

HackMaster

Character Record

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

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

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

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		
	Fame	HONOR BONUSES OR PENALTIES:					
		CATEGORY OF FAME:					

Morale: Hero Fearless Brave Steady Nervous Cowardly

Armor Worn

Body: _____ (damage reduction = ___)

Shield: _____ (+ ___ defense, absorbs ___ hp)

DAMAGE TRACKER
 -2 -1
 -3



ACCUMULATED BUILDING POINTS

EXPERIENCE

FOR NEXT LEVEL:

- 2ND = 400
- 3RD = 1200
- 4TH = 2200
- 5TH = 3400
- 6TH = 4850
- 7TH = 6600
- 8TH = 8700
- 9TH = 11200
- 10TH = 14150



HIT POINTS: _____ **PREVIOUS HIT POINT ROLL:** _____

	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 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	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

COMBAT PROFILE WITH MISSILE 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	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

SPELLS*

LEVEL	MEMORIZED?	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>	_____						
JOURNEYMAN	<input type="radio"/>	_____						
1	<input type="radio"/>	_____						
2	<input type="radio"/>	_____						
3	<input type="radio"/>	_____						
4	<input type="radio"/>	_____						
5	<input type="radio"/>	_____						
6	<input type="radio"/>	_____						
7	<input type="radio"/>	_____						
8	<input type="radio"/>	_____						
9	<input type="radio"/>	_____						
10	<input type="radio"/>	_____						

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.*

Missile Weapon Ranges

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



Specialization cost varies by class. Replace 'x' with these values based on your character's class.

