

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 _____



Player Character Record



Handedness _____

BASE %

STrength

DEXterity

CONstitution

INTelligence

WISdom

CHArisma

COMliness

HONor

BASE TEMP

ABILITIES

Hit Prob.	Dam. Adj.	Wt. All.	Max. Press	Open Doors	Bend Bars Lift Gates
Defense Adj.	Reaction Adj.		Missile Adj.		
HP Adj.	System Shock	Resurrect Survival	Poison Save	Imm. to Dis./Alc.	Regen./ Heal
# of Lang.	Spell Lvl.	Learn. Ability	Max. # Spells/Lvl.	Illus. Imm.	Chance Spell Mis.
Magical Def. Adj.	Bonus Spells	Chance Spell Fail.	Spell Imm.	Chance Imp. Skill	
Max. # Hench.	Loyalty Base	React. Adj.	COM. Mod.	HON. Mod.	

Fame:

MOVEMENT

MAX LOAD

Unencumb. _____

Light () _____

Mod () _____

Hvy () _____

Svr () _____

Run (x2) _____

Run (x3) _____

Run (x4) _____

Run (x5) _____

SAVING THROWS

Paralyzation,

Poison,

Death Magic _____

Rod, Staff,

or Wand _____

Petrification,

HackFrenzy,

HackLust,

Polymorph _____

Breath Weapon _____

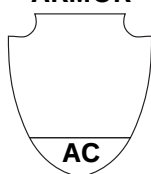
Apology _____

Spells _____

Modifier Save

Total Melee to hit / dam.

ARMOR



Adjusted AC

Surprised _____

Shieldless _____

Rear _____

Defenses _____

Armor Type (Pieces)

Armor Hit Points

☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐

Shield Hit Points

☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐

HIT POINTS

CON Adj.:

HD type:

Wounds

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.

GameMaster: _____

HMGA Membership # _____

Revision #: _____

[illegible]

Water/Wine									
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Rations									
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
Feed									
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

For Next Level

	Coins	Other Valuables _____

	Gems	_____

For Next Level		

[illegible]

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							

