Fourth Edition

HackMaster

Player Character Record

If you enjoy this supplement, look for more HackMaster releases from Kenzer and Company.

25667 Hillview Court
Mundelein, IL 60060

www.kenzerco.com

Hard 8 Enterprises™
What do you want to Hack today?™

Kenzer and Company

Gear Carried

Item	Location	Wt.	Item	Location	Wt.
	Total Weight =			Total Weight =	

Supplies

	Water	Iron Rations	Standard Rations	Feed
Weeks	○○○○○ ○○○○○ ○○○○○	○○○○○ ○○○○○ ○○○○○	○○○○○ ○○○○○ ○○○○○	○○○○○ ○○○○○ ○○○○○
Days	❑❑❑ ❑❑❑	❑❑❑ ❑❑❑	❑❑❑ ❑❑❑	❑❑❑ ❑❑❑

○ = 1 week (7 days) ❑ = 1 day

Light Sources	Range	Duration
___ Candle	5 ft. radius	10 min./inch
___ Lantern, Beacon	240 ft. cone	30 hrs./pint
___ Lantern, Bullseye	60 ft. cone	2 hrs./pint
___ Lantern, Hooded	30 ft. radius	2 hrs./pint
___ Magical Weapon*	5 ft. radius	As desired
___ Spell, Continual Light	60 ft. radius	Indefinite
___ Spell, Light	20 ft. radius	Variable
___ ______	( )	( )
___ ______	( )	( )

* Some magical weapons shed light. Your GM has details on which ones do so.

Fuel

___ Flasks of Oil ○○○○○ ❑❑❑❑❑ ○○○○○ ❑❑❑❑

___ Torches 15 ft. radius 1/2 hour
○○○○○ ❑❑❑❑❑
○○○○○ ❑❑❑❑

❑ = 1 torch/flask
○ = 10 torches/flasks

Character Family History

Circumstances of Birth: ______

Birth Date: ______ Legitimate? (Y / N)

Homeland: ______

Social Class: ______

Family Honor (HON): ______

Mother: ______

Father: ______

# of Siblings: ______ Birth Rank: ______

Sibling Notes: ______

Encumbrance Audits

Audit Date: ______ **GM Signature:** ______ **HMGMA #:** ______

Audit Date: ______ **GM Signature:** ______ **HMGMA #:** ______

Audit Date: ______ **GM Signature:** ______ **HMGMA #:** ______

Quirks and Flaws:

Skills, Talents, Proficiencies

(———) ______

Languages:

Clan History

Clan Name: ______

Clan Seat: ______

Race: ______

Alignment: ______

Clan Honor (HON): ______

Social Class: ______

Power Base: ______

Hereditary Grudges: ______

Hereditary Enemies: ______

Hereditary Allies: ______

(Attach Additional Paperwork here)

Character: _____ Alignment: _____ Player: _____

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

Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ ❑ male pattern baldness? Eyes: _____

Patron Gawd(s): _____ Handedness: _____

ABILITIES

	BASE	TEMP
STRength	. %	
DEXterity	. %	
CONstitution	. %	
INTelligence	. %	
WISdom	. %	
CHArisma	. %	
COMeliness	. %	
HONor		

Hit Prob.	Dmg. Adj.	Wt. All.	Max. Press	Opn. Drs.	B. B./ L. G.
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 Die	HON Chk Mod.	HON Bon./Pen.			
HON Window	HON Penalty Window				

MOVE/ENCUMBRANCE

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

Experience (+ _____ %)

For Next Level:

SAVING THROWS

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

Adjusted AC		VS*
Shieldless	_____	_____
Rear	_____	_____
No Dex	_____	_____
_____	_____	_____
_____	_____	_____

*vs (_____)

Armor Worn

Body: _____

Helmet: _____

Shield: _____

Other: _____

Shield Hit Points

Current Status	AC Bonus	Hits Taken
____	____	❑❑❑❑❑ ❑
____	____	❑❑❑❑❑ ❑
____	____	❑❑❑❑❑ ❑
____	+4	❑❑❑❑❑ ❑
____	+3	❑❑❑❑❑
____	+2	❑❑❑❑
____	+1	❑❑❑

Armor Hit Points

Current Status	AC	Hits Taken
____	-3	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
____	-2	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
____	-1	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
____	0	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
____	1	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
____	2	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
____	3	❑❑❑❑❑ ❑❑❑❑❑ ❑❑
____	4	❑❑❑❑❑ ❑❑❑❑❑ ❑❑
____	5	❑❑❑❑❑ ❑❑❑
____	6	❑❑❑❑❑ ❑❑
____	7	❑❑❑❑❑ ❑
____	8	❑❑
____	9	❑

HIT POINTS

CON Adj.:

HD Type:

Wounds, Ability Penalties and Temporary Conditions

Subdual Dmg.

THIEVING ABILITIES

Skill	PP	OL	FT	RT	MS	HIS	DN	CW	RL
BASE									
Race Adj.									
DEX Adj.									
Armor Adj.									
TOTAL									

ToP:

Fatigue Factor:

Fatigue Check:

SPECIAL ABILITIES AND TALENTS:

Prof?	Weapon	# Att./ Rnd.	To-hit Adj.	Dmg. Adj.	Damage vs. S/M/L	Type	Wpn Speed	Init. Mod.	Crit. BSL	Weight (lbs.)	Special
❑											
❑											
❑											
❑											
❑											
❑											

❑	**Ranged** / Range (S/M/L):	ROF	Ammo: / Tens ○○○○○ ○○○○○ ○○○○○ / Singles ❑❑❑❑❑ ❑❑❑❑
❑	**Ranged** / Range (S/M/L):	ROF	Ammo: / Tens ○○○○○ ○○○○○ ○○○○○ / Singles ❑❑❑❑❑ ❑❑❑❑
❑	**Ranged** / Range (S/M/L):	ROF	Ammo: / Tens ○○○○○ ○○○○○ ○○○○○ / Singles ❑❑❑❑❑ ❑❑❑❑
❑	**Ranged** / Range (S/M/L):	ROF	Ammo: / Tens ○○○○○ ○○○○○ ○○○○○ / Singles ❑❑❑❑❑ ❑❑❑❑

❑ = 1 bolt/arrow ○ = 10 bolts/arrows

(Attach Additional Paperwork here)

Treasure Carried

CP	SP	EP	GP	HSP	PP	Location
x1/100	x1/10	x1/2	x1	x2	x5	<< (GP Equivalents)

Treasure Stashed

CP	SP	EP	GP	HSP	PP	Location
x1/100	x1/10	x1/2	x1	x2	x5	<< (GP Equivalents)

Gems:

Jewelry:

Art:

Other:

Obligations

Nature	Amount	Due
Hireling Payments		
Lodging		
Debts		
Tithe		
Other		

Magic Items Carried

Items Stored

	Location

Armor, Weapon and Magic Item Map: **Adventuring**

Ioun Stones:

Shape of Stone	Color of Stone	Effects

Weapon, Shield or Item Carried (Rt.)

Helmet/Hat

Headgear:
Earring:
Other Piercings:

	R	L
Head, Side:		
Head, Back, low:		
Face, Side, low:		
Face, Cntr., low:		
Head, Back, upper:		
Face, Side, upper:		
Face, Cntr., upper:		
Head, top:		

Weapon, Shield or Item Carried (Lft.)

Gauntlet/Glove (Rt.)

Glove/Gauntlet:
Finger: Thumb / Index / Middle / Ring / Pinky
Bracer:
Bracelet:
Weapon, sm. (I):
Weapon, sm. (O):

	R		R
Forearm, back:		Hand, back:	
Forearm, inner:		Palm:	
Wrist, back:		Finger(s):	
Wrist, front:			

Gorget/Neck

Neck Protection:
Amulet/Medallion:
Brooch:

	R	L
Neck, Front:		
Neck, Back:		
Neck, Side:		

Gauntlet/Glove (Lt.)

Glove/Gauntlet:
Finger: Thumb / Index / Middle / Ring / Pinky
Bracer:
Bracelet:
Weapon, sm. (I):
Weapon, sm. (O):

	L		L
Forearm, back:		Hand, back:	
Forearm, inner:		Palm:	
Wrist, back:		Finger(s):	
Wrist, front:			

Upper Arm (Rt.)

Sleeve:
Elbow:
Weapon, sm. (I):
Weapon, sm. (O):

	R		R
Shoulder, Side:		Elbow:	
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

Chest/Back

Breastplate:
Cloak:
Shirt:
Robe:
Weapon, sm (FL):
Weapon, sm (FR):
Weapon, sm (SL):
Weapon, sm (SR):
Weapon, LG (BL):
Weapon, LG (BR):

	R	L
Chest:		
Side, upper:		
Back, upper:		
Back, upper middle:		
Armpit:		

Upper Arm (Lft.)

Sleeve:
Elbow:
Weapon, sm. (I):
Weapon, sm. (O):

	L		L
Shoulder, Side:		Elbow:	
Shoulder, Top:		Inner joint:	
Arm, upper outer:			
Arm, upper inner:			

Upper Leg (Rt.)

Pants:
Weapon, sm. (I):
Weapon, sm. (O):

	R
Knee:	
Knee, back:	
Hamstring:	

Lower Torso

Armor/Skirt:
Belt:
Weapon (R):
Weapon (L):
Weapon, sm (FL):
Weapon, sm (FR):
Weapon, sm (BL):
Weapon, sm (BR):

	R	L
Hip:		
Groin (male):		
Buttock:		
Abdomen, low:		
Side, lower:		
Abdomen, upper:		
Back, small of:		
Back, lower:		

Upper Leg (Lft.)

Pants:
Weapon, sm. (I):
Weapon, sm. (O):

	L
Knee:	
Knee, back:	
Hamstring:	

Boot/Lower Leg (Rt.)

Boot:
Anklet:
Sock/Slipper:
Weapon, sm. (I):
Weapon, sm. (O):

	R		R
Foot, top:		Ankle, inner:	
Heel:		Ankle, outer:	
Toe(s):		Shin	
Foot, arch:		Shin	
Calf:			

Boot/Lower Leg (Lft.)

Boot:
Anklet:
Sock/Slipper:
Weapon, sm. (I):
Weapon, sm. (O):

	L		L
Foot, top:		Ankle, inner:	
Heel:		Ankle, outer:	
Toe(s):		Shin	
Foot, arch:		Shin	
Calf:			

Armor, Weapon and Magic Item Map: **Town**

Ioun Stones:

Shape of Stone	Color of Stone	Effects

Weapon, Shield or Item Carried (Rt.)

Helmet/Hat

Headgear:
Earring:
Other Piercings:

	R	L
Head, Side:		
Head, Back, low:		
Face, Side, low:		
Face, Cntr., low:		
Head, Back, upper:		
Face, Side, upper:		
Face, Cntr., upper:		
Head, top:		

Weapon, Shield or Item Carried (Lft.)

Gauntlet/Glove (Rt.)

Glove/Gauntlet:
Finger: Thumb / Index / Middle / Ring / Pinky
Bracer:
Bracelet:
Weapon, sm. (I):
Weapon, sm. (O):

	R		R
Forearm, back:		Hand, back:	
Forearm, inner:		Palm:	
Wrist, back:		Finger(s):	
Wrist, front:			

Gauntlet/Glove (Lt.)

Glove/Gauntlet:
Finger: Thumb / Index / Middle / Ring / Pinky
Bracer:
Bracelet:
Weapon, sm. (I):
Weapon, sm. (O):

	L		L
Forearm, back:		Hand, back:	
Forearm, inner:		Palm:	
Wrist, back:		Finger(s):	
Wrist, front:			

Gorget/Neck

Neck Protection:
Amulet/Medallion:
Brooch:

	R	L
Neck, Front:		
Neck, Back:		
Neck, Side:		

Upper Arm (Rt.)

Sleeve:
Elbow:
Weapon, sm. (I):
Weapon, sm. (O):

	R		R
Shoulder, Side:		Elbow:	
Shoulder, Top:		Inner joint:	
Arm, upper outer:			
Arm, upper inner:			

Upper Arm (Lft.)

Sleeve:
Elbow:
Weapon, sm. (I):
Weapon, sm. (O):

	L		L
Shoulder, Side:		Elbow:	
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):

	R	L
Chest:		
Side, upper:		
Back, upper:		
Back, upper middle:		
Armpit:		

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):

	R
Knee:	
Knee, back:	
Hamstring:	

Upper Leg (Lft.)

Pants:
Weapon, sm. (I):
Weapon, sm. (O):

	L
Knee:	
Knee, back:	
Hamstring:	

Lower Torso

Armor/Skirt:
Belt:
Weapon (R):
Weapon (L):
Weapon, sm (FL):
Weapon, sm (FR):
Weapon, sm (BL):
Weapon, sm (BR):

	R	L
Hip:		
Groin (male):		
Buttock:		
Abdomen, low:		
Side, lower:		
Abdomen, upper:		
Back, small of:		
Back, lower:		

Boot/Lower Leg (Rt.)

Boot:
Anklet:
Sock/Slipper:
Weapon, sm. (I):
Weapon, sm. (O):

	R		R
Foot, top:		Ankle, inner:	
Heel:		Ankle, outer:	
Toe(s):		Shin	
Foot, arch:		Shin	
Calf:			

Boot/Lower Leg (Lft.)

Boot:
Anklet:
Sock/Slipper:
Weapon, sm. (I):
Weapon, sm. (O):

	L		L
Foot, top:		Ankle, inner:	
Heel:		Ankle, outer:	
Toe(s):		Shin	
Foot, arch:		Shin	
Calf:			

Inheritance

Father's Weapon: _____ Father's Helmet/Shield: _____

Father's Armor: _____ Miscellaneous Item: _____

(Attach Additional Paperwork here)

Deeds

	Location	Type of Property	Notes:
Family Business:			
Other Deeds:			

Animals

	Name	AC	Type	HD/lvl.	# AT	Dmg/Effects	HP	Skills/Abilities
Father's Mount:								
	Description/Color/Unique Markings							
Warhorse:								
	Description/Color/Unique Markings							
Riding Horse:								
	Description/Color/Unique Markings							
Pack Ape:								
	Description/Color/Unique Markings							
	Description/Color/Unique Markings							
	Description/Color/Unique Markings							
	Description/Color/Unique Markings							
	Description/Color/Unique Markings							
	Description/Color/Unique Markings							
	Description/Color/Unique Markings							
	Description/Color/Unique Markings							

(Attach Additional Paperwork here)

Tally Sheet

Encounter	Kills	Encounter	Kills	Encounter	Kills

Coupons used ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

BY Player: _____

_____

Coupons used ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ON Player: _____

_____

Most Damage Inflicted with a Single Hit: _____

Most Damage Inflicted with a Spell: _____

Most Damage Suffered in One Attack: _____

Most Damage Suffered in One Attack (Survived): _____

Number of Killing Blows: _____

Most EPs in a Single Session: _____

#Times Resurrected/Raised: _____

# of MVP Awards: _____

Biggest Honor Hit: _____

Biggest Honor Award: _____

# of Crits Dealt (Melee): ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

Severity Level: _____

# of Crits Dealt (Ranged): ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

Severity Level: _____

# of Crits Taken: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Severity Level: _____

(Attach Additional Paperwork here)

Sidekick Record

Character: _____ Sidekick of: _____

Alignment: _____ Race: _____ Class: _____ Level: _____

Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ ❑ male pattern baldness? Eyes: _____

Patron Gawd(s): _____ Handedness: _____

ABILITIES

STRength	. %	
DEXterity	. %	
CONstitution	. %	
INTelligence	. %	
WISdom	. %	
CHArisma	. %	
COMeliness	. %	
HONor		
	BASE	TEMP

Hit Prob.	Dmg. Adj.	Wt. All.	Max. Press	Opn. Drs.	B. B./ L. G.
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					

HON Die	HON Chk Mod.	HON Bonus/Penalty

MOVEMENT/ Encumbrance

Base Rate _____

Unencumbered _____

Lgt. ( ) _____

Mod.( ) _____

Hvy. ( ) _____

Svr. ( ) _____

Run (x2) _____

ToP: _____

Fatigue Factor: _____

Fatigue Check: _____

SAVING THROWS

_____	Paralyzation, Poison, Death Magic	_____
_____	Rod, Staff, or Wand	_____
_____	Petrifaction, HackFrenzy, HackLust, Polymorph	_____
_____	Breath Wpn.	_____
_____	Apology	_____
_____	Spells	_____
Modifier		Save

Fame:

Armor HP

Shield HP

HIT POINTS

CON Adj.:

HD type:

Wounds

Subdual Dmg.

ARMOR

AC

Adjusted AC

Surprised _____

Shieldless _____

Rear _____

Defenses _____

Armor Type (Pieces)

_____

_____

_____

COMBAT

Weapon	Mag. Adj.	Type	Range	Speed Factor	Damage vs. S/M/L	Crit. BSL

Special Attacks _____

Ammunition: _____

Tens ○○○○○ ○○○○○ ○○○○○ ○○○○○

Singles ❑❑❑❑❑ ❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

❑ = 1 bolt/arrow ○ = 10 bolts/arrows

Quirks & Flaws

_____

Special Abilities • Languages

_____

Skills • Talents • Proficiencies

( )

( )

( )

( )

( )

( )

( )

( )

( )

( )

Gear

Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.
			Encumbrance Audit Date/GM: _____ Date/GM: _____			Total Weight = _____ Date/GM: _____		

Supplies

	Weeks	Days
Water	❑❑❑❑❑	○ ○ ○
	❑❑❑❑❑	○ ○ ○
Iron Rations	❑❑❑❑❑	○ ○ ○
	❑❑❑❑❑	○ ○ ○
Standard Rations	❑❑❑❑❑	○ ○ ○
	❑❑❑❑❑	○ ○ ○
Feed	❑❑❑❑❑	○ ○ ○
	❑❑❑❑❑	○ ○ ○

❑ = 1 week (7 days) ○ = 1 day

Experience

For Next Level

Treasure

Coins	Other Valuables

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

Character Family History

Circumstances of Birth _____

Birth Date _____ Birth Rank _____

Social Class _____

Family Heritage (HON) _____

Mother _____ # Siblings _____

Father _____

Sibling Status _____

Family/Clan _____

Homeland _____

Liege/Patron _____

Patron Gawd _____

Hereditary Grudges _____

Henchmen/Cronies/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* _____

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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 _____

(Attach Additional Paperwork here)

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

(Attach Additional Paperwork here)

Henchman Tracking Sheet

Name	AC	Race	Class	Lvl	#AT	Dmg	Skills/Abilities	Cost

Disciplinary Notes:

Armor: AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐ AC: ___ ☐☐☐☐☐ ☐ AC: ___ ☐☐☐☐ AC: ___ ☐☐ AC: ___ ☐

Shield: + ___ ☐☐☐☐☐ ☐ + ___ ☐☐☐☐☐ + ___ ☐☐☐☐ + ___ ☐☐☐

Manner of Demise: _____ HP: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Name	AC	Race	Class	Lvl	#AT	Dmg	Skills/Abilities	Cost

Disciplinary Notes:

Armor: AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐ AC: ___ ☐☐☐☐☐ ☐ AC: ___ ☐☐☐☐ AC: ___ ☐☐ AC: ___ ☐

Shield: + ___ ☐☐☐☐☐ ☐ + ___ ☐☐☐☐☐ + ___ ☐☐☐☐ + ___ ☐☐☐

Manner of Demise: _____ HP: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Name	AC	Race	Class	Lvl	#AT	Dmg	Skills/Abilities	Cost

Disciplinary Notes:

Armor: AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐ AC: ___ ☐☐☐☐☐ ☐ AC: ___ ☐☐☐☐ AC: ___ ☐☐ AC: ___ ☐

Shield: + ___ ☐☐☐☐☐ ☐ + ___ ☐☐☐☐☐ + ___ ☐☐☐☐ + ___ ☐☐☐

Manner of Demise: _____ HP: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Name	AC	Race	Class	Lvl	#AT	Dmg	Skills/Abilities	Cost

Disciplinary Notes:

Armor: AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐ AC: ___ ☐☐☐☐☐ ☐ AC: ___ ☐☐☐☐ AC: ___ ☐☐ AC: ___ ☐

Shield: + ___ ☐☐☐☐☐ ☐ + ___ ☐☐☐☐☐ + ___ ☐☐☐☐ + ___ ☐☐☐

Manner of Demise: _____ HP: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Name	AC	Race	Class	Lvl	#AT	Dmg	Skills/Abilities	Cost

Disciplinary Notes:

Armor: AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐ AC: ___ ☐☐☐☐☐ ☐ AC: ___ ☐☐☐☐ AC: ___ ☐☐ AC: ___ ☐

Shield: + ___ ☐☐☐☐☐ ☐ + ___ ☐☐☐☐☐ + ___ ☐☐☐☐ + ___ ☐☐☐

Manner of Demise: _____ HP: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Name	AC	Race	Class	Lvl	#AT	Dmg	Skills/Abilities	Cost

Disciplinary Notes:

Armor: AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐ AC: ___ ☐☐☐☐☐ ☐ AC: ___ ☐☐☐☐ AC: ___ ☐☐ AC: ___ ☐

Shield: + ___ ☐☐☐☐☐ ☐ + ___ ☐☐☐☐☐ + ___ ☐☐☐☐ + ___ ☐☐☐

Manner of Demise: _____ HP: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Name	AC	Race	Class	Lvl	#AT	Dmg	Skills/Abilities	Cost

Disciplinary Notes:

Armor: AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐ AC: ___ ☐☐☐☐☐ ☐ AC: ___ ☐☐☐☐ AC: ___ ☐☐ AC: ___ ☐

Shield: + ___ ☐☐☐☐☐ ☐ + ___ ☐☐☐☐☐ + ___ ☐☐☐☐ + ___ ☐☐☐

Manner of Demise: _____ HP: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Name	AC	Race	Class	Lvl	#AT	Dmg	Skills/Abilities	Cost

Disciplinary Notes:

Armor: AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐ AC: ___ ☐☐☐☐☐ ☐ AC: ___ ☐☐☐☐ AC: ___ ☐☐ AC: ___ ☐

Shield: + ___ ☐☐☐☐☐ ☐ + ___ ☐☐☐☐☐ + ___ ☐☐☐☐ + ___ ☐☐☐

Manner of Demise: _____ HP: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Stronghold/Castle

(Attach Additional Paperwork here)

Location:

Description (in brief):

Liege(s):

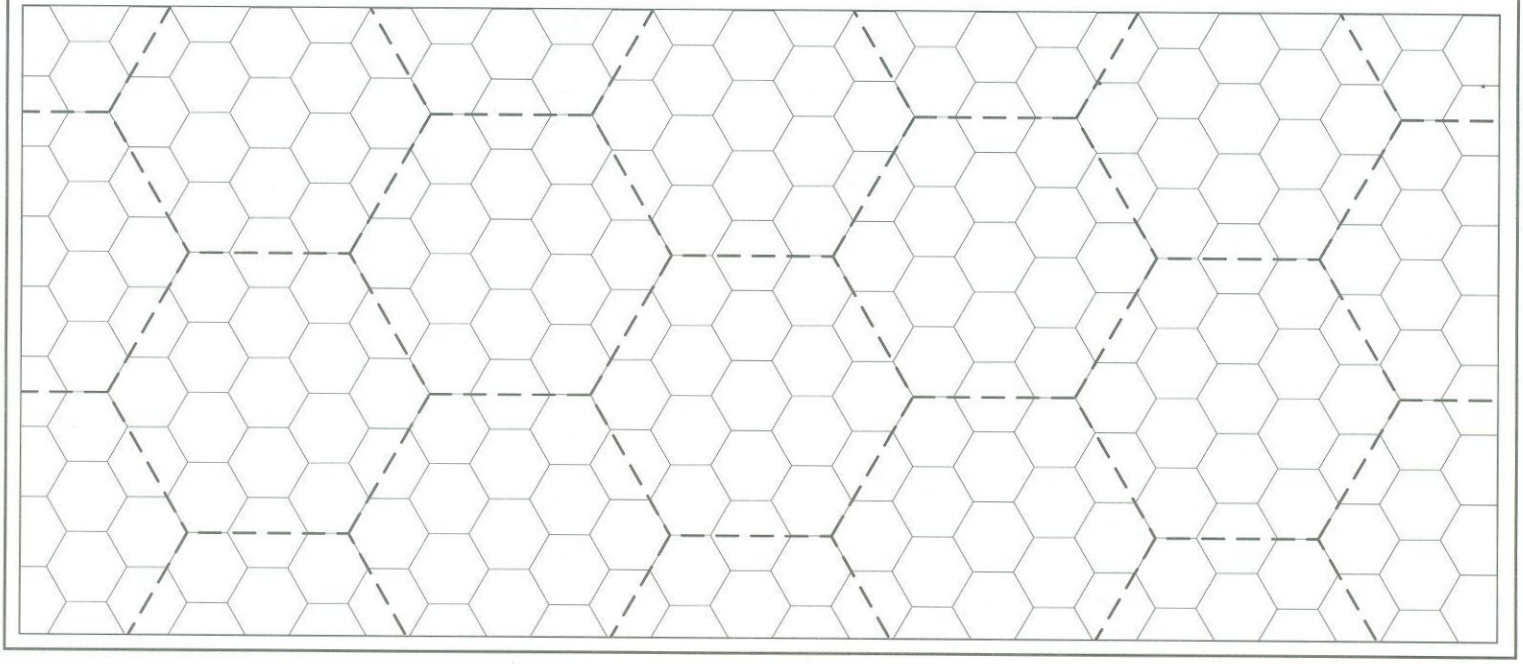
Vassals:

Towns, Villages and Thorps:

Manse/Main House:

Manor Defenses and Magic:

Overhead View of General Layout of Manor and Defenses:



(Attach Additional Paperwork here)

Followers Tracking Sheet

Commander	AC	Race	Class	Lvl	#AT	Dmg	Skills/Abilities	Cost

Disciplinary Notes:

Armor: AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐ AC: ___ ☐☐☐☐☐ ☐ AC: ___ ☐☐☐☐ AC: ___ ☐☐ AC: ___ ☐

Shield: + ___ ☐☐☐☐☐ ☐ + ___ ☐☐☐☐☐ + ___ ☐☐☐☐ + ___ ☐☐☐

Notes: _____ HP: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Unit Name	AC	Race	Class/Type	Lvl	#AT	Dmg	Skills/Abilities	Cost

Armor type: _____ Shield type: _____ Weapons: _____ Disciplinary Notes:

Armor: AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐ AC: ___ ☐☐☐☐☐ ☐ AC: ___ ☐☐☐☐ AC: ___ ☐☐ AC: ___ ☐

Shield: + ___ ☐☐☐☐☐ ☐ + ___ ☐☐☐☐☐ + ___ ☐☐☐☐ + ___ ☐☐☐

Number in Unit/Notes: _____ HP: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Unit Name	AC	Race	Class/Type	Lvl	#AT	Dmg	Skills/Abilities	Cost

Armor type: _____ Shield type: _____ Weapons: _____ Disciplinary Notes:

Armor: AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐ AC: ___ ☐☐☐☐☐ ☐ AC: ___ ☐☐☐☐ AC: ___ ☐☐ AC: ___ ☐

Shield: + ___ ☐☐☐☐☐ ☐ + ___ ☐☐☐☐☐ + ___ ☐☐☐☐ + ___ ☐☐☐

Number in Unit/Notes: _____ HP: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Unit Name	AC	Race	Class/Type	Lvl	#AT	Dmg	Skills/Abilities	Cost

Armor type: _____ Shield type: _____ Weapons: _____ Disciplinary Notes:

Armor: AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐ AC: ___ ☐☐☐☐☐ ☐ AC: ___ ☐☐☐☐ AC: ___ ☐☐ AC: ___ ☐

Shield: + ___ ☐☐☐☐☐ ☐ + ___ ☐☐☐☐☐ + ___ ☐☐☐☐ + ___ ☐☐☐

Number in Unit/Notes: _____ HP: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Unit Name	AC	Race	Class/Type	Lvl	#AT	Dmg	Skills/Abilities	Cost

Armor type: _____ Shield type: _____ Weapons: _____ Disciplinary Notes:

Armor: AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐ AC: ___ ☐☐☐☐☐ ☐ AC: ___ ☐☐☐☐ AC: ___ ☐☐ AC: ___ ☐

Shield: + ___ ☐☐☐☐☐ ☐ + ___ ☐☐☐☐☐ + ___ ☐☐☐☐ + ___ ☐☐☐

Number in Unit/Notes: _____ HP: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ELITE Unit Name	AC	Race	Class/Type	Lvl	#AT	Dmg	Skills/Abilities	Cost

Disciplinary Notes:

Weapons: Number in Unit: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Armor: Worn: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

HP: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ AC: ___ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

(Attach Additional Paperwork here)

Protégé Record

Character: _____ Protégé of: _____

Alignment: _____ Race: _____ Class: _____ Level: _____

Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ ❑ male pattern baldness? Eyes: _____

Patron Gawd(s): _____ Handedness: _____

ABILITIES

	BASE	TEMP
STRength	. %	
DEXterity	. %	
CONstitution	. %	
INTelligence	. %	
WISdom	. %	
CHArisma	. %	
COMeliness	. %	
HONor		

Hit Prob.	Dmg. Adj.	Wt. All.	Max. Press	Opn. Drs.	B. B./ L. G.
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 Die	HON Chk Mod.	HON Bon./Pen.			
HON Window	HON Penalty Window				

MOVE/ENCUMBRANCE

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

Experience (+ _____ %)

For Next Level:

SAVING THROWS

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

MODIFIER **SAVE**

Adjusted AC		VS*
Surprised	_____	_____
Shieldless	_____	_____
Rear	_____	_____
Prone	_____	_____
Held	_____	_____

*vs (_____)

Armor Hits Taken

❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Shield Hits Taken

❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

QUIRKS AND FLAWS, ETC.: _____

Armor Worn

Body: _____
Helmet: _____
Shield: _____
Other: _____

HIT POINTS

CON Adj.:

HD Type:

Wounds:

Subdual Dmg.

SKILLS, LANGUAGES, PROFICIENCIES, ETC.: _____

(_____) _____
(_____) _____
(_____) _____
(_____) _____
(_____) _____
(_____) _____
(_____) _____
(_____) _____

Morale

Threshold of Pain:

Fatigue Factor:

Fatigue Check:

Coins/Treasure

SPECIAL ABILITIES AND TALENTS: _____

PROF?	WEAPON	# ATT./ RND.	TO-HIT ADJ.	DMG. ADJ.	DAMAGE VS. S/M/L	TYPE	WPN SPEED	INIT. MOD.	CRIT. BSL	WEIGHT (LBS.)	SPECIAL
❑											
❑											
❑											
❑											
❑											
❑											

	RANGED	ROF	AMMO: SINGLES ❑❑❑❑❑ ❑❑❑❑
❑	RANGE (S/M/L):		TENS ○○○○○ ○○○○○ ○○○○○
	RANGED	ROF	AMMO: SINGLES ❑❑❑❑❑ ❑❑❑❑
❑	RANGE (S/M/L):		TENS ○○○○○ ○○○○○ ○○○○○
	RANGED	ROF	AMMO: SINGLES ❑❑❑❑❑ ❑❑❑❑
❑	RANGE (S/M/L):		TENS ○○○○○ ○○○○○ ○○○○○
	RANGED	ROF	AMMO: SINGLES ❑❑❑❑❑ ❑❑❑❑
❑	RANGE (S/M/L):		TENS ○○○○○ ○○○○○ ○○○○○

(Attach Additional Paperwork here)

Protégé Record

Character: _____ Protégé of: _____

Alignment: _____ Race: _____ Class: _____ Level: _____

Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ ❑ male pattern baldness? Eyes: _____

Patron Gawd(s): _____ Handedness: _____

ABILITIES

. %	STRength
. %	DEXterity
. %	CONstitution
. %	INTelligence
. %	WISdom
. %	CHArisma
. %	COMeliness
	HONor
BASE	TEMP

Hit Prob.	Dmg. Adj.	Wt. All.	Max. Press	Opn. Drs.	B. B./ L. G.
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 Die	HON Chk Mod.	HON Bon./Pen.			
HON Window	HON Penalty Window				

MOVE/ENCUMBRANCE

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

Experience (+ _____ %)

For Next Level:

SAVING THROWS

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

Adjusted AC		VS*
Surprised	_____	_____
Shieldless	_____	_____
Rear	_____	_____
Prone	_____	_____
Held	_____	_____

*vs (_____)

Armor Hits Taken

❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Shield Hits Taken

❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

QUIRKS AND FLAWS, ETC.: _____

Armor Worn

Body: _____
Helmet: _____
Shield: _____
Other: _____

HIT POINTS	CON Adj.:
	HD Type:

Wounds:

Subdual Dmg.

Threshold of Pain:

Fatigue Factor:

Fatigue Check:

SKILLS, LANGUAGES, PROFICIENCIES, ETC.: _____

(_____) _____
(_____) _____
(_____) _____
(_____) _____
(_____) _____
(_____) _____
(_____) _____
(_____) _____

Morale

Coins/Treasure

SPECIAL ABILITIES AND TALENTS: _____

PROF?	WEAPON	# ATT./ RND.	TO-HIT ADJ.	DMG. ADJ.	DAMAGE VS. S/M/L	TYPE	WPN SPEED	INIT. MOD.	CRIT. BSL	WEIGHT (LBS.)	SPECIAL
❑											
❑											
❑											
❑											
❑											
❑											

❑	**RANGED**	ROF	Ammo: Singles ❑❑❑❑❑ ❑❑❑❑
	Range (S/M/L):		Tens ○○○○○ ○○○○○ ○○○○○
❑	**RANGED**	ROF	Ammo: Singles ❑❑❑❑❑ ❑❑❑❑
	Range (S/M/L):		Tens ○○○○○ ○○○○○ ○○○○○
❑	**RANGED**	ROF	Ammo: Singles ❑❑❑❑❑ ❑❑❑❑
	Range (S/M/L):		Tens ○○○○○ ○○○○○ ○○○○○
❑	**RANGED**	ROF	Ammo: Singles ❑❑❑❑❑ ❑❑❑❑
	Range (S/M/L):		Tens ○○○○○ ○○○○○ ○○○○○

Magic-User Spellbook

(Attach Additional Paperwork here)

Spells per Day: 1st___; 2nd___; 3rd___; 4th___; 5th___; 6th___; 7th___.

Memorized — **1st Level Spells**

Memorized — **2nd Level Spells**

Memorized — **3rd Level Spells**

Memorized — **4th Level Spells**

Memorized — **5th Level Spells**

Memorized — **6th Level Spells**

Memorized — **7th Level Spells**

Memorized — **8th Level Spells**

Memorized — **9th Level Spells**

Memorized — **Cantrips**

Cleric Spells

Spells per Day: 1st___; 2nd___; 3rd___; 4th___; 5th___; 6th___; 7th___.

Memorized	1st Level Spells
☐☐☐☐☐	Befriend *
☐☐☐☐☐	Bless *
☐☐☐☐☐	Ceremony
☐☐☐☐☐	Combine
☐☐☐☐☐	Command
☐☐☐☐☐	Create Water *
☐☐☐☐☐	Cure Light Wounds *
☐☐☐☐☐	Detect Evil *
☐☐☐☐☐	Detect Magic
☐☐☐☐☐	Endure Heat / Cold
☐☐☐☐☐	Flutter Soft
☐☐☐☐☐	Invisibility to Undead
☐☐☐☐☐	Light *
☐☐☐☐☐	Magical Stone
☐☐☐☐☐	Protection from Evil *
☐☐☐☐☐	Purify Food/Drink *
☐☐☐☐☐	Remove Fear *
☐☐☐☐☐	Sanctuary
☐☐☐☐☐	Walking Corpse
☐☐☐☐☐	_____
☐☐☐☐☐	_____

Memorized	2nd Level Spells
☐☐☐☐☐	Aid
☐☐☐☐☐	Animated Corpse
☐☐☐☐☐	Augury
☐☐☐☐☐	Chant
☐☐☐☐☐	Cure Moderate Wounds *
☐☐☐☐☐	Detect Charm *
☐☐☐☐☐	Diminished Rite
☐☐☐☐☐	Dust Devil
☐☐☐☐☐	Enthrall
☐☐☐☐☐	Find Traps
☐☐☐☐☐	Heal Light Wounds
☐☐☐☐☐	Know Alignment *
☐☐☐☐☐	Premonition
☐☐☐☐☐	Resist Fire / Cold
☐☐☐☐☐	Rigor Mortis
☐☐☐☐☐	Silence, 15' Radius
☐☐☐☐☐	Slow Poison
☐☐☐☐☐	Snake Charm
☐☐☐☐☐	Speak w/Animals
☐☐☐☐☐	Spiritual Hammer
☐☐☐☐☐	Withdraw
☐☐☐☐☐	Wyvern Watch
☐☐☐☐☐	_____
☐☐☐☐☐	_____

Memorized	3rd Level Spells
☐☐☐☐☐	Animate Dead
☐☐☐☐☐	Cloudburst
☐☐☐☐☐	Continual Light *
☐☐☐☐☐	Create Food/Water
☐☐☐☐☐	Cure Blind/Deaf *
☐☐☐☐☐	Cure Disease *
☐☐☐☐☐	Cure Nasty Wound *
☐☐☐☐☐	Dispel Magic
☐☐☐☐☐	Feign Death
☐☐☐☐☐	Flame Walk
☐☐☐☐☐	Glyph of Warding
☐☐☐☐☐	Heal Moderate Wound
☐☐☐☐☐	Lesser Reanimation
☐☐☐☐☐	Locate Object *
☐☐☐☐☐	Magical Vestment
☐☐☐☐☐	Meld into Stone
☐☐☐☐☐	Neg. Plane Protection
☐☐☐☐☐	Prayer
☐☐☐☐☐	Remove Curse *
☐☐☐☐☐	Remove Paralysis
☐☐☐☐☐	Speak to the Dead
☐☐☐☐☐	Stirring Sermon
☐☐☐☐☐	Ward Off Evil *
☐☐☐☐☐	Water Walk
☐☐☐☐☐	White Hot Metal
☐☐☐☐☐	_____

Memorized	4th Level Spells
☐☐☐☐☐	Abjure
☐☐☐☐☐	Cloak of Bravery *
☐☐☐☐☐	Cure Serious Wound *
☐☐☐☐☐	Detect Lie *
☐☐☐☐☐	Divination
☐☐☐☐☐	Free Action
☐☐☐☐☐	Giant Insect *
☐☐☐☐☐	Heal Nasty Wound
☐☐☐☐☐	Imbue w/Spell Ability
☐☐☐☐☐	Lower Water *
☐☐☐☐☐	Minor Raise Dead
☐☐☐☐☐	Neutralize Poison *
☐☐☐☐☐	No Fear
☐☐☐☐☐	Spell Immunity
☐☐☐☐☐	Spike Stones
☐☐☐☐☐	Sticks to Snakes *
☐☐☐☐☐	Tongues *
☐☐☐☐☐	Touch of Dead
☐☐☐☐☐	_____
☐☐☐☐☐	_____

Memorized	5th Level Spells
☐☐☐☐☐	Air Walk
☐☐☐☐☐	Atonement
☐☐☐☐☐	Break Hex
☐☐☐☐☐	Commune
☐☐☐☐☐	Cure Critical Wounds *
☐☐☐☐☐	Detect Ulterior Motives
☐☐☐☐☐	Dispel Evil *
☐☐☐☐☐	Flame Strike
☐☐☐☐☐	Heal Serious Wounds
☐☐☐☐☐	Insect Plague
☐☐☐☐☐	Magic Font
☐☐☐☐☐	Plane Shift
☐☐☐☐☐	Quest
☐☐☐☐☐	Rainbow
☐☐☐☐☐	Raise Dead *
☐☐☐☐☐	Rigor Mortis, 10' radius
☐☐☐☐☐	Spike Growth
☐☐☐☐☐	True Seeing *
☐☐☐☐☐	_____
☐☐☐☐☐	_____

Memorized	6th Level Spells
☐☐☐☐☐	Aerial Servant
☐☐☐☐☐	Animate Object
☐☐☐☐☐	Blade Barrier
☐☐☐☐☐	Conjure Animals
☐☐☐☐☐	Cure-All *
☐☐☐☐☐	Find the Path *
☐☐☐☐☐	Forbiddance
☐☐☐☐☐	Heal Critical Wound
☐☐☐☐☐	Heroes' Feast
☐☐☐☐☐	Stone Tell
☐☐☐☐☐	Word of Recall
☐☐☐☐☐	_____
☐☐☐☐☐	_____

Memorized	7th Level Spells
☐☐☐☐☐	Astral Spell
☐☐☐☐☐	Control Weather
☐☐☐☐☐	Earthquake
☐☐☐☐☐	Exaction
☐☐☐☐☐	Gate
☐☐☐☐☐	Holy Word *
☐☐☐☐☐	Regeneration *
☐☐☐☐☐	Restoration *
☐☐☐☐☐	Restorative Cure-All
☐☐☐☐☐	Resurrection *
☐☐☐☐☐	Succor *
☐☐☐☐☐	Sunray
☐☐☐☐☐	Symbol
☐☐☐☐☐	Wind Walk
☐☐☐☐☐	_____
☐☐☐☐☐	_____

Druid Spells

Spells per Day: 1st___; 2nd___; 3rd___; 4th___; 5th___; 6th___; 7th___.

Memorized	1st Level Spells
☐☐☐☐☐	Animal Friendship
☐☐☐☐☐	Ceremony
☐☐☐☐☐	Cure Minor Injury *
☐☐☐☐☐	Detect Balance
☐☐☐☐☐	Detect Magic
☐☐☐☐☐	Detect Poison
☐☐☐☐☐	Detect Snares/Pits
☐☐☐☐☐	Entangle
☐☐☐☐☐	Faerie Fire
☐☐☐☐☐	Fog Vision
☐☐☐☐☐	Invisibility to Animals
☐☐☐☐☐	Locate Animals/Plants
☐☐☐☐☐	Pass w/o Trace
☐☐☐☐☐	Precipitation
☐☐☐☐☐	Predict Weather
☐☐☐☐☐	Purify Water *
☐☐☐☐☐	Shillelagh
☐☐☐☐☐	Speak w/Animals
☐☐☐☐☐	_____
☐☐☐☐☐	_____
☐☐☐☐☐	_____
☐☐☐☐☐	_____
☐☐☐☐☐	_____

Memorized	2nd Level Spells
☐☐☐☐☐	Barkskin
☐☐☐☐☐	Charm Person
☐☐☐☐☐	Create Water *
☐☐☐☐☐	Cure Light Wounds *
☐☐☐☐☐	Feign Death
☐☐☐☐☐	Fire Trap
☐☐☐☐☐	Flame Blade
☐☐☐☐☐	Goodberry *
☐☐☐☐☐	Heat Metal *
☐☐☐☐☐	Messenger
☐☐☐☐☐	Obscurement
☐☐☐☐☐	Produce Flame
☐☐☐☐☐	Reflecting Pool
☐☐☐☐☐	Slow Poison
☐☐☐☐☐	Trip
☐☐☐☐☐	Warp Wood *
☐☐☐☐☐	_____
☐☐☐☐☐	_____
☐☐☐☐☐	_____
☐☐☐☐☐	_____
☐☐☐☐☐	_____

Memorized	3rd Level Spells
☐☐☐☐☐	Call Lightning
☐☐☐☐☐	Cloudburst
☐☐☐☐☐	Cure Disease *
☐☐☐☐☐	Heal Light Wounds
☐☐☐☐☐	Hold Animal
☐☐☐☐☐	Know Alignment *
☐☐☐☐☐	Neutralize Poison *
☐☐☐☐☐	Plant Growth
☐☐☐☐☐	Protection from Fire
☐☐☐☐☐	Pyrotechnics
☐☐☐☐☐	Snare
☐☐☐☐☐	Spike Growth
☐☐☐☐☐	Starshine
☐☐☐☐☐	Stone Shape
☐☐☐☐☐	Summon Insects
☐☐☐☐☐	Tree
☐☐☐☐☐	Water Breathing *
☐☐☐☐☐	White Hot Metal
☐☐☐☐☐	Wood Shape
☐☐☐☐☐	_____
☐☐☐☐☐	_____
☐☐☐☐☐	_____
☐☐☐☐☐	_____
☐☐☐☐☐	_____

Memorized	4th Level Spells
☐☐☐☐☐	Animal Summoning I
☐☐☐☐☐	Call Woodland Beings
☐☐☐☐☐	Control Temp., 10' radius
☐☐☐☐☐	Cure Serious Wounds *
☐☐☐☐☐	Dispel Magic
☐☐☐☐☐	Grow
☐☐☐☐☐	Halluc. Forest *
☐☐☐☐☐	Hold Plant
☐☐☐☐☐	Plant Door
☐☐☐☐☐	Produce Fire *
☐☐☐☐☐	Protect. from Lightning
☐☐☐☐☐	Repel Insects
☐☐☐☐☐	Speak W/ Plants
☐☐☐☐☐	Stone Passage
☐☐☐☐☐	_____
☐☐☐☐☐	_____

Memorized	5th Level Spells
☐☐☐☐☐	Animal Growth *
☐☐☐☐☐	Animal Summoning II
☐☐☐☐☐	Anti-Plant Shell
☐☐☐☐☐	Commune w/Nature
☐☐☐☐☐	Control Winds
☐☐☐☐☐	Heal Serious Wounds
☐☐☐☐☐	Insect Plague
☐☐☐☐☐	Lesser Reincarnation
☐☐☐☐☐	Moonbeam
☐☐☐☐☐	Pass Plant
☐☐☐☐☐	Protection from Acid
☐☐☐☐☐	Protect. from Petrificat.
☐☐☐☐☐	Spike Stones
☐☐☐☐☐	Sticks to Snakes *
☐☐☐☐☐	Trans. Rock to Mud *
☐☐☐☐☐	Wall of Fire
☐☐☐☐☐	_____
☐☐☐☐☐	_____
☐☐☐☐☐	_____

Memorized	6th Level Spells
☐☐☐☐☐	Animal Summoning III
☐☐☐☐☐	Anti-Animal Shell
☐☐☐☐☐	Conjure Fire Elemental *
☐☐☐☐☐	Cure Critical Wounds *
☐☐☐☐☐	Feeblemind
☐☐☐☐☐	Fire Seeds
☐☐☐☐☐	Liveoak
☐☐☐☐☐	Trans. Water to Dust *
☐☐☐☐☐	Transport via Plants
☐☐☐☐☐	Turn Wood
☐☐☐☐☐	Wall of Thorns
☐☐☐☐☐	Weather Summoning
☐☐☐☐☐	_____
☐☐☐☐☐	_____
☐☐☐☐☐	_____

Memorized	7th Level Spells
☐☐☐☐☐	Animate Rock
☐☐☐☐☐	Cause Inclement Weather
☐☐☐☐☐	Changestaff
☐☐☐☐☐	Chariot of Sustarre
☐☐☐☐☐	Confusion
☐☐☐☐☐	Conjure Earth Elemental *
☐☐☐☐☐	Control Weather
☐☐☐☐☐	Creeping Doom
☐☐☐☐☐	Finger of Death
☐☐☐☐☐	Fire Storm *
☐☐☐☐☐	Heal Critical Wounds
☐☐☐☐☐	Reincarnate
☐☐☐☐☐	Repel Living Creat./Plants
☐☐☐☐☐	Sunray
☐☐☐☐☐	Trans. Metal to Wood
☐☐☐☐☐	Trans. Rock to Lava
☐☐☐☐☐	_____
☐☐☐☐☐	_____
☐☐☐☐☐	_____

*** = Reversible**

Character Sketch

Descriptive Adjectives*:

Acclaimed	Clear-headed	Evil	Loving	Shiftless
Adequate	Commonplace	Gawdless	Loyal	Trustworthy
Adopted	Compliant	Gawdly	Lying	Twisted
Apathetic	Contemptible	Generous	Merry	Unfeeling
Apparent(ly)	Deceitful	Genial	Moral	Unfocused
Bastard	Decrepit	Greedy	Morally Bankrupt	Unholy
Beloved	Dependable	Handsome	Noble	Unreliable
Brutish	Despised	Hard-working	Notorious	Untrustworthy
Bumbling	Disease-ridden	Heir	Pleasant	Unusual
Busy-body	Dishonorable	Honored	Reliable	Unwavering
Caring	Distinguished	Ignoble	Renowned	Upstanding
Celebrated	Easy-going	Immoral	Reputable	Useless
Chaotic	Emotionless	Industrious	Righteous	Well-intentioned
Cheating	Esteemed	Lazy	Selfish	Worthless

Relations*

Acquaintance	Companion	Liege
Associate	Cousin	Mother
Aunt	Daughter	Sister
Brother	Father	Son
Church	Friend	Step-
Colleague	In-Law	Uncle

* These terms have been provided for convenient reference when filling out the Last Will on the back cover of this Player Character Record.

Enemies

Clues

Goals

Notes:

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

LAST WILL OF _____
<Proper Name>

I, _____ _____, a resident of _____ _____
<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 _____;
Other: Yes ❑ No ❑ _____;
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_____
<Proper Name> <location>

	Name	Signed	Dated
Witnessed by:	_____	_____	_____
Witnessed by:	_____	_____	_____
Witnessed by:	_____	_____	_____

_____
Signature

❑ I certify this character to be HackMaster Legal.

GM: _____ **HMA Membership #:**_____ **Revision #:** ___

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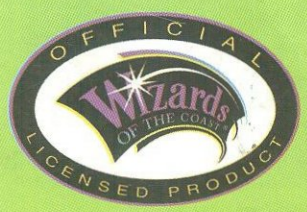

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