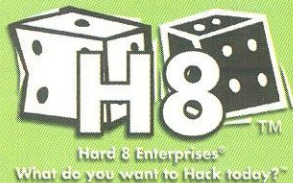


FOURTH EDITION



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



[illegible]

	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.

_____ Flasks of Oil ○○○○○○ □□□□

_____ Torches 15 ft. radius 1/2 hour

○○○○○○ □□□□□

○○○○○○ □□□□

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

Circumstances of Birth: _____

Birth Date: _____ Legitimate? (Y / N) _____

Homeland: _____

Social Class: _____

Family Honor (HON): _____

Mother: _____

Father: _____

of Siblings: _____ Birth Rank: _____

Sibling Notes: _____

Clan Name: _____

Clan Seat: _____

Race: _____

Alignment: _____

Clan Honor (HON): _____

Social Class: _____

Power Base: _____

Hereditary Grudges: _____

Hereditary Enemies: _____

Hereditary Allies: _____

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

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

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

This image shows a single page of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

[illegible]

Patron Gawd(s): _____ Handedness: _____

SAVING THROWS

□ = 1 bolt/arrow ○ = 10 bolts/arrows

loun Stones:

Shape of Stone

Color of Stone

Effects

Armor, Weapon and Magic Item Map: Adventuring

Weapon, Shield or Item Carried (Rt.)

Helmet/Hat

Headgear: _____

Earring: _____

Other Piercings: _____

Weapon, Shield or Item Carried (Lft.)

Gauntlet/Glove (Rt.)

Glove/Gauntlet: _____

Thumb _____

Finger: Index _____

Middle _____

Ring _____

Pinky _____

Bracer: _____

Bracelet: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Forearm, back: _____ Hand, back: _____

Forearm, inner: _____ Palm: _____

Wrist, back: _____ Finger(s): _____

Wrist, front: _____

Head, Side: _____ R _____ L _____

Head, Back, low: _____

Face, Side, low: _____

Face, Cntr., low: _____

Head, Back, upper: _____

Face, Side, upper: _____

Face, Cntr., upper: _____

Head, top: _____

Gorget/Neck

Neck Protection: _____

Amulet/Medallion: _____

Brooch: _____

Neck, Front: _____ R _____ L _____

Neck, Back: _____

Neck, Side: _____

Gauntlet/Glove (Lt.)

Glove/Gauntlet: _____

Thumb _____

Finger: Index _____

Middle _____

Ring _____

Pinky _____

Bracer: _____

Bracelet: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Forearm, back: _____ Hand, back: _____

Forearm, inner: _____ Palm: _____

Wrist, back: _____ Finger(s): _____

Wrist, front: _____

Upper Arm (Rt.)

Sleeve: _____

Elbow: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

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): _____

Chest: _____ R _____ L _____

Side, upper: _____

Back, upper: _____

Back, upper middle: _____

Armpit: _____

Upper Arm (Lft.)

Sleeve: _____

Elbow: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Shoulder, Side: _____ Elbow: _____

Shoulder, Top: _____ Inner joint: _____

Arm, upper outer: _____

Arm, upper inner: _____

Abbreviations:

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

Boot/Lower Leg (Rt.)

Boot: _____

Anklet: _____

Sock/Slipper: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Foot, top: _____ R _____

Heel: _____ Ankle, inner: _____

Toe(s): _____ Ankle, outer: _____

Foot, arch: _____ Shin _____

Calf: _____ Shin _____

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 _____

Heel: _____ Ankle, inner: _____

Toe(s): _____ Ankle, outer: _____

Foot, arch: _____ Shin _____

Calf: _____ Shin _____

Armor, Weapon and Magic Item Map: Town

Shape of Stone

Color of Stone

Iron Stones:

Effects

Weapon, Shield or Item Carried (Rt.)

Helmet/Hat

Weapon, Shield or Item Carried (Lft.)

Gauntlet/Glove (Rt.)

Glove/Gauntlet:

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:

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

(FR) = front right

(BL) = back left

(O) = outer

(SL) = side left

(BR) = back right

(FL) = front left

(SR) = side right

Upper Leg (Rt.)

Pants:

Weapon, sm. (I):

Weapon, sm. (O):

R

Knee:

Knee, back:

Hamstring:

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:

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 (Lft.)

Boot:

Anklet:

Sock/Slipper:

Weapon, sm. (I):

Weapon, sm. (O):

L

Foot, top:

Heel:

Toe(s):

Foot, arch:

Calf:

Ankle, inner:

Ankle, outer:

Shin

Shin

Boot/Lower Leg (Rt.)

Boot:

Anklet:

Sock/Slipper:

Weapon, sm. (I):

Weapon, sm. (O):

R

R

Foot, top:

Heel:

Toe(s):

Foot, arch:

Calf:

Ankle, inner:

Ankle, outer:

Shin

Shin

Inheritance

Father's Weapon: _____

Father's Helmet/Shield: _____

Father's Armor: _____

Miscellaneous Item: _____

Deeds

Location

Type of Property

Notes:

Family Business:

Other Deeds:

Animals

[illegible]

(Attach Additional Paperwork here)

Tally Sheet

Coupons used ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ BY 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: _____ # of Crits Dealt (Melee): ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ Severity Level: _____ # of Crits Dealt (Ranged): ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ Severity Level: _____ # of Crits Taken: ☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐ Severity Level: _____	Coupons used ☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ON Player: _____ _____ Most EPs in a Single Session: _____ # Times Resurrected/Raised: _____ # of MVP Awards: _____ Biggest Honor Hit: _____ Biggest Honor Award: _____
--	---

Character: _____ Sidekick of: _____
Alignment: _____ Race: _____ Class: _____ Level: _____
Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ ☐ Eyes: _____
male pattern baldness?
Patron Gawd(s): _____ Handedness: _____

SAVING THROWS

	%	STR ength	HIT PROB.	DMG. ADJ.	W.T. ALL.	MAX. PRESS	OPN. DRS.	B. B./ L. G.	Base Rate _____ Unencumbered _____ Lgt. () _____ Mod.() _____ Hvy. () _____ Svr. () _____ Run (x2) _____	Paralyzation, Poison, Death Magic _____ Rod, Staff, or Wand _____ Petrification, HackFrenzy, HackLust, Polymorph _____ Breath Wpn. _____ Apology _____ Spells _____ Modifier Save	
	%		DEX terity	DEF. ADJ.		RCTN. ADJ.	MISSILE ADJ.				
	%			CON stitution	HP ADJ.	SYS. SHK.	RESUR. SURV.	POISON SAVE			IMM.TO DIS./ALC.
	%		INT elligence		# OF LANG.	SPELL LVL.	LRN. ABIL.	MAX. # SPELLS/LVL.			ILLUS. IMM.
	%			WIS dome	MAGICAL DEF.ADJ.	BONUS SPELLS	CHANCE SPELL FAIL.	SPELL IMM.			CHANCE IMP. SKILL
	%		CHA risma		MAX. # HENCH.		LOYALTY BASE	REACT. ADJ.			
	%	COM eeliness		EFFECT ON OTHERS							
			HON or	HON Die	HON Chk Mod.			HON Bonus/Penalty			

Armor Type (Pieces)

Surprised _____

Shieldless _____

Rear _____

Defenses _____

11

CON Adj.:

HD type:

Wounds

Subdual Dmg.

COMBAT

COMBAT						
WEAPON	MAG. ADJ.	TYPE	RANGE	SPEED FACTOR	DAMAGE VS. S/M/L	CRIT. BSL

Special Attacks _____ Ammunition: Tens _____ Singles _____

Quirks & Flaws

[illegible]

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

Weeks	Days
Water	
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐
Iron Rations	
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐
Standard Rations	
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐
Feed	
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐
☐ ☐ ☐ ☐ ☐	☐ ☐ ☐

☐ = 1 week (7 days) ☐ = 1 day

For Next Level

Coins	Other Valuables

[illegible]

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 _____

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							

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:	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□		
_____					_____	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□		

Stronghold/Castle

(Attach Additional Paperwork here)

Location: _____

Description (in brief): _____

Liege(s): _____

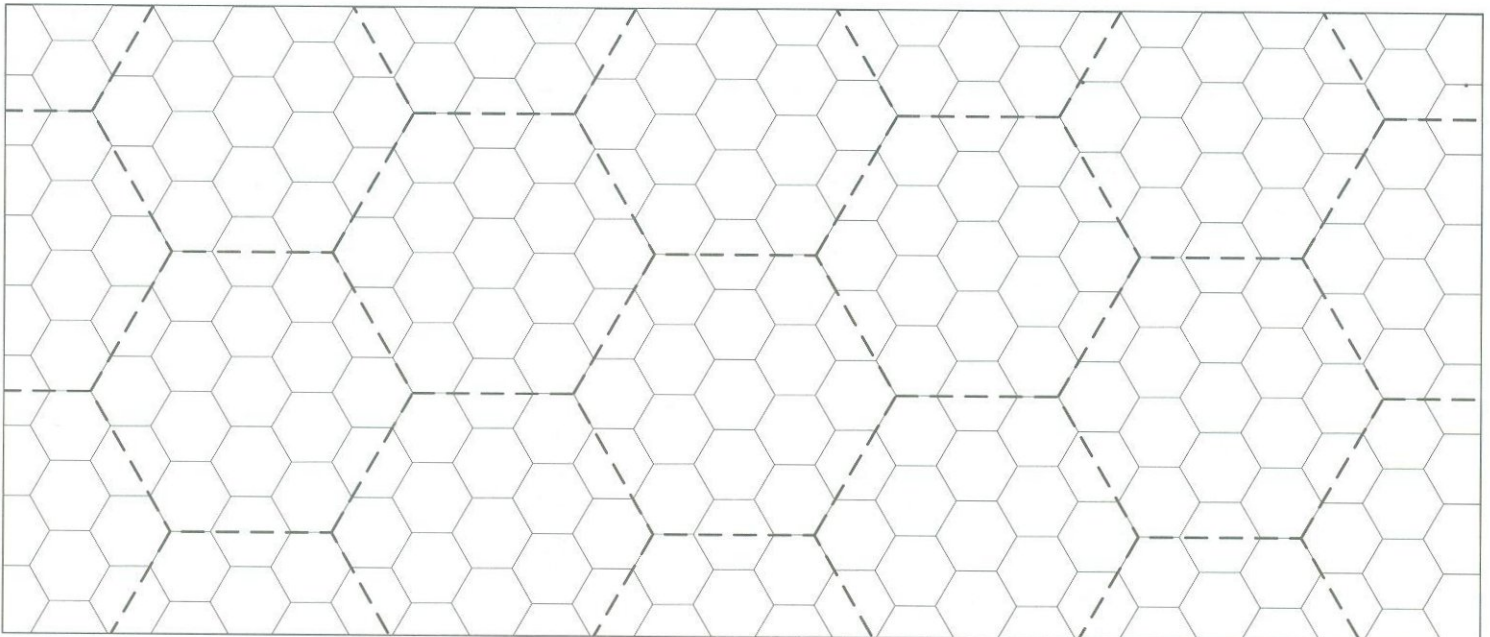
Vassals: _____

Towns, Villages and Thorps: _____

Manse/Main House: _____

Manor Defenses and Magic: _____

OVERHEAD VIEW OF GENERAL LAYOUT OF MANOR AND DEFENSES:



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: _____ 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: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□								

[illegible]



Protégé Record

Character: _____ Protégé of: _____

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

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

Patron Gawd(s): _____ Handedness: _____

ABILITIES

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.		Experience (+ _____ %)	
EFFECT ON OTHERS	FAME				
HON DIE	HON CHK MOD.	HON BON./PEN.			
HON WINDOW	HON PENALTY WINDOW			For Next Level:	

MOVE/ENCUMBRANCE

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

SAVING THROWS

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



Adjusted AC

Surprised	_____
Shieldless	_____
Rear	_____
Prone	_____
Held	_____
*vs ()	_____

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	○○○○○ ○○○○○ ○○○○○					



Protégé Record

Character: _____ Protégé of: _____
 Alignment: _____ Race: _____ Class: _____ Level: _____
 Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ ☐ Eyes: _____
 Patron Gaud(s): _____ Handedness: _____

ABILITIES

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.		Experience (+ _____ %)	
EFFECT ON OTHERS	FAME				
HON DIE	HON CHK. MOD.	HON BON./PEN.		For Next Level:	
HON WINDOW	HON PENALTY WINDOW				

MOVE/ENCUMBRANCE

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

SAVING THROWS

Paralyzation, Poison, Death Magic _____
 Rod, Staff, or Wand _____
 Petrification, HackFrenzy, HackLust, Polymorph _____
 Breath Weapon _____
 Apology _____
 Spells _____
MODIFIER **SAVE**

STREngth	%
DEXterity	%
CONstitution	%
INTelligence	%
WISdom	%
CHARisma	%
COMeliness	%
HONor	%
BASE	TEMP



Adjusted AC

Surprised _____
 Shieldless _____
 Rear _____
 Prone _____
 Held _____
 *vs (_____)

VS*

Armor Hits Taken

□□□□ □□□□ □□□□
 □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□

Shield Hits Taken

□□□□ □□□□ □□□□
 □□□□ □□□□ □□□□

QUIRKS AND FLAWS, ETC.:

Armor Worn

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

Morale

Coins/Treasure

HIT POINTS

CON Adj.:

HD Type:

Wounds:

Subdual Dmg.

Threshold of Pain:

Fatigue Factor:

Fatigue Check:

SKILLS, LANGUAGES, PROFICIENCIES, ETC.:

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

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)

[illegible]

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
□□□□□	Snares
□□□□□	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:

THE LIST*

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

