



Player Character Record

Character _____
 Alignment _____ Race _____ Class _____ Level _____
 Player's Name _____ Family/Clan _____
 Homeland _____ Patron Gawd _____
 Liege/Patron _____ Social Class _____
 Appearance _____ Birth Date _____ Birth Rank _____ # Siblings _____
 Sex _____ Age _____ Height _____ Family History _____
 Hair _____ Eyes _____ Weight _____ Appearance _____
 Character Quirks & Flaws _____

Handedness _____

BASE	%	ABILITIES	MOVEMENT	SAVING THROWS
<input type="checkbox"/>	<input type="checkbox"/>	Hit Prob.	Base Rate	Paralyzation, Poison, Death Magic _____ Rod, Staff, or Wand _____ Petrification, HackFrenzy, HackLust, Polymorph _____ Breath Weapon _____ Apology _____ Spells _____ Modifier _____ Save _____
<input type="checkbox"/>	<input type="checkbox"/>	Dam. Adj.	Unencumb. _____	
<input type="checkbox"/>	<input type="checkbox"/>	Wt. All.	Light () _____	
<input type="checkbox"/>	<input type="checkbox"/>	Max. Press	Mod () _____	
<input type="checkbox"/>	<input type="checkbox"/>	Open Doors	Hvy () _____	
<input type="checkbox"/>	<input type="checkbox"/>	Bend Bars Lift Gates	Svr () _____	Run (x2) _____
<input type="checkbox"/>	<input type="checkbox"/>	Defense Adj.	Jog () _____	Run (x3) _____
<input type="checkbox"/>	<input type="checkbox"/>	Reaction Adj.	Run (x4) _____	Run (x5) _____
<input type="checkbox"/>	<input type="checkbox"/>	Missile Adj.	Total Melee _____ to hit / _____ dam.	
<input type="checkbox"/>	<input type="checkbox"/>	HP Adj.		
<input type="checkbox"/>	<input type="checkbox"/>	System Shock		
<input type="checkbox"/>	<input type="checkbox"/>	Resurrect Survival		
<input type="checkbox"/>	<input type="checkbox"/>	Poison Save		
<input type="checkbox"/>	<input type="checkbox"/>	Imm. to Dis./Alc.		
<input type="checkbox"/>	<input type="checkbox"/>	Regen./Heal		
<input type="checkbox"/>	<input type="checkbox"/>	# of Lang.		
<input type="checkbox"/>	<input type="checkbox"/>	Spell Lvl.		
<input type="checkbox"/>	<input type="checkbox"/>	Learn. Ability		
<input type="checkbox"/>	<input type="checkbox"/>	Max. # Spells/Lvl.		
<input type="checkbox"/>	<input type="checkbox"/>	Illus. Imm.		
<input type="checkbox"/>	<input type="checkbox"/>	Chance Spell Mis.		
<input type="checkbox"/>	<input type="checkbox"/>	Magical Def. Adj.		
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Spells		
<input type="checkbox"/>	<input type="checkbox"/>	Chance Spell Fail.		
<input type="checkbox"/>	<input type="checkbox"/>	Spell Imm.		
<input type="checkbox"/>	<input type="checkbox"/>	Chance Imp. Skill		
<input type="checkbox"/>	<input type="checkbox"/>	Max. # Hench.		
<input type="checkbox"/>	<input type="checkbox"/>	Loyalty Base		
<input type="checkbox"/>	<input type="checkbox"/>	React. Adj.		
<input type="checkbox"/>	<input type="checkbox"/>	COM. Mod.		
<input type="checkbox"/>	<input type="checkbox"/>	HON. Mod.		
<input type="checkbox"/>	<input type="checkbox"/>	Fame:		

ARMOR	Adjusted AC	Armor Type (Pieces)	Armor Hit Points	HIT POINTS	CON Adj.:
	Surprised _____	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
	Shieldless _____	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
	Rear _____	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
	Defenses _____	_____	Shield Hit Points	Wounds	
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

COMBAT										
Weapon	Mag. Adj.	Space Req./Attack Range	Speed	Type	Wt.	# Attacks	Damage vs. S/M/L			

Special Attacks _____

 Ammunition: _____

Special Abilities _____

Skills • Talents • Proficiencies

(/)	_____
(/)	_____
(/)	_____
(/)	_____
(/)	_____
(/)	_____
(/)	_____
(/)	_____
(/)	_____
(/)	_____

I certify that this character is HMA/Tournament legal.

