FR): _____

Weapon, sm (SL): _____

Weapon, sm (SR): _____

Weapon, LG (BL): _____

Weapon, LG (BR): _____

Chest: _____ R _____ L

Side, upper: _____

Back, upper: _____

Back, upper middle: _____

Armpit: _____

UPPER ARM (LFT.)

Sleeve: _____

Elbow: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Shoulder, Side: _____ L Elbow: _____ L

Shoulder, Top: _____ Inner joint: _____

Arm, upper outer: _____

Arm, upper inner: _____

ABBREVIATIONS:

- (I) = inner
(O) = outer
(FL) = front left
(FR) = front right
(SL) = side left
(SR) = side right
(BL) = back left
(BR) = back right

UPPER LEG (RT.)

Pants: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Knee: _____ R

Knee, back: _____

Hamstring: _____

UPPER LEG (LFT.)

Pants: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Knee: _____ L

Knee, back: _____

Hamstring: _____

ABBREVIATIONS:

- (I) = inner
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BOOT/LOWER LEG (RT.)

Boot: _____

Anklet: _____

Sock/Slipper: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Foot, top: _____ R Ankle, inner: _____ R

Heel: _____ Ankle, outer: _____

Toe(s): _____ Shin _____

Foot, arch: _____ Shin _____

Calf: _____

LOWER TORSO

Armor/Skirt: _____

Belt: _____

Weapon (R): _____

Weapon (L): _____

Weapon, sm (FL): _____

Weapon, sm (FR): _____

Weapon, sm (BL): _____

Weapon, sm (BR): _____

Hip: _____ R _____ L

Groin (male): _____

Buttock: _____

Abdomen, low: _____

Side, lower: _____

Abdomen, upper: _____

Back, small of: _____

Back, lower: _____

BOOT/LOWER LEG (LFT.)

Boot: _____

Anklet: _____

Sock/Slipper: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Foot, top: _____ L Ankle, inner: _____ L

Heel: _____ Ankle, outer: _____

Toe(s): _____ Shin _____

Foot, arch: _____ Shin _____

Calf: _____

(Attach Additional Paperwork here)	Company Crest/Token	COMPANY NAME Status: _____ Charter filled at: _____ Terms: _____ Sponsor: _____ Buy-out: _____ Group Honor (HON): _____ Group Fame: _____ Group Level: _____ Group Alignment: _____	MARCHING ORDER 1st _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th _____ 8th _____ 9th _____
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Party Members										
Position	Name	Class	Race	Level	Honor	Ownership %	# of Shares	Bonus Shares	Notes	
1										
2										
3										
4										
5										
6										
7										
8										
9										

Contracted Services	Name	Term/Fees
Healing:		
Fencing (sale of) Goods:		
Legal/Contract:		
Magic Item Identification:		
Moneychanging:		
Storage of Goods:		
Raise Dead:		

Company Hirelings										
Position	Name	Class	Race	Level	Loyalty	Terms of Employment	Shares/Bonus Shares	Notes		
1										
2										
3										
4										
5										
6										
7										
8										
9										

Company Assets	Location	Company Liabilities	Terms	Amount
Funds Stashed	Location	Debt owed to:		
Petty Cash	Location			
Emergency Fund	Location			
Debts to Collect	Location			

ANIMALS		AC	To-HIT	# AT	DMG/	CRIT.	HD/LVL.	MAX.	CURRENT
TYPE	NAME		Adj.		EFFECTS	BSL		HP	HP
Notes: Description (Color, Unique Markings) _____									
Skills/Abilities: _____									
Load Capacity: _____ lbs. <input type="checkbox"/> Base Move: _____ _____ lbs. <input type="checkbox"/> 2/3 Move: _____ _____ lbs. <input type="checkbox"/> 1/3 Move: _____ Current Load _____ lbs.									
Barding Type: _____ Barding AC: _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□									
Notes: Description (Color, Unique Markings) _____									
Skills/Abilities: _____									
Load Capacity: _____ lbs. <input type="checkbox"/> Base Move: _____ _____ lbs. <input type="checkbox"/> 2/3 Move: _____ _____ lbs. <input type="checkbox"/> 1/3 Move: _____ Current Load _____ lbs.									
Barding Type: _____ Barding AC: _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□									
Notes: Description (Color, Unique Markings) _____									
Skills/Abilities: _____									
Load Capacity: _____ lbs. <input type="checkbox"/> Base Move: _____ _____ lbs. <input type="checkbox"/> 2/3 Move: _____ _____ lbs. <input type="checkbox"/> 1/3 Move: _____ Current Load _____ lbs.									
Barding Type: _____ Barding AC: _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□									

GEAR CARRIED OR STOWED								
ITEM	LOCATION	WT.	ITEM	LOCATION	WT.	ITEM	LOCATION	WT.
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

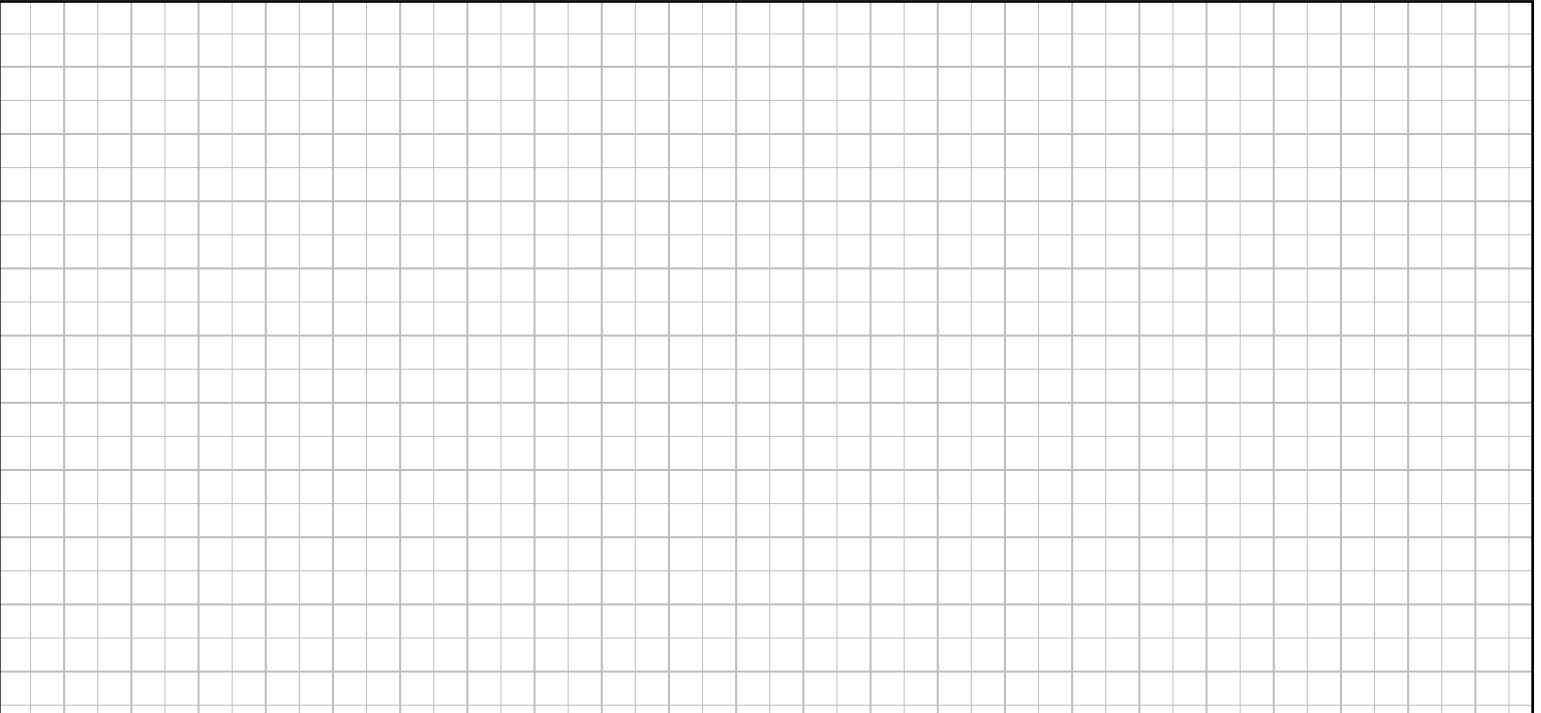
Encumbrance Audit — Audit Date: _____ GM Signature: _____ HMGMA #: _____

Encumbrance Audit — Audit Date: _____ GM Signature: _____ HMGMA #: _____

(Attach Additional Paperwork here)

ITEM	LOCATION	WT.	ITEM	LOCATION	WT.	ITEM	LOCATION	WT.

PARTY TREASURE



Stronghold/Castle

(Attach Additional Paperwork here)

Location: _____

Description (in brief): _____

Liege(s): _____

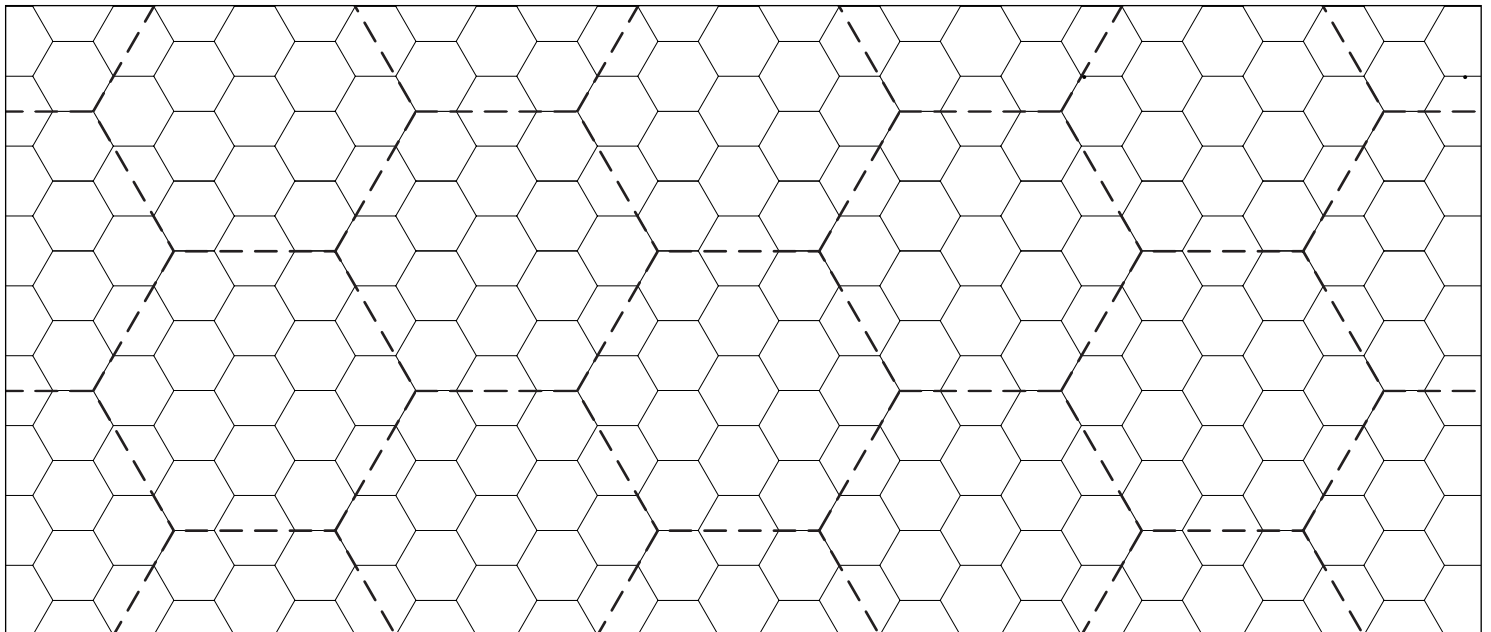
Vassals: _____

Towns, Villages and Thorps: _____

Manse/Main House: _____

Manor Defenses and Magic: _____

OVERHEAD VIEW OF GENERAL LAYOUT OF MANOR AND DEFENSES:



MAGIC-USER SPELLBOOK

SPELLBOOK PARTICULARS

Licensed? Size: _____ Weight: _____ Page Count: _____

Description: _____

Cover: _____ Paper: _____ Ink: _____

Binding: _____

Enhancements: _____

Security: _____

Clasp/Lock: _____ Phys. Trap: _____ Spell Trap: _____

SPELLBOOK CREATION TEMPLATE

Format: _____ Type _____ Cover _____ Page Material _____

Size: _____ Height/Width _____ Base Weight _____ Encumbrance Mod. _____

Thickness: _____ Page Count _____ Weight Mod. _____ Depth _____

Other: _____ Cost _____ Time _____ Binding Type/Weight _____

TOTALS: _____ Weight _____ Encumbrance _____

PAGE	SPELL, TRAP OR OTHER
1	_____
2	_____
3	_____
4	_____
5	_____
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32	_____
33	_____
34	_____
35	_____
36	_____
37	_____
38	_____
39	_____
40	_____

PAGE	SPELL, TRAP OR OTHER
41	_____
42	_____
43	_____
44	_____
45	_____
46	_____
47	_____
48	_____
49	_____
50	_____
51	_____
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80	_____

PAGE	SPELL, TRAP OR OTHER
81	_____
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83	_____
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115	_____
116	_____
117	_____
118	_____
119	_____
120	_____

Cleric Spells (* = Reversible)

Spells per Day: 1st ____; 2nd ____; 3rd ____; 4th ____; 5th ____; 6th ____; 7th ____.

Memorized **1st Level**

- Befriend *
- Bless *
- Ceremony
- Combine
- Command
- Create Water*
- Cure Lt. Wnds.*
- Detect Evil *
- Detect Magic
- Endure Ht./Cld.
- Flutter Soft
- Inv. to Undead
- Light *
- Magical Stone
- Prot. from Evil*
- Pur. Food/Drink*
- Remove Fear*
- Sanctuary
- Walking Corpse

Mem. **4th Level**

- Abjure
- Cloak of Bravery*
- Cure Ser. Wnds.*
- Detect Lie*
- Divination
- Free Action
- Giant Insect*
- Heal Nasty Wnds.
- Imbue w/Spell Abil.
- Lower Water*
- Minor Raise Dead
- Neut. Poison*
- No Fear
- Spell Immunity
- Spike Stones
- Sticks to Snakes*
- Tongues*

Mem. **5th Level**

- Air Walk
- Atonement
- Break Hex
- Commune
- Cure Crit. Wnds.*
- Detect Ult. Motives
- Dispel Evil*
- Flame Strike
- Heal Ser. Wnds.
- Insect Plague
- Magic Font
- Plane Shift
- Quest
- Rainbow
- Raise Dead*
- Rigor Mortis, 10' r.
- Spike Growth
- True Seeing *

Mem. **6th Level**

- Aerial Servant
- Animate Object
- Blade Barrier
- Conjure Animals
- Cure-All *
- Find the Path*
- Forbiddance
- Heal Crit. Wnds.
- Heroes' Feast
- Stone Tell
- Word of Recall

Mem. **7th Level**

- Astral Spell
- Cont. Weather
- Earthquake
- Exaction
- Gate
- Holy Word*
- Regeneration*
- Restoration*
- Restor. Cure-All
- Resurrection*
- Succor*
- Sunray
- Symbol
- Wind Walk

Mem. **2nd Level**

- Aid
- Anim. Corpse
- Augury
- Chant
- Cure Mod. Wnds.*
- Detect Charm*
- Diminished Rite
- Dust Devil
- Enthral
- Find Traps
- Heal Lt. Wnds.
- Know Align. *
- Premonition
- Resist Fire/Cold
- Rigor Mortis
- Silence, 15' r.
- Slow Poison
- Snake Charm
- Speak w/Animals
- Spirit. Hammer
- Withdraw
- Wyvern Watch

Mem. **3rd Level**

- Animate Dead
- Cloudburst
- Continual Light*
- Create Food/Water
- Cure Blind/Deaf*
- Cure Disease *
- Cure Nasty Wnds.*
- Dispel Magic
- Feign Death
- Flame Walk
- Glyph of Warding
- Heal Mod. Wnds.
- Lesser Reanimation
- Locate Object*
- Magical Vestment
- Meld into Stone
- Neg. Plane Prot.
- Prayer
- Remove Curse*
- Remove Paralysis
- Speak to Dead
- Stirring Sermon
- Ward Off Evil*
- Water Walk
- White Hot Metal

Druid Spells (* = Reversible)

Spells per Day: 1st ____; 2nd ____; 3rd ____; 4th ____; 5th ____; 6th ____; 7th ____.

Mem. **1st Level**

- Animal Friends.
- Ceremony
- Cure Min. Inj.*
- Detect Balance
- Detect Magic
- Detect Poison
- Det. Snakes/Pits
- Entangle
- Faerie Fire
- Fog Vision
- Invis. to Animals
- Loc. Animal/Plnt.
- Pass w/o Trace
- Precipitation
- Predict Wthr.
- Purify Water*
- Shillelagh
- Speak w/Anim.

Mem. **4th Level**

- Animal Summ. I
- Call WoodInd. Beings
- Cont. Temp. 10' r.
- Cure Ser. Wnds.*
- Dispel Magic
- Grow
- Halluc. Forest*
- Hold Plant
- Plant Door
- Produce Fire*
- Prot. fr. Lightning
- Repel Insects
- Speak W/ Plants
- Stone Passage

Mem. **5th Level**

- Animal Growth*
- Animal Summ. II
- Anti-Plant Shell
- Commune w/Nature
- Control Wnds.
- Heal Ser. Wnds.
- Insect Plague
- Lssr. Reincarnation
- Moonbeam
- Pass Plant
- Prot. fr. Acid
- Prot. fr. Petrification
- Spike Stones
- Sticks to Snakes*
- Trans. Rock to Mud*
- Wall of Fire

Mem. **2nd Level**

- Barkskin
- Charm Person
- Create Water*
- Cure Lt. Wnds.*
- Feign Death
- Fire Trap
- Flame Blade
- Goodberry*
- Heat Metal*
- Messenger
- Obscurement
- Produce Flame
- Reflecting Pool
- Slow Poison
- Trip
- Warp Wood*

Mem. **6th Level**

- Animal Summ. III
- Anti-Animal Shell
- Conj. Fire Elem.*
- Cure Crit. Wnds.*
- Feeblemind
- Fire Seeds
- Liveoak
- Trans. Water to Dust*
- Transport via Plants
- Turn Wood
- Wall of Thorns
- Weather Summ.

Mem. **3rd Level**

- Call Lightning
- Cloudburst
- Cure Disease*
- Heal Lt. Wnds.
- Hold Animal
- Know Align.*
- Neut. Poison*
- Plant Growth
- Prot. from Fire
- Pyrotechnics
- Snare
- Spike Growth
- Starshine
- Stone Shape
- Summon Insects
- Tree
- Water Breath.*
- White Hot Metal
- Wood Shape

Mem. **7th Level**

- Animate Rock
- Cause Inclement Wthr.
- Changestaff
- Chariot of Sustarre
- Confusion
- Conj. Earth Elem.*
- Control Weather
- Creeping Doom
- Finger of Death
- Fire Storm*
- Heal Crit. Wnds.
- Reincarnate
- Repel Liv. Creat./Plant
- Sunray
- Trans. Metal to Wood
- Trans. Rock to Lava

(Attach Additional Paperwork here)

HENCHMEN TRACKING SHEET

Name: _____		Race: _____		Class: _____		DAMAGE vs.: T / S / M / L / H / G	
Gender: _____		Level: _____		Alignment: _____		AC: _____ #AT: _____	
STR /	Move	HIT POINTS Maximum Current		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DEX /				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CON /	ToP			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INT /	FF			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIS /	Quirks/Flaws			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHA /				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
COM /				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HON /	STPs			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Honor Die: _____				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Notes: _____							

Name: _____		Race: _____		Class: _____		DAMAGE vs.: T / S / M / L / H / G	
Gender: _____		Level: _____		Alignment: _____		AC: _____ #AT: _____	
STR /	Move	HIT POINTS Maximum Current		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DEX /				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CON /	ToP			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INT /	FF			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIS /	Quirks/Flaws			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHA /				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
COM /				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HON /	STPs			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Honor Die: _____				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Notes: _____							

Name: _____		Race: _____		Class: _____		DAMAGE vs.: T / S / M / L / H / G	
Gender: _____		Level: _____		Alignment: _____		AC: _____ #AT: _____	
STR /	Move	HIT POINTS Maximum Current		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DEX /				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CON /	ToP			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INT /	FF			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIS /	Quirks/Flaws			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHA /				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
COM /				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HON /	STPs			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Honor Die: _____				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Notes: _____							

Name: _____		Race: _____		Class: _____		DAMAGE vs.: T / S / M / L / H / G	
Gender: _____		Level: _____		Alignment: _____		AC: _____ #AT: _____	
STR /	Move	HIT POINTS Maximum Current		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DEX /				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CON /	ToP			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INT /	FF			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIS /	Quirks/Flaws			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHA /				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
COM /				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HON /	STPs			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Honor Die: _____				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Notes: _____							

Character: _____ Alignment: _____ Player: _____

(Attach Additional Paperwork here)

Race: _____ Class: _____ Level: _____ Title(s): _____



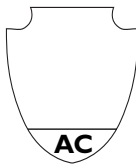
Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____

SIDEKICK PROTÉGÉ

Patron Gawd(s): _____ Handedness: _____

Character Record

ABILITIES	STR	HIT PROB.	DMG. ADJ.	WT. ALL.	MAX. PRESS	OPN. DRS.	BB/LG	MOVE/ENCUMBRANCE	SAVING THROWS	
	DEX	DEF. ADJ.		RCTN. ADJ.		MISSILE ADJ.				Base Rate _____
	CON	HP ADJ.	SYS. SHK.	RESUR. SURV.	POISON SAVE	IMM. TO DIS./ALC.	REG./HEAL	Unencumbered _____		Paralyzation, Poison, Death Magic _____
	INT	# OF LANG.	SPELL LVL.	LRN. ABIL.	MAX. # SPELLS/LVL.	ILLUS. IMM.	% SPELL MISHAP	Light () _____		Rod, Staff, or Wand _____
	WIS	MAGICAL DEF. ADJ.	BONUS SPELLS	CHANCE SPELL FAIL.	SPELL IMM.	CHANCE IMP. SKILL		Mod. () _____		Petrification, HackFrenzy, HackLust, Polymorph _____
	CHA	MAX. # HENCH.	LOYALTY BASE	REACT. ADJ.				Hvy. () _____		
	COM	EFFECT ON OTHERS	FAME = (HON X LVL)/10 + SPECIAL AWARDS					Svr. () _____		
HON	HON DIE	HON CHK MOD.	HON BON./PEN.				Run (x2) _____			
BASE Honor		TEMP HONOR		HON WINDOW		HON PENALTY WINDOW		EXPERIENCE (+ _____ %) FOR NEXT LEVEL:		
								MODIFIER SAVE		



ADJUSTED AC

Shieldless _____ (_____ vs. _____)

No Dex _____ (_____ vs. _____)

_____ (_____ vs. _____)

_____ (_____ vs. _____)

MAXIMUM HIT POINTS	CURRENT HP	Penalties and Temporary Conditions
		<input type="checkbox"/> paralyzed/held <input type="checkbox"/> poisoned <input type="checkbox"/> prone

Armor Worn		ARMOR HIT POINTS	
Body: _____	Current State	AC	Damage Sustained
Helmet: _____	_____	_____	□□□□ □□□□ □□□□
Shield: _____	_____	1	□□□□ □□□□ □□□□
Other: _____	_____	2	□□□□ □□□□ □□□□
	_____	3	□□□□ □□□□ □□
	_____	4	□□□□ □□□□ □□
	_____	5	□□□□ □□□
	_____	6	□□□□ □□
	_____	7	□□□□ □
	_____	8	□□
	_____	9	□

SHIELD HIT POINTS		
Current State	AC Bonus	Damage Sustained
_____	_____	□□□□ □
_____	+4	□□□□ □
_____	+3	□□□□ □
_____	+2	□□□□
_____	+1	□□□

HD Type:	Subdual Dmg.	
CON Adj.:		
TOP (HP/2)	FATIGUE FACTOR (CON/2)	FATIGUE CHECK (CON+WIS)/2
THIEF SKILLS	PP	OL FT RT MS HIS DN CW RL
BASE		
Race Adj.		
DEX Adj.		
Armor Adj.		
Other Adj.		
Other Adj.		
TOTAL		
MARTIAL ARTS STYLE	#AT	DMG./AT AC SPECIAL MANEUVERS
_____	_____	_____
_____	_____	_____
_____	_____	_____

PROF?	WEAPON	# ATT./RND.	WPN SPEED	INIT. MOD.	TO-HIT ADJ.	DMG. ADJ.	DAMAGE VS. T/S/M/L/H/G	CRIT. BSL	TYPE	WGT. (LBS.)	SPECIAL
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>	RANGED	ROF									
	RANGE (S/M/L):						AMMO: TENS ○○○○○ ○○○○○ ○○○○○		SINGLES	□□□□ □□□□	
<input type="checkbox"/>	RANGED	ROF									
	RANGE (S/M/L):						AMMO: TENS ○○○○○ ○○○○○ ○○○○○		SINGLES	□□□□ □□□□	
<input type="checkbox"/>	RANGED	ROF									
	RANGE (S/M/L):						AMMO: TENS ○○○○○ ○○○○○ ○○○○○		SINGLES	□□□□ □□□□	
<input type="checkbox"/>	RANGED	ROF									
	RANGE (S/M/L):						AMMO: TENS ○○○○○ ○○○○○ ○○○○○		SINGLES	□□□□ □□□□	

CHARACTER SKETCH

NOTES:

Enemies

Clues

Goals



* as in, "You just made **The List**, buddy."

LAST WILL AND TESTAMENT OF _____

I, _____, a resident of _____, <Proper Name>
<Proper Name> <Title(s)> <City / Town> <Country/Region>
being of _____ mind and _____ body, and not being actuated by any duress, menace, magic, mind control, fraud, mistake, undue influence, or nefarious forces, do make, publish, and declare this to be my last Will, hereby expressly revoking all Wills and Codicils previously made by me.

To my _____, I bequeath my _____, _____, _____, _____, _____,
<descriptive adjective(s)> <relation> <Proper Name (s)> <weapon(s)> <armor> <helmet/shield> <animal(s)> <deed(s)>
and _____.

To my _____, I bequeath my _____, _____, _____, _____, and _____
<descriptive adjective(s)> <relation> <Proper Name (s)> <weapon(s)> <armor> <helmet/shield> <animal(s)>

To my _____, I bequeath my _____, _____, _____, and _____
<descriptive adjective(s)> <relation> <Proper Name (s)> <scroll(s)/spellbook(s)> <scroll(s)/spellbook(s)> <scroll(s)/spellbook(s)>

To my _____, I bequeath my _____, _____, and _____
<descriptive adjective(s)> <relation> <Proper Name (s)> <magic item(s)> <magic item(s)> <magic item(s)>

To my _____, I bequeath my _____
<descriptive adjective(s)> <relation> <Proper Name (s)>

To my _____, I bequeath the remainder.
<descriptive adjective(s)> <descriptive adjective(s)> <relation> <Proper Name (s)>

To my _____, I leave this advice _____
<descriptive adjective(s)> <descriptive adjective(s)> <descriptive adjective(s)> <relation> <Proper Name (s)>

Living Will:

- In case of Death, try to revive me if:
- Yes No Body can be recovered;
 - Yes No Cleric of different faith;
 - Yes No Reincarnate spell used;
 - Yes No Costs less than _____ GP;
 - Yes No Diminished Rite will be used;
 - Yes No Spell lower than _____ level is to be used;
 - Yes No Full Resurrect spell used by cleric of _____ level or greater;
 - Yes No _____ % Risk of coming back as Undead;
 - Yes No _____ % Risk of coming back as Intelligent Undead;
 - Yes No _____ % Risk of coming back as _____ Lycanthrope;
 - Yes No _____ % Risk of being under Compulsion/Charm.
 - Yes No _____ % Risk of nefarious possession;
 - Yes No Any life sustaining magic must be used;
 - Yes No Any Necromantic spells must be used;
 - Yes No If pregnant _____;
 - Yes No Do you wish to be an organ donor?
 - Other Yes No _____.

Guardianship of Sidekicks, Protégés, Henchmen, Hirelings, Lackeys, Cronies, Familiars, Pets and Minor Heirs:

I do hereby appoint _____
as Legal Guardian of _____
until such time as they reach _____ yrs old (or _____).

I do hereby appoint _____
as Successor Protégé

The Disinherited:

I do hereby disinherit the following persons:

Name: _____ Reason: _____

Name: _____ Reason: _____

Name: _____ Reason: _____

Epitaph: _____

In Witness Whereof, I, _____, hereby set my hand to this last Will on this _____ day of _____, at _____
Name <Proper Name> Signed Dated <location>

Witnessed by: _____
Witnessed by: _____
Witnessed by: _____

Signature _____

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