HackMaster

Character Record

Character: _____ Class: _____ Level: ____ Alignment: ____

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

Patron God(s): _____ (Anointed? Y ❑ N ❑) Handedness: _____

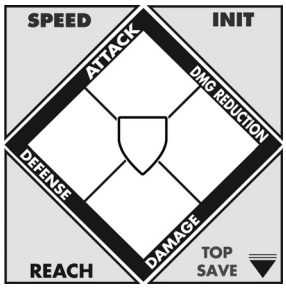
Experience — For Next Level:
2nd = 400
3rd = 1200
4th = 2200
5th = 3400
6th = 4850
7th = 6600
8th = 8700
9th = 11,200
10th = 14,150

Quick References
Observation Check:
Listening Check:
Feat of Strength:
Turn Undead:

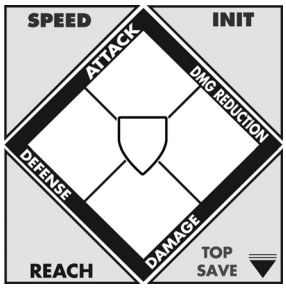
ABILITIES

/ %	STR	Dmg. Mod. / Feat of Str. / Lift (lbs) / Carry (lbs) / Drag (lbs)
/ %	INT	Attack Mod.
/ %	WIS	Init Mod. / Defense Mod. / Mental Saving Throw Bonus
/ %	DEX	Init Mod. / Attack Mod. / Defense Mod. / Dodge Saving Throw Bonus / Feat of Agility
/ %	CON	Physical Saving Throw Bonus
/ %	LKS	
/ %	CHA	Turning Mod. / Morale Mod.
Honor		HON Window / HON Penalty Window / Honor Bonuses or Penalties:
Fame		Category of Fame:

Morale: ❍ Hero ❍ Fearless ❍ Brave ❍ Steady ❍ Nervous ❍ Cowardly



combat profile for:



combat profile for:

Previous Hit Point Roll

Luck Points

Threshold of Pain

Accumulated Building Points

Armor Worn
Body: _____ (damage reduction = ___)
Shield: _____ (+ ___ defense, absorbs ___ hp)

Damage Tracker ❑❑❑❑❑ ❑❑❑❑❑ -1 ❑❑❑❑❑ ❑❑❑❑❑
-2 ❑❑❑❑❑ ❑❑❑❑❑ -3 ❑❑❑❑❑ ❑❑❑❑❑

Fatigue Factor

Combat Profile with Melee Weapon: _____

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic	Total	
									Attack Bonus
									Speed
									Initiative
									Defense
									Damage

Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Hit Points: _____

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

Combat Profile with Missile Weapon: _____

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic	Total	
									Attack Bonus
									Speed
									Initiative
									Damage

Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Rate of Fire	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 -	d20p
	d20p-4
	d20p-6
	d20p-8

Spells*

Level	Memorized?	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
Apprentice	❍							
Journeyman	❍							
1	❍							
2	❍							
3	❍							
4	❍							
5	❍							
6	❍							
7	❍							
8	❍							
9	❍							
10	❍							

Total Spell Points _____

Spell Point Tracker

Hundreds ❑❑❑❑❑ ❑❑❑❑❑ ❑
Tens ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍
❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍
Singles ❑❑❑❑❑ ❑❑❑❑

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

TREASURE STOWED (in packs, bags, etc.)

TRADE COINS	CP	SP	GP	LOCATION

PROFICIENCIES

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS

TALENTS & RACIAL ABILTIES | **BENEFITS:**

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.

SKILLS

Universal Skills	Mastery†
Acting (Lks, Cha)	_____%
Animal Husbandry (Wis)	_____%
Animal Mimicry (Wis)	_____%
Boating (Wis)	_____%
Cartography* (Int)	_____%
Climbing/Rappelling (Str, Dex)	_____%
Current Affairs (Wis)	_____%
Diplomacy (Cha)	_____%
Disguise (Int, Cha)	_____%
Distraction (Cha)	_____%
Escape Artist (Int, Dex)	_____%
Fire-Building (Wis)	_____%
Glean Info. (Int, Wis, Cha)	_____%
Hiding (Int, Dex)	_____%
Interrogation (Wis, Cha)	_____%
Intimidation (Str, Cha)	_____%
Jumping (Str)	_____%

* Cartography is Universal for those with the Literacy skill

Law (Int)	_____%
Listening (Wis)	_____%
Observation (Wis)	_____%
Oration (Cha)	_____%
Persuasion (Cha)	_____%
Pick Pocket (Dex)	_____%
Reading Lips (Int)	_____%
Recruiting (Cha)	_____%
Resist Persuasion (Wis)	_____%
Rope Use (Dex)	_____%
Salesmanship (Int, Wis, Cha)	_____%
Scrutiny (Wis)	_____%
Seduction, Art of (Cha, Lks)	_____%
Skilled Liar (Cha)	_____%
Sneaking (Dex)	_____%
Survival (Wis, Con)	_____%
Torture (Int)	_____%
Tracking (Wis)	_____%

† Mastery is equal to lowest relevant ability unless additional BP spent

Other Skills	Mastery
	_____%