

COMBAT MINI FACINES

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Weapon

Kenzer and Company

HackMaster

PLAYER CHARACTER MAT

DUNGEON WORLD WINNER GAME OF THE YEAR

PROVISIONS: RATIONS & OUTFITTING

Item	Cost	Weight	Item	Cost	Weight
Barrel of pickled fish	2 gp	500 lb.	Wine, Smoked (1 meat)	1 gp	3 lb.
Batter (per lb.)	2 gp	1 lb.	Tin of oiler (200 gal.)	8 gp	2500 lb.
Cheese, aged (per lb.)	1 gp	1 lb.	Tin of good wine (250 gal.)	20 gp	2500 lb.
Corn, dried (2 weeks)	1 gp	25 lb.	Chain (per lb.), Heavy	4 gp	3 lb.
Egg (per 100)	8 gp	13 lb.	Chain (per lb.), Light	2 gp	1 lb.
Egg (per two dozen)	2 gp	3 lb.	Chalk	1 gp	—
Fig (per lb.)	2 gp	1 lb.	Forward (per day)	1 gp	300 lb.
Fish, Farmed (1 day)	1 gp	2 lb.	Furniture	1 gp	—
Fish, Salted (1 day)	1 gp	2 lb.	Fishing net, 10 ft. sq.	4 gp	5 lb.
Herbs (per lb.)	1 gp	1 lb.	Hungry	20 gp	1 lb.
Bedroll, spring	4 gp	1 lb.	Ladder, 10 ft.	5 gp	30 lb.
Garlic, bud	5 gp	1 lb.	Lock, Good	100 gp	1 lb.
Witchbane, spring	1 gp	1 lb.	Lock, Poor	20 gp	1 lb.
Nuts (per lb.)	1 gp	1 lb.	Mirror, small metal	10 gp	—
Pepper, Fruit (1 day)	2 gp	1 lb.	Perfume (per vial)	1 gp	—
Rabbit (per lb.)	2 gp	1 lb.	Pot	2 gp	5 lb.
Rat, Grey (1 week)	10 gp	45 lb.	Rope (per 50 ft.), Heavy	1 gp	20 lb.
Rat, Grey (1 week)	1 gp	25 lb.	Rope (per 50 ft.), Sdk	10 gp	8 lb.
Rat, Grey (1 week)	3 gp	25 lb.	Signal whistle	8 gp	—
Rice (per lb.)	2 gp	1 lb.	Soap (per lb.)	3 gp	1 lb.
Silk, 1 lb. bag	1 gp	1 lb.	Ten, Large	25 gp	20 lb.
Seagull, Bird (1 meat)	2 gp	3 lb.	Ten, Medium	100 gp	30 lb.
Seagull, Bird (1 meat)	2 gp	1 lb.	Ten, Small	5 gp	10 lb.
Seagull, Bird (1 meat)	2 gp	1 lb.	Woolen blanket	5 gp	3 lb.
Spice (per lb.)	—	—	—	—	—
Tea, 1 lb. bag	15 gp	3 lb.	—	—	—
Rare (pepper, ginger)	2 gp	3 lb.	—	—	—
Uncleanliness (unclean)	1 gp	3 lb.	—	—	—

MISSILE WEAPON RANGES

Weapon	ROF	Range (yards)			Weapon	ROF	Range (yards)		
		S	M	L			S	M	L
Compound long bow	—	—	—	—	Blowgun	2	10	20	30
Right arrow	3	60	120	240	Club	1	10	20	30
Short arrow	2	40	80	170	Dagger	1	10	20	30
Comp. short bow	3	50	100	180	Club	1	10	20	40
Great Longbow	—	—	—	—	Hammer	1	10	20	30
Right arrow	1/2	80	160	230	Hard axe	1	10	20	30
Short arrow	1/2	70	140	210	Harpoon	1	10	20	30
Longbow	—	—	—	—	Javelin	1	20	40	60
Right arrow	3	70	140	210	Knife	2	10	20	30
Short arrow	2	50	100	170	Long staff	1	50	100	200
Short bow	2	50	100	150	Long spear	1	40	80	160
Hard crossbow	1	30	40	60	Spear	1	10	20	30
Heavy crossbow	1/2	80	160	240	Staff sling ball	2	30	40	60
Light crossbow	1	60	120	180	Staff sling stone	2	30	40	60
Repeating crossbow	3	10	20	30	—	—	—	—	—

ROF rate of fire, or how many shots a weapon can fire in one round, independent of the number of rounds available a character can make in a round.

Each range category includes attacks from distances equal to or less than the given range. Thus, a heavy crossbow fired at a target 136 yards away uses the medium range modifier. The attack roll modifiers for range are -2 for medium range and -3 for long range.

Kenzer and Company

David S. Kenzer

Art & Graphic Design: Jennifer "Jelly" Burke

Art of "Ghosts": Brandon Fyfe and Brian Fyfe

Edited by: Brian Burke, David Kenzer

Special Thanks to: Don Morgan, D. M. Zeng

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Barcode: 5 11999 9781581162720

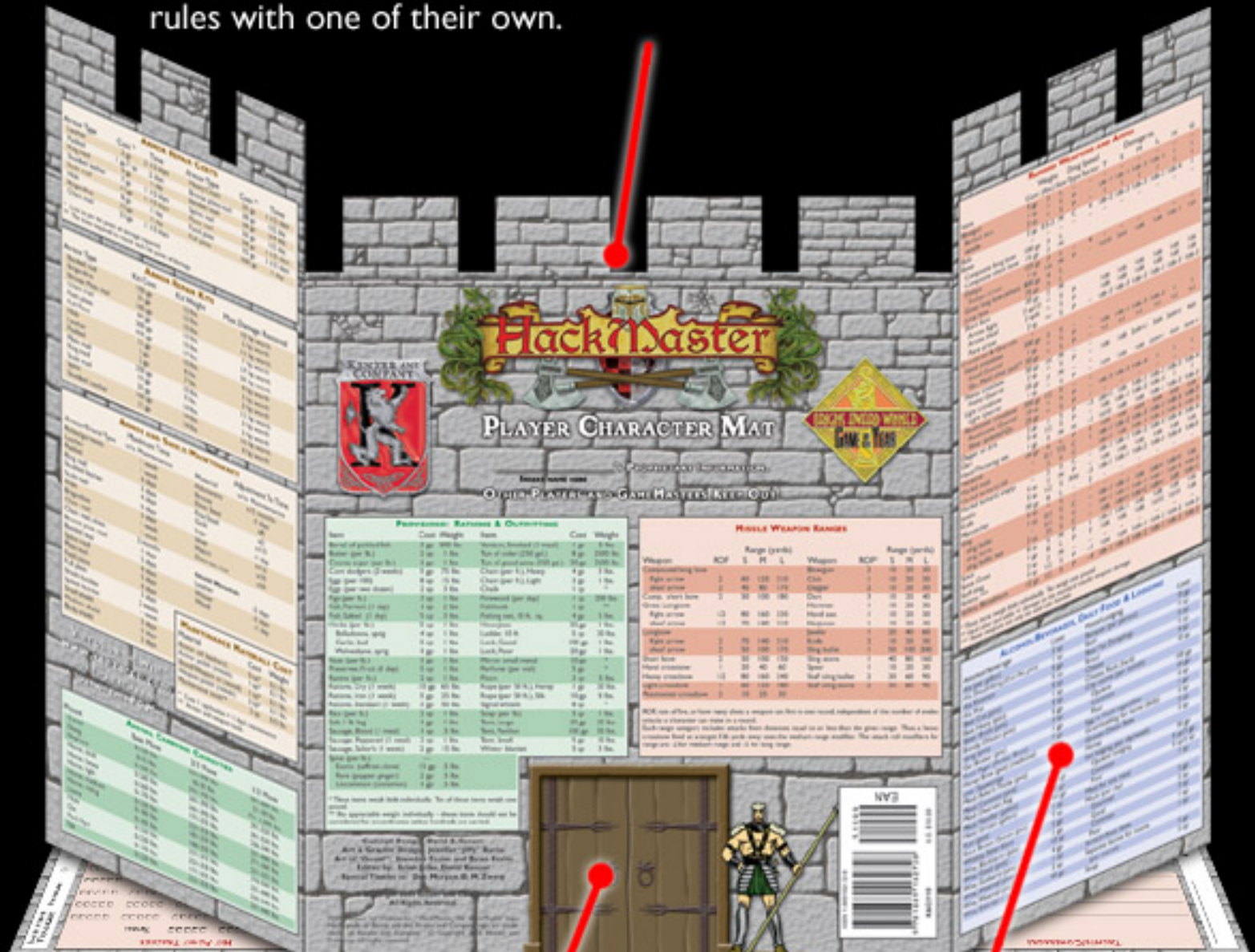
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Finally, players everywhere will be able to close the screen gap once and for all.

Sometimes, a player may feel that they need to clearly define their personal gaming space. When that occurs, simply flip the PC Mat into Privacy Mode.

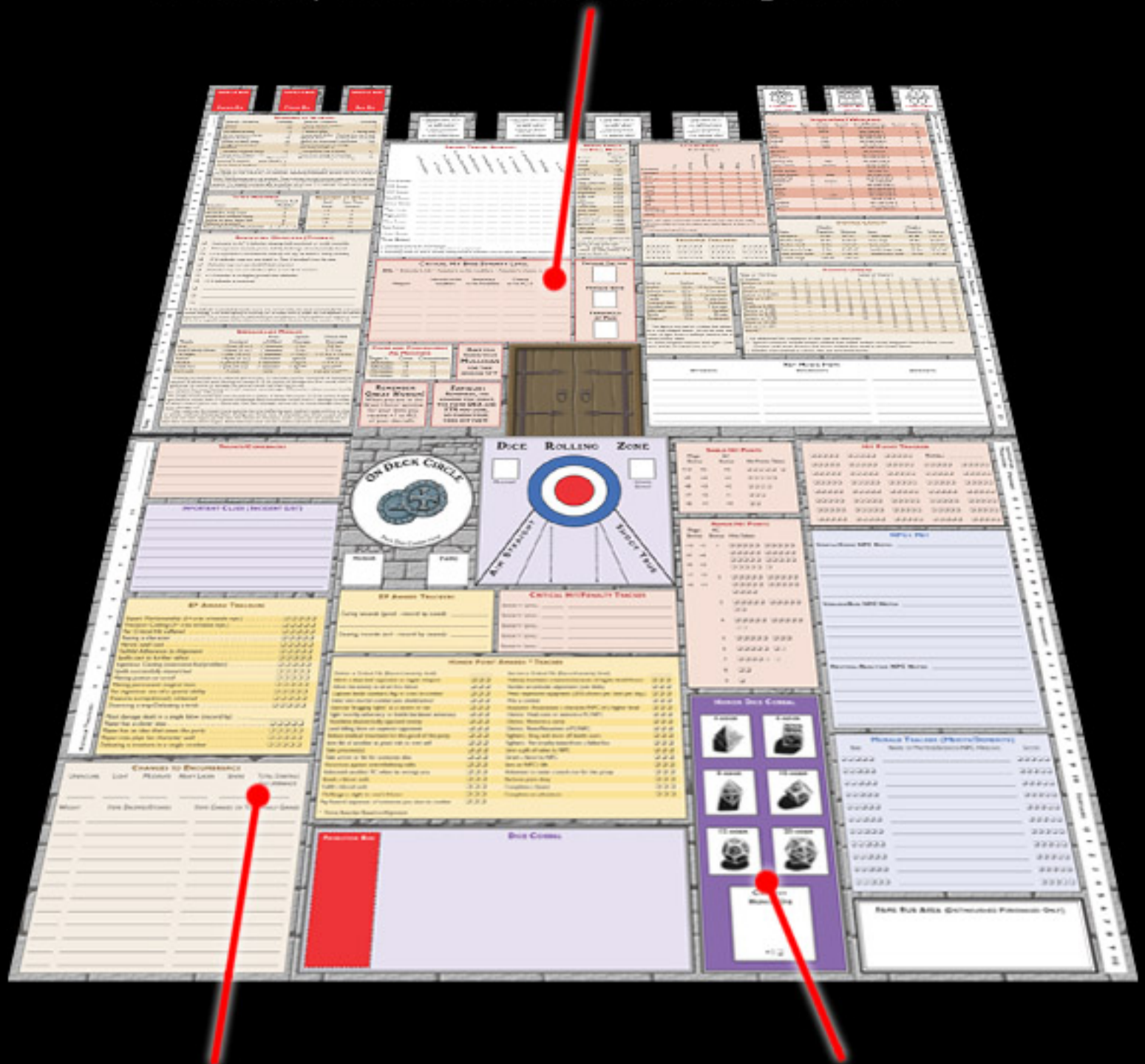
Even the visual design of the PC Mat gets across the message that the P in PC doesn't stand for "pushover." From behind this mighty wall, with its crenellated battlements, a player can withstand the harshest siege of any GM, and return any volley of rules with one of their own.



In the center of that wall is a gate, the opening of which allows for fair, openly observed dice rolling as befits an honorable HackMaster player.

On the outer panels, you will find useful charts with the cost of armor repairs, provisions, and weapon information, as well as the cost of a well-earned mug of ale after a hard day's adventuring.

In front of you on the table are various useful charts, some of which are customizable to your character (we recommend the use of wet or dry-erase markers) and which include Critical Hit Base Severity Level, Called Shots, and Turning Undead.



A wide array of helpful trackers are included. Keep track of Honor Point Awards, NPCs, Beneficial Modifiers, Hit Points, and Morale. Never forget one of your character's to-hit bonuses again! Use the trackers along the outer edge to track time, ammunition, rounds, etc.

And what would HackMaster be without dice? Included in the Mat's dice management tool suite are a Dice Corral, an Honor Dice corral, A Dice Warm-up Area, an On-Deck Circle, a Dice Rolling Zone, and the unfortunate, yet sometimes necessary Dice Probationary Area and Dice Penalty Box.

On the back of the Mat, you can list treasure gained, EPs Awarded, Honor Awarded, and Skills & Training. After the session, simply transfer the final tallies to your PC Record Book, wipe the Mat clean and you're ready to roll next week, onward and upward!

The image shows the back of a game mat with several sections for tracking game statistics. The central yellow panel has the following sections:

- NAME: _____ DATE: _____ GM: _____
- POST/PRE-GAME AREA
- ITEMS GAINED: _____
- CASH GAINED: _____
- HONOR AWARDED: _____
- SKILLS & TRAINING (LIST SKILLS): _____
- EPs AWARDED: _____
- MVP FOR SESSION: _____
- MOST AWESOMEST DEATH: _____
- PLAYER ADVANTAGE CODES: _____

The left and right panels are green and contain various tracking tables and sections. Red arrows point to specific areas: one to the Date field, one to the bottom left corner, and one to the bottom right corner.

What's this? Shhhhh. Just some little surprises the folks at Kenzer and Company have cooked up to keep your private information and notes, well, private. Who knows what the GM's got up his sleeve, or behind his shield for that matter? Well, turnabout is fair play, and these turnabout panels are designed to allow quick access to important private notes, thoughts, and information. Some of this stuff is even too important for other *players* to see. Just goes to show, Kenzer and Company's got your back.



PLAYER CHARACTER MAT

_____'S PROPRIETARY INFORMATION.

INSERT NAME HERE

OTHER PLAYERS AND GAMEMASTERS KEEP OUT!

PROVISIONS: RATIONS & OUTFITTING

Item	Cost	Weight	Item	Cost	Weight
Barrel of pickled fish	3 gp	500 lbs.	Venison, Smoked (1 meal)	1 gp	.5 lbs.
Butter (per lb.)	2 sp	1 lbs.	Tun of cider (250 gal.)	8 gp	2500 lbs.
Coarse sugar (per lb.)	1 gp	1 lbs.	Tun of good wine (250 gal.)	20 gp	2500 lbs.
Corn dodgers (2 weeks)	5 gp	75 lbs.	Chain (per ft.), Heavy	4 gp	3 lbs.
Eggs (per 100)	8 sp	15 lbs.	Chain (per ft.), Light	3 gp	1 lbs.
Eggs (per two dozen)	2 sp	3 lbs.	Chalk	1 cp	*
Figs (per lb.)	3 sp	1 lbs.	Firewood (per day)	1 cp	200 lbs.
Fish, Parvum (1 day)	1 sp	2 lbs.	Fishhook	1 sp	**
Fish, Salted (1 day)	5 cp	3 lbs.	Fishing net, 10 ft. sq.	4 gp	5 lbs.
Herbs (per lb.)	5 cp	1 lbs.	Hourglass	25 gp	1 lbs.
Belladonna, sprig	4 sp	1 lbs.	Ladder, 10 ft.	5 cp	20 lbs.
Garlic, bud	5 cp	1 lbs.	Lock, Good	100 gp	1 lbs.
Wolfsbane, sprig	1 gp	1 lbs.	Lock, Poor	20 gp	1 lbs.
Nuts (per lb.)	1 gp	1 lbs.	Mirror, small metal	10 gp	*
Preserves, Fruit (1 day)	5 cp	1 lbs.	Perfume (per vial)	5 gp	*
Raisins (per lb.)	2 sp	1 lbs.	Piton	3 cp	.5 lbs.
Rations, Dry (1 week)	10 gp	65 lbs.	Rope (per 50 ft.), Hemp	1 gp	20 lbs.
Rations, Iron (1 week)	5 gp	25 lbs.	Rope (per 50 ft.), Silk	10 gp	8 lbs.
Rations, Standard (1 week)	3 gp	50 lbs.	Signal whistle	8 sp	*
Rice (per lb.)	2 sp	1 lbs.	Soap (per lb.)	5 sp	1 lbs.
Salt, 1 lb bag	1 gp	1 lbs.	Tent, Large	25 gp	20 lbs.
Sausage, Blood (1 meal)	1 sp	.5 lbs.	Tent, Pavilion	100 gp	50 lbs.
Sausage, Peppered (1 meal)	2 sp	1 lbs.	Tent, Small	5 gp	10 lbs.
Sausage, Sailor's (1 week)	2 gp	15 lbs.	Winter blanket	5 sp	3 lbs.
Spice (per lb.)	—	—			
Exotic (saffron, clove)	15 gp	.5 lbs.			
Rare (pepper, ginger)	2 gp	.5 lbs.			
Uncommon (cinnamon)	1 gp	.5 lbs.			

* These items weigh little individually. Ten of these items weigh one pound.

** No appreciable weight individually – these items should not be considered for encumbrance unless hundreds are carried.

MISSILE WEAPON RANGES

Weapon	ROF	Range (yards)			Weapon	ROF*	Range (yards)		
		S	M	L			S	M	L
Compound long bow					Blowgun	2	10	20	30
flight arrow	2	60	120	210	Club	1	10	20	30
sheaf arrow	2	40	80	170	Dagger	2	10	20	30
Comp. short bow	2	50	100	180	Dart	3	10	20	40
Great Longbow					Hammer	1	10	20	30
flight arrow	1/2	80	160	230	Hand axe	1	10	20	30
sheaf arrow	1/2	70	140	210	Harpoon	1	10	20	30
Longbow					Javelin	1	20	40	60
flight arrow	2	70	140	210	Knife	2	10	20	30
sheaf arrow	2	50	100	170	Sling bullet	1	50	100	200
Short bow	2	50	100	150	Sling stone	1	40	80	160
Hand crossbow	1	20	40	60	Spear	1	10	20	30
Heavy crossbow	1/2	80	160	240	Staff sling bullet	2	30	60	90
Light crossbow	1	60	120	180	Staff sling stone	2	30	60	90
Peashooter crossbow	2	10	20	30					

ROF, rate of fire, or how many shots a weapon can fire in one round, independent of the number of melee attacks a character can make in a round.

Each range category includes attacks from distances equal to or less than the given range. Thus, a heavy crossbow fired at a target 136 yards away uses the medium range modifier. The attack roll modifiers for range are -2 for medium range and -5 for long range.

Concept Design: David S. Kenzer
Art & Graphic Design: Jennifer "Jiffy" Burke
Art of "Guard": Brendon Fraim and Brian Fraim
Edited by: Brian Jelke, David Kenzer
Special Thanks to: Don Morgan, D. M. Zwerg

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RANGED WEAPONS AND AMMO

Item	Weight		Dmg	Speed	Type	Damage vs.					
	Cost	(lbs.) Size				T	S	M	L	H	G
Blowgun	5 gp	2	L	—	—	—	—	—	—	—	—
Barbed dart	1 sp	*	S	P	—	1d6-1	1d6-1	1d6-2	1d6-4	1	1
Needle	2 cp	*	S	P	—	1	1	1	1	1	1
Bola	2 gp	0.5-3	M	C	4	1d6-2	1d6-3	1d6-3	1d6-3	1d6-4	1
Bows	—	—	—	—	—	—	—	—	—	—	—
Composite long bow	100 gp	3	L	—	—	—	—	—	—	—	—
Composite short bow	75 gp	2	M	—	—	—	—	—	—	—	—
Daikyu	125 gp	3	L	—	4	—	—	—	—	—	—
Daikyu arrow	1 sp	1/6	M	P	—	1d10	2d4	1d8	1d6	1d6-1	1d4
Great long bow (elven)	800 gp	4	L	—	—	—	—	—	—	—	—
Long bow	75 gp	3	L	—	—	—	—	—	—	—	—
Short bow	30 gp	2	M	—	—	—	—	—	—	—	—
Arrow, flight	3 sp/12	*	S	P	—	1d6	1d6	1d6	1d6	1d6	1d6
Arrow, sheaf	3 sp/6	*	S	P	—	1d8	1d8	1d8	1d8	1d8	1d8
Flare arrow	3 sp	**	S	P	—	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3
Crossbows & Quarrels	—	—	—	—	—	—	—	—	—	—	—
Hand crossbow	300 gp	3	S	—	—	—	—	—	—	—	—
Hand Quarrel	1 gp	*	S	P	—	1d6	1d6-1	1d6-3	1d6-4	1	1
Qu., Hard silver jack**	50 gp	*	S	P	—	+1	+1	+1	+1	+1	+1
Heavy crossbow	50 gp	14	M	—	—	—	—	—	—	—	—
Heavy Quarrel	2 sp	*	S	P	—	1d6	1d8	2d4+1	3d4	3d4+1	4d4
Light crossbow	35 gp	7	M	—	—	—	—	—	—	—	—
Light Quarrel	1 sp	*	S	P	—	1d4	1d6	1d8	2d4+1	3d4	3d4+1
Peashooter crossbow	350 gp	1/2	S	—	—	—	—	—	—	—	—
Peashooter Quarrel	10 sp	*	S	P	—	1d6-2	1d6-3	1d6-4	1	1	1
Silver jacketed Qu.	25 gp	*	S	P	—	—	—	—	—	—	—
Dagger or dirk	2 gp	1	S	P	-3	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4
Dart	5 sp	1/2	S	P	—	1d6	1d6-1	1d6-2	1d6-4	1	1
Hand/Throwing axe	1 gp	5	M	H	-1	1d10	1d8	1d6	1d6-1	1d6-2	1d6-3
Harpoon	20 gp	6	L	P	2	1d4	1d6	2d4	2d6	2d6	2d6
Hurled rock	—	0.1	T/S	C	1	1d6-1	1d6-2	1d6-3	1d6-3	1d8-5	1d8-7
Hurled tankard, full	—	3	S	C	—	1d6+1	1d6	1d6-1	1d6-2	1d6-2	1d6-3
Hurled tankard, empty	—	2	S	C	—	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-4
Javelin	5 sp	2	M	P	—	1d6	1d6	1d6	1d6	1d6	1d6
Knife	5 sp	1/2	S	P/H	-3	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-5
Mancatcher	30 gp	8	L	—	2	—	—	—	—	—	—
Sling	5 cp	*	S	—	—	—	—	—	—	—	—
sling bullet	1 cp	0.5	S	C	—	1d6-1	1d6-1	1d6	1d6+1	1d6+1	1d6
sling stone	—	0.5	S	C	—	1d6-1	1d6-1	1d6-1	1d6-1	1d6-2	1d6-3
sling bullet, war	3 cp	.75	S	C	—	1d6	1d6+1	1d6+2	1d8+1	1d8	1d6+1
Spear	8 sp	5	M	P	1	1d6-1	1d6-1	1d6	1d8	1d8	1d6
Spear, Great	1 gp	8	L	P	3	1d6	1d6	1d8	1d10	1d10	1d8
Staff sling	2 sp	2	M	—	—	—	—	—	—	—	—
Stiletto ***	5 sp	1/2	S	P	-1	1d4	1d4	1d4-1	1d4-2	1d4-2	1d4-3
Stiletto, Bloodthorn	12 gp	1/2	S	P	-4	1d6-1	1d6-2	1d6-2	1d6-2	1d6-2	1d6-3

* These items weigh little individually. Ten weigh one pound.

** Hard silver jack adds +1 damage to the standard missile weapon damage

*** These weapons can only be used one handed.

ALCOHOL/BEVERAGES, DAILY FOOD & LODGING

Alcohol/Beverage	Cost	Food/Lodging	Cost
Ale (per gallon)	2 sp	Banquet (per person)	10 gp
Ale, Dead Viking (Cut Ale, pint)	1 sp	Bath	3 cp
Ale, Kromian	5 gp	Bear Fat Dumplings	6 cp
Ale, Pint	5 cp	Bread	5 cp
Beer, Cut, (pint)	5 cp	Cheese	4 sp
Beer, Heavy (pint)	1 sp	Cheese, Rank (hard)	10 sp
Bitter Broth (pint)	5 sp	City rooms (per month)	—
Brandy, Orluian (pint)	5 gp	Opulent	100 gp
Grog (pint)	3 sp	Common	20 gp
Gut Bruiser (pint)	1 gp	Poor	6 sp
Finch-Yager (Amber Brew)	7 gp	Egg or fresh vegetables	1 gp
Honey Brew (pint) (medicinal)	1 gp	Grain/stabling for horse (daily)	5 sp
Liver Squeezings	2 gp	Grouse Onion Stew	3 cp
Mead, Baker's Thicke (pint)	10 sp	Honey	5 sp
Mead, Common (pint)	5 sp	Inn lodging (per day/week)	—
Mead, Dwarven, Keg	300 gp	Opulent Lodging	50 gp
Mead, Nordlar (gallon)	10 gp	Common	5 sp/3 gp
Mead, Orluian (gallon)	100 gp	Poor	5 cp/2 sp
Rum (pint)	5 sp	Meat for one meal	1 sp
Stout Brown Grevan (pint)	7 sp	Meals (per day)	—
Whiskey, Bitter-Korn	2 gp	Gourmet	5 gp
Wine, Blackberry (pint)	1 gp	Good	5 sp
Wine, Good (pint)	10 sp	Common	3 sp
Wine, Gutberry (pint)	4 gp	Poor	1 sp
Wine, Watered (pint)	1 cp	Scratch-Root Stew	1 sp
Wine, Watered (pitcher)	2 sp	Separate latrine for rooms	—
Wine, Elderberry (pint)	40 gp	(per month)	2 gp
		Soup	5 cp

ARMOR REPAIR COSTS

Armor Type	Cost *	Time	Armor Type	Cost *	Time
Leather	2 gp	2 1/2 days	Heavy Chain	25 gp	1 1/2 days
Padded	1 gp 7 sp	2 days	Bronze plate mail	38 gp	1/2 day
Ring mail	9 gp	1 day	Banded mail	38 gp	3/4 day
Studded leather	7 gp	1 1/2 days	Splint mail	26 gp	1/2 day
Scale mail	11 gp	1 1/2 days	Plate mail	58 gp	1 1/2 days
Hide	8 gp	1 day	Field plate	75 gp	1 1/3 days
Brigandine	12 gp	1 day	Full plate	100 gp	1 day
Chain mail	21 gp	1 1/2 days			

* Cost is per hit point of damage repaired.

** The time required to repair each hit point of damage.

ARMOR REPAIR KITS

Armor Type	Kit Cost	Kit Weight	Max. Damage Restored
Banded mail	150 gp	12 lbs.	10 hp worth
Brigandine	25 gp	12 lbs.	5 hp worth
Bronze Plate mail	165 gp	15 lbs.	11 hp worth
Chain mail	60 gp	13 lbs.	7 hp worth
Field plate	500 gp	15 lbs.	17 hp worth
Full Plate	975 gp	17 lbs.	25 hp worth
Hide	12 gp	10 lbs.	4 hp worth
Leather	3 gp	8 lbs.	3 hp worth
Padded	2 gp	7 lbs.	3 hp worth
Plate mail	250 gp	15 lbs.	11 hp worth
Ring mail	10 gp	9 lbs.	3 hp worth
Scale mail	20 gp	14 lbs.	5 hp worth
Splint	100 gp	14 lbs.	10 hp worth
Studded Leather	12 gp	14 lbs.	4 hp worth

ARMOR AND SHIELD MAINTENANCE

Armor/Shield Type	Maximum Time		Adjustment To Time	
	w/o Maintenance		w/o Maintenance	
Robes/garments	1 week	Adamantite	x12 months	
Leather	1 week	Bronze	-3 days	
Padded	4 days	Elven Steel	x8	
Ring mail	3 days	Fine Steel	x2	
Studded leather	4 days	Gold	x1/3	
Scale mail	6 days	Iron	-1 day	
Hide	5 days	Silver	x1/2	
Brigandine	1 week	Mithril	x10	
Chain mail	1 week	Dwarven iron	x20	
Chain mail, elven	2 months			
Bronze plate mail	2 days	Shield Materials		
Banded mail	5 days	Leather	-2 days	
Splint mail	4 days	Wicker	-3 days	
Plate mail	5 days	Wood	-1 day	
Field plate	4 days			
Full plate	3 days			
Shield-buckler	2 weeks			
Spiked buckler	1 week			
Small shield	5 days			
Medium shield	3 days			
Body shield	2 days			

MAINTENANCE MATERIALS COST

Material	Cost	Weight
Armor oil (leathers)	5 cp*	0.1 lbs.
Armor polish (metals)	1 sp*	0.1 lbs.
Shield/Weapon oil (wood)	1 cp*	0.1 lbs.
Weapon polish (metals)	2 cp*	0.1 lbs.
Maintenance tools**	2 cp	0.5 lbs.

* Cost: 1 application = 1 day's maintenance

** Armor and weapon tools.

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ANIMAL CARRYING CAPACITIES

Mount	Base Move	2/3 Move	1/3 Move
Camel	0-330 lbs.	331-500 lbs.	501-660 lbs.
Dawg	0-15 lbs.	16-20 lbs.	21-30 lbs.
Elephant	0-500 lbs.	501-750 lbs.	751-1,000 lbs.
Horse, draft	0-260 lbs.	261-390 lbs.	391-520 lbs.
Horse, heavy	0-260 lbs.	261-390 lbs.	391-520 lbs.
Horse, light	0-170 lbs.	171-255 lbs.	256-340 lbs.
Horse, medium	0-220 lbs.	221-330 lbs.	331-440 lbs.
Horse, riding	0-180 lbs.	181-270 lbs.	271-360 lbs.
Llama	0-165 lbs.	166-250 lbs.	251-335 lbs.
Mule	0-250 lbs.	251-375 lbs.	376-500 lbs.
Ox	0-220 lbs.	221-330 lbs.	331-440 lbs.
Pack Ape	0-170 lbs.	171-255 lbs.	256-340 lbs.
Yak	0-220 lbs.	221-330 lbs.	331-440 lbs.

1 Silver piece (SP) =
10 Copper pieces
1/5 Electrum piece
1/10 Gold piece
1/20 Hard silver piece
1/50 Platinum piece

CALLED SHOTS

To-hit Penalty vs.:

Armor Used*	Chance of Spell Mishap**
None	0
Buckler	+5%
Small shield	+15%
Medium shield	+10%
Padded	+20%
Elven chain mail	+20%
Leather	+25%
Studded leather	+30%
Brigandine	+35%
Scale mail	+35%
Hide	+40%
Ring mail	+40%
Chain mail	+50%
Body shield	+55%
Splint mail	+60%
Banded mail	+80%
Bronze plate mail	+90%
Platemail	+100%
Field plate	+120%
Full plate	+150%

Location	Tiny	Small	Humanoid**	Large	Huge	Gargantuan
Antenna	-12	-10	-9	-8	-6	-5
Arm	-5	-4	-3	-3	-2	-2
Artery*	-12	-10	-10	-10	-10	-10
Eye*	-12	-11	-10	-10	-10	-10
Groin	-6	-5	-4	-4	-4	-4
Hand	-8	-7	-6	-6	-5	-4
Head	-10	-8	-6	-6	-5	-4
Leg	-4	-3	-2	-2	-2	-2
Neck	-9	-8	-6	-6	-4	-4
Tail	-7	-6	-5	-5	-4	-3
Tendon	-10	-9	-8	-8	-7	-6
Torso/body	-6	-4	-2	-2	-2	-2
Wing	-4	-3	-2	-2	-2	-2

Note: This table supercedes Table 8V from page 100 of the GMG.
 * All shots called to internal organs are made against at least a -10 to-hit penalty.
 ** Humanoid-shaped/Man-sized

RESOURCE TRACKERS

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

FATIGUE FACTOR



FATIGUE SAVE



THRESHOLD OF PAIN



LIGHT SOURCES

Source	Radius	Burning Time
Bonfire	50 ft.	1/2 hr./armload
Bullseye lantern	60 ft.*	2 hrs./pint
Campfire	35 ft.	1 hr./armload
Candle	5 ft.	10 min./inch
Continual light	60 ft.	Indefinite
Hooded lantern	30 ft.	2 hrs./pint
Light spell	20 ft.	Variable
Torch	15 ft.	30 min.
Weapon**	5 ft.	As desired

* This light is not cast in a radius, but rather in a cone-shaped beam. At its far end, the cone of light from a bullseye lantern has a beam 20 feet wide.

** Some magical weapons shed light. GMs have details on which ones do so.

Type or Hit Die
of Undead
Skeleton or 1 HD
Zombie
Ghoul or 2 HD
Shadow or 3-4 HD
Wight or 5 HD
Ghast
Wraith or 6 HD
Mummy or 7 HD
Spectre or 8 HD
Vampire or 9 HD
Ghost or 10 HD
Lich or 11+ HD
Special*

- * An additional 20%
- ** Special creature
- † Paladins turn un-

**HAVE YOU
TAKEN YOUR
MULLIGAN
FOR THIS
SESSION YET?**

FATIGUE:
REMEMBER, THE
LONGER YOU FIGHT,
THE MORE **DEX** AND
STR YOU LOSE,
SO FINISH YOUR
FOES OFF FAST!

OFFENSIVE

When you are in the Great Honor window for your level, you receive +1 to ALL of your die rolls.

MODIFIERS TO INITIATIVE

Specific Situation	Modifier	Specific Situation	Modifier
Hasted	-10	Fist or natural weapon	-2
Slowed	+10	Breath weapon	-1
On higher ground	-1	Casting a spell	Casting time
Set to receive a charge	-3	Innate spell ability	Casting time as if spell
Slippery footing	+3	Magical items	Casting time as if spell
Wading in deep water	+6	Search for item/spell component	+4d4
Foreign environment*	+8	Move from prone to sitting	+3
Hindered		For every 1/10th of	
(tangled, climbing, held)	+5	movement rate traveled	+1
Waiting (see Chapter 14)	+1	Move from sitting to kneeling	+3
Attacking w/weapon	Wpn speed	Move from kneeling to standing	+3
Drawing a weapon	Wpn speed + 5		
Fist or natural weapon	-2		

* Applies to situations where the character is in a completely different environment, one that is not native for that character (for example: swimming underwater without the aid of a Ring of Free Action).

Note: Results below zero are possible. These indicate that the character takes action on segment one, but lowest initiative number goes first (i.e. -2 on the modified roll beats a -1). Ties are simultaneous. If a sluggish character gets a modified roll of over 11+, subtract 10 and that is the segment in which he takes action on the following round.

TO-HIT MODIFIERS

Situation	Attack Roll Modifier
Defender invisible	-4
Missile fire, long range	-5
Missile fire, medium range	-2
Striking an item being held	-6
Making a trip attack	-2
Non-proficiency Ftr/M-U/Clr/Thf	-2 / -5 / -3 / -3

RECOVERY OF SPELLS

Spell Level	Rest Time (hours)
1-2	4
3-4	6
5-6	8
7-8	10
9	12

BENEFICIAL MODIFIERS (COMBAT)

- ☐ Automatic to-hit* if defender sleeping, held, paralyzed or totally immobile.
- ☐ +4 if opponent stunned, prone, held by both legs, slowed, partially bound
- ☐ +2 if opponent is encumbered, held by one leg, off balance, sitting, kneeling
- ☐ +2 & defender may not use shield or Dex. if attacked from the rear.
- ☐ Defender may not use shield if flank attacked.
- ☐ Defender may not use shield or Dex. if rear flank attacked.
- ☐ +1 if attacker is on higher ground than defender.
- ☐ +1 if defender is surprised.

* If the defender is attacked during the course of a normal melee, the attack automatically hits and causes normal damage. If no other fighting is occurring (i.e., all others slain or driven off), the defender can be slain automatically. This is a good tactic for spellcasters and torchbearers. Missile weapons still require an attack roll to hit a magically asleep, held paralyzed or totally immobile character, but they receive a +4 to hit.

GRENADE-LIKE MISSILES

Missile	Content	Area of Effect	Splash Damage	Direct Hit Damage
Acid	1/2 pint (8 oz.)	1' diameter	1 h.p.	2-8 h.p.
Holy/Unholy Water	1/4 pint (4 oz.)	1' diameter	2 h.p.	2-12 h.p.
Oil, alight	1 pint (16 oz.)	3' diameter	1-3 h.p.*	2-12 h.p. + 1-6 h.p
Poison	1/4 pint (4 oz.)	1'diameter	special	special
Alcohol	1 pint (16 oz.)	3' diameter	1 h.p.**	1-6 + 1-3
Greek Fire	1 pint (16 oz.)	2' diameter	1 h.p.***	special****
Hot Coals	3 coals	none	n/a	2 pt per coal*****

* Flaming oil splashed on a creature will burn for 1-3 seconds, causing 1 hit point of damage per second. A direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.

**** Alcohol burns as flaming oil in all respects save damage. Effects also reduce proportionally for alcohol under 140 proof.**

*** Greek Fire burns for but one second on a splash. A direct hit causes 2-12 hit points of damage the first round, then 1-6 points of damage each successive round until a 1 damage is rolled, at which time it burns out. Note also that each damage roll can do no more damage than the prior damage roll.

***** Hot coals can be tossed in any quantity, but are ineffective past medium range without a sling or similar method of tossing them. A sling can throw two. A character can throw a sack of 10, but only 0-7 will impact (as the rest will remain in the sack). Such a sack can be tossed no further than 10 feet (short range). Note that hot coals can be used to set oil or alcohol ablaze.

1 Platinum piece (PP) =
500 Copper pieces
50 Silver pieces
10 Electrum pieces
5 Gold pieces
2.5 Hard silver pieces

1 Hard Silver piece (HSP) =
200 Copper pieces
20 Silver pieces
4 Electrum pieces
2 Gold pieces
2/5 Platinum piece

SAVING THROW BONUSES

vs. Paralyzation
vs. Death magic
vs. Poison
vs. Rod, Staff, Wand
vs. Petrification
vs. HackFrenzy
vs. HackLust
vs. Polymorph¹
vs. Breath Weapon²
vs. Apology
vs. Spells

CON. Bonus:

WIS Bonus:

DEX Bonus:

Shield Bonus:

Armor Bonus:

Magic, temp.:

Magic, perm.:

Class Bonus:

Race Bonus:

Honor Bonus:

TOTAL BONUS:

1. Excluding polymorph wand attacks
2. Excluding those that cause petrification or polymorph
3. Excluding those for which another saving throw is specified, such as death, petrification, polymorph, etc.

CRITICAL HIT BASE SEVERITY LEVEL

BSL = Defender's AC + Attacker's to-hit modifiers – Attacker's chance to hit AC15

[illegible]

COVER AND CONCEALMENT AC MODIFIERS

Target is:	Cover	Concealment
25% hidden	+2	+1
50% hidden	+4	+2
75% hidden	+7	+3
90% hidden	+10	+4

**HAVE YOU
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MULLIGAN
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SESSION YET?**

REMEMBER GREAT HONOR!

When you are in the Great Honor window for your level, you receive +1 to ALL of your die rolls.

FATIGUE:

**REMEMBER, THE
LONGER YOU FIGHT,
THE MORE DEX AND
STR YOU LOSE,
SO FINISH YOUR
FOES OFF FAST!**

1 Gold piece (GP) =
100 Copper pieces
10 Silver pieces
2 Electrum pieces
1/2 Hard silver piece
1/5 Platinum piece

1 Silver piece (SP) =
10 Copper pieces
1/5 Electrum piece
1/10 Gold piece
1/20 Hard silver piece
1/50 Platinum piece

ARMOR EFFECT ON SPELL MISHAP

Armor	Chance of Spell Mishap**
None	0
Buckler	+5%
Small shield	+15%
Medium shield	+10%
Padded	+20%
Elven chain mail	+20%
Leather	+25%
Studded leather	+30%
Brigandine	+35%
Scale mail	+35%
Hide	+40%
Ring mail	+40%
Chain mail	+50%
Body shield	+55%
Splint mail	+60%
Banded mail	+80%
Bronze plate mail	+90%
Platemail	+100%
Field plate	+120%
Full plate	+150%

* Magic armor results in the same spell mishap % as normal armor of the same type.
** % added to character's Chance of Spell Mishap % as listed on Table 1D.

FATIGUE FACTOR



FATIGUE SAVE



THRESHOLD OF PAIN



CALLLED SHOTS

To-hit Penalty vs.:

Location	Tiny	Small	Humanoid*	Large	Huge	Gargantuan
Antenna	-12	-10	-9	-8	-6	-5
Arm	-5	-4	-3	-3	-2	-2
Artery*	-12	-10	-10	-10	-10	-10
Eye*	-12	-11	-10	-10	-10	-10
Groin	-6	-5	-4	-4	-4	-4
Hand	-8	-7	-6	-6	-5	-4
Head	-10	-8	-6	-6	-5	-4
Leg	-4	-3	-2	-2	-2	-2
Neck	-9	-8	-6	-6	-4	-4
Tail	-7	-6	-5	-5	-4	-3
Tendon	-10	-9	-8	-8	-7	-6
Torso/body	-6	-4	-2	-2	-2	-2
Wing	-4	-3	-2	-2	-2	-2

Note: This table supercedes Table 8V from page 100 of the GMG.
* All shots called to internal organs are made against at least a -10 to-hit penalty.
** Humanoid-shaped/Man-sized

RESOURCE TRACKERS

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

LIGHT SOURCES

Source	Radius	Burning Time
Bonfire	50 ft.	1/2 hr./armload
Bullseye lantern	60 ft.*	2 hrs./pint
Campfire	35 ft.	1 hr./armload
Candle	5 ft.	10 min./inch
Continual light	60 ft.	Indefinite
Hooded lantern	30 ft.	2 hrs./pint
Light spell	20 ft.	Variable
Torch	15 ft.	30 min.
Weapon**	5 ft.	As desired

* This light is not cast in a radius, but rather in a cone-shaped beam. At its far end, the cone of light from a bullseye lantern has a beam 20 feet wide.

** Some magical weapons shed light. GMs have details on which ones do so.

TURNING UNDEAD

Type or Hit Dice of Undead	1	2	3	4	5	6	7	8	9	10-11	12-13	14+
Skeleton or 1 HD	14	11	8	5	T	T	D	D	D*	D*	D*	D*
Zombie	16	14	11	8	5	T	T	D	D	D*	D*	D*
Ghoul or 2 HD	18	16	14	11	8	5	T	T	D	D	D*	D*
Shadow or 3-4 HD	19	18	16	14	11	8	5	T	T	D	D	D*
Wight or 5 HD	20	19	18	16	14	11	8	5	T	T	D	D
Ghost	--	20	19	18	16	14	11	8	5	T	T	D
Wraith or 6 HD	--	--	20	19	18	16	14	11	8	5	T	T
Mummy or 7 HD	--	--	--	20	19	18	16	14	11	8	5	T
Spectre or 8 HD	--	--	--	--	20	19	18	16	14	11	8	5
Vampire or 9 HD	--	--	--	--	--	20	19	18	16	14	11	8
Ghost or 10 HD	--	--	--	--	--	--	20	19	18	16	14	11
Lich or 11+ HD	--	--	--	--	--	--	--	20	19	18	16	14
Special**	--	--	--	--	--	--	--	--	20	19	18	16

* An additional 2d4 creatures of this type are destroyed.

** Special creatures include unique undead, free-willed undead of the Negative Material Plane, certain Greater and Lesser Powers, and those undead that dwell in the Outer Planes.

† Paladins turn undead as clerics who are two levels lower.

KEY MAGIC ITEMS

OFFENSIVE

INFORMATIVE

DEFENSIVE

Improvised Weapons

Name	Type	Similar	Speed	Small/Med/Large	Special	Size
Piton	P	dagger	0	d6-3/d6-3/d6-3	-	T
Prybar	C	mace	3	d6+1/d6/d6-1	-	M
Chair	C	-	4	d6-2/d6-2/d6-3	-	M
Chairleg	C	club	3	d6-1/d6-2/d6-3	1	M
Poolcue	C	club	2	d6-2/d6-3/d6-4	1	M
Fork	P	knife	1	d6-3/d6-4/1	-	T
Stick	C	club	3	d6-3/d6-3/d6-4	-	S
Big Rock	C	-	6	d6-2/d4/d4-1	-	L
Table	C	-	7	d6-1/d6-1/d4-1	1	H
Fire Poker	P	-	0	d6-3/d6-2/d6-1	-	M
Venison Leg	C	club	3	d6-2/d6-3/d6-4	-	M
Meat Cleaver	H	handaxe	-1	d6/d6-1/d6-2	-	S
Chain	C	-	2	d6/d6-2/d6-4	2	M
Bottle, Empty	C	-	4	d4-2/d4-1/1	3	S
Broken Bottle	P/H	knife	1	d4-2/d4-1/d4	-	S
Bottle, Full	C	-	4	d6-2/d4-1/d4-3	3,4	S
Pitchfork	P	trident	5	d4-1/d6/2d4	-	L
Hoe	H	-	5	d6-2/d6-2/d6-2	-	L
Shovel	H	-	5	d6-1/d6-2/d6-2	-	L
Rake	H	-	5	d8-3/d6-2/d6-3	-	L
Torch	C	club	0	d6-1/d6-2/d6-4	1,5	M
Pot	C	warhammer	4	d4/d4-1/d4-3	-	M
Halfling	C	-	7	d6-1/d6-2/d6-3	6	L
Goblin	C	-	7	d6-1/d6-2/d6-3	6	L
Pixie	C	-	5	d20-19/1/0	6	M

STOWAGE CAPACITY

Item	Weight Capacity	Volume	Item	Weight Capacity	Volume
Backpack	50 lbs.	3'x2'x1'	Chest, small	40 lbs.	2'x1'x1'
Basket, large	20 lbs.	2'x2'x2'	Sack, large	30 lbs.	2'x2'x1'
Basket, small	10 lbs.	1'x1'x1'	Sack, small	15 lbs.	1'x1'x8"
Belt pouch, large	8 lbs.	6"x8"x2"	Saddle bags, large	30 lbs.	18"x1'x6"
Belt pouch, small	5 lbs.	4"x6"x2"	Saddle bags, small	20 lbs.	1'x1'x6"
Chest, large	100 lbs.	3'x2'x2'			

DISTANCE TRACKER:

0

1

2

3

4

5

6

7

8

9

10

SPELL TRACKER:

0

1

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10

[illegible]

EFFECT

SECRET NOTES	
NPCs:	
PCs:	

NPCs:

PCs:

THE END IS NEAR...

1. MULLIGAN? (BONUS FOR GREAT HONOR?)
2. COUPON?
3. HONOR PURGE: Only once per level, you can reduce your honor by 90% (rounded down) by purging your character's honor. This allows you to avoid any one action/event that would have caused the death of your character.
4. GAWDS MOST LIKELY TO COME TO YOUR AID (LIST): _____

5. REMAIN CONCIUS: If the character suffers a hit that drops him to 0 to -3 hit points in a single blow, that character must make a Constitution check against half his Constitution in order to remain concious.
6. WRITTEN WILL (LOCATION OF & EXECUTOR): _____

7. VERBAL CHANGES TO WRITTEN WILL: _____

8. ACTIVATE PROTÉGÉ(S) (LIST IN ORDER OF PREFERENCE): _____

9. COOL LAST WORDS: _____

I. MULLIGAN? (BONUS FOR GREAT HONOR?)

2. COUPON?

3. **HONOR PURGE:** Only once per level, you can reduce your honor by 90% (rounded down) by purging your character's honor. This allows you to avoid any one action/event that would have caused the death of your character.

4. GAWDS MOST LIKELY TO COME TO YOUR AID (LIST): _____

5. **REMAIN CONSCIOUS:** If the character suffers a hit that drops him to 0 to -3 hit points in a single blow, that character must make a Constitution check against half his Constitution in order to remain conscious.

6. WRITTEN WILL (LOCATION OF & EXECUTOR): _____

7. VERBAL CHANGES TO WRITTEN WILL: _____

8. **ACTIVATE PROTÉGÉ(S) (LIST IN ORDER OF PREFERENCE):** _____

9. COOL LAST WORDS: _____

[illegible]

INCREASING ANNOYANCE

NAME _____

INCREASING FRIENDSHIP

[illegible][illegible][illegible][illegible][illegible][illegible]

□ □ □ □ □ □

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]

□ □ □ □ □ □

[illegible]

**APPROXIMATE
GP VALUE**

DRAW ILLEGAL MAPS HERE (KEEP HIDDEN!)

A large grid of graph paper, consisting of 20 columns and 20 rows of small squares, intended for drawing illegal maps. The grid is blue on a white background.[illegible]

LIKELIHOOD THEY'LL REMEMBER?

[illegible]

NOTES



HONOR

FAME

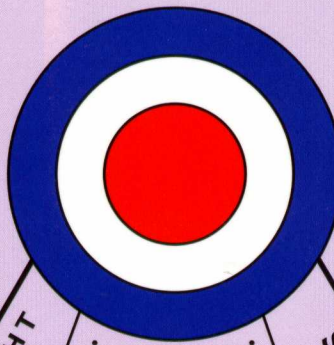
DICE ROLLING ZONE



MULLIGAN?



HONOR
BONUS?



AIM STRAIGHT

SHOOT TRUE

SHIELD HIT POINTS

Magic Bonus		AC Bonus	Hit Points Taken
+10	+5	+4	□□□□□ □
+9	+4	+3	□□□□□
+8	+3	+2	□□□□
+7	+2	+1	□□□
+6	+1	+0	□□

ARMOR HIT POINTS

Magic Bonus	AC Bonus	Hits Taken
+10	+5	1
		□ □ □ □ □ □ □ □ □ □
+9	+4	
		□ □ □ □ □ □ □ □ □ □
+8	+3	
		□ □ □ □ □ □ □
+7	+2	2
		□ □ □ □ □ □ □ □ □ □
+6	+1	
		□ □ □ □ □ □ □ □ □ □
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		7
		□ □ □ □ □ □ □
		8
		□ □
		9
		□

EP AWARD TRACKERS

Curing wounds (good - record hp cured): _____

Causing wounds (evil - record hp caused): _____

CRITICAL HIT/PENALTY TRACKER

SEVERITY LEVEL: _____

SEVERITY LEVEL: _____

SEVERITY LEVEL: _____

SEVERITY LEVEL: _____

SEVERITY LEVEL: _____

HONOR POINT AWARDS * TRACKER

Deliver a Critical Hit (Record severity level)	□□□	Survive a Critical Hit (Record severity level)	□□□
Allow a disarmed opponent to regain weapon	□□□	Publicly humiliate creature/character of higher level/Honor	□□□
Allow the enemy to draw first blood	□□□	Render an attitude adjustment (see Skills)	□□□
Capture battle standard, flag or crest in combat	□□□	Wear expensive equipment (25% chance per item per day)	□□□
Enter into mortal combat sans shield/armor	□□□	Win a contest	□□□
Exercise 'bragging rights' at a tavern or inn	□□□	Assassinate a character/NPC of a higher level	□□□
Fight 'worthy adversary' or battle-hardened adversary	□□□	Clerics: Heal, cure or restore a PC/NPC	□□□
Humiliate diametrically opposed enemy	□□□	Clerics: Remove a curse	□□□
Land killing blow on superior opponent	□□□	Clerics: Raise/Resurrect a PC/NPC	□□□
Refuse medical treatment for the good of the party	□□□	Fighters: Brag and show off battle scars	□□□
Save life of another at great risk to own self	□□□	Fighters: Per trophy taken from a fallen foe	□□□
Take prisoner(s)	□□□	Give a gift of value to NPC	□□□
Take arrow or hit for someone else	□□□	Grant a favor to NPC	□□□
Victorious against overwhelming odds	□□□	Save an NPC's life	□□□
Admonish another PC when he wrongs you	□□□	Volunteer to make a snack run for the group	□□□
Break a blood oath	□□□	Perform pizza duty	□□□
Fulfill a blood oath	□□□	Complete a Quest	□□□
Challenge a slight to one's Honor	□□□	Complete an adventure	□□□
Pay funeral expenses of someone you slew in combat	□□□		

* Points Awarded Based on Alignment

HONOR DICE CORRAL

4-SIDER



6-SIDER



8-SIDER



10-SIDER



12-SIDER



20-SIDER



CURRENT
HONOR DIE

+1 □

PROBATION BOX

DICE CORRAL



HONOR BONUS?

SHOOT TRUE

HIT/PENALTY TRACKER

This image shows a close-up of a piece of light-colored, textured paper with horizontal 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.

character of higher level/Honor	☐	☐	☐
element (see Skills)	☐	☐	☐
(25% chance per item per day.)	☐	☐	☐
character/NPC of a higher level	☐	☐	☐
more a PC/NPC	☐	☐	☐
PC/NPC	☐	☐	☐
battle scars	☐	☐	☐
from a fallen foe	☐	☐	☐
	☐	☐	☐
	☐	☐	☐
run for the group	☐	☐	☐
	☐	☐	☐
	☐	☐	☐

SHIELD HIT POINTS

Magic Bonus		AC Bonus	Hit Points Taken
+10	+5	+4	□□□□□ □
+9	+4	+3	□□□□□
+8	+3	+2	□□□□
+7	+2	+1	□□□
+6	+1	+0	□□

ARMOR HIT POINTS

Magic Bonus	AC Bonus	Hits Taken
+10	+5	1
+9	+4	2
+8	+3	3
+7	+2	4
+6	+1	5
		6
		7
		8
		9

HONOR DICE CORRAL



CURRENT HONOR DIE



HIT POINT TRACKER

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	TOTAL: _____
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	
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NPCs MET

USEFUL/GOOD NPC NOTES

USELESS/BAD NPC NOTES

NEUTRAL-REACTION NPC NOTES

MORALE TRACKER (MERITS/DEMERITS)

[illegible]

FAME RUB AREA (DISTINGUISHED PERSONAGES ONLY)

TAUNTS/COMEBACKS

IMPORTANT CLUES (INCIDENT LIST)

EP AWARD TRACKERS

Expert Marksmanship (3+ crits w/missile wpn.)	☐	☐	☐	☐
Precision Cutting (3+ crits w/melee wpn.)	☐	☐	☐	☐
Per Critical Hit suffered	☐	☐	☐	☐
Raising a character	☐	☐	☐	☐
Heroic spell cast	☐	☐	☐	☐
Faithful Adherence to Alignment	☐	☐	☐	☐
Spells cast to further ethos	☐	☐	☐	☐
Ingenious Casting (overcame foe/problem)	☐	☐	☐	☐
Spells successfully researched	☐	☐	☐	☐
Making potion or scroll	☐	☐	☐	☐
Making permanent magical item	☐	☐	☐	☐
Per ingenious use of a special ability	☐	☐	☐	☐
Treasure surreptitiously obtained	☐	☐	☐	☐
Disarming a trap/Defeating a trick	☐	☐	☐	☐
Most damage dealt in a single blow (record hp)				
Player has a clever idea	☐	☐	☐	☐
Player has an idea that saves the party	☐	☐	☐	☐
Player role-plays his character well	☐	☐	☐	☐
Defeating a creature in a single combat	☐	☐	☐	☐

CHANGES TO ENCUMBRANCE

UNENCUMB. LIGHT MODERATE HEAVY LADEN SEVERE TOTAL STARTING ENCUMBRANCE

WEIGHT ITEMS DROPPED/STOWED ITEMS CARRIED OR TEMPORARILY GAINED



HONOR

FAME

EP AWARD TRACKERS

Curing wounds (good - record hp cured): _____

Causing wounds (evil - record hp caused): _____



MULLIGAN?

CRITICAL HIT

SEVERITY LEVEL: _____

SEVERITY LEVEL: _____

SEVERITY LEVEL: _____

SEVERITY LEVEL: _____

SEVERITY LEVEL: _____

HONOR POINT AWARDS * TRACKER

Deliver a Critical Hit (Record severity level)		Survive a Critical Hit (Record severity level)	
Allow a disarmed opponent to regain weapon	☐	Publicly humiliate creature/character	☐
Allow the enemy to draw first blood	☐	Render an attitude adjustment	☐
Capture battle standard, flag or crest in combat	☐	Wear expensive equipment (20 gp)	☐
Enter into mortal combat sans shield/armor	☐	Win a contest	☐
Exercise 'bragging rights' at a tavern or inn	☐	Assassins: Assassinate a character	☐
Fight 'worthy adversary' or battle-hardened adversary	☐	Clerics: Heal, cure or restore	☐
Humiliate diametrically opposed enemy	☐	Clerics: Remove a curse	☐
Land killing blow on superior opponent	☐	Clerics: Raise/Resurrect a PC	☐
Refuse medical treatment for the good of the party	☐	Fighters: Brag and show off	☐
Save life of another at great risk to own self	☐	Fighters: Per trophy taken from enemy	☐
Take prisoner(s)	☐	Give a gift of value to NPC	☐
Take arrow or hit for someone else	☐	Grant a favor to NPC	☐
Victorious against overwhelming odds	☐	Save an NPC's life	☐
Admonish another PC when he wrongs you	☐	Volunteer to make a snack run	☐
Break a blood oath	☐	Perform pizza duty	☐
Fulfill a blood oath	☐	Complete a Quest	☐
Challenge a slight to one's Honor	☐	Complete an adventure	☐
Pay funeral expenses of someone you slew in combat	☐		

* Points Awarded Based on Alignment

PROBATION BOX

DICE CORRAL

NAME:

DATE:

GM:

Post/Pre-Game Area

ITEMS GAINED: EPs AWARDED:

CASH GAINED: MVP FOR SESSION:

HONOR AWARDED: MOST AWESOME DEATH:

SKILLS & TRAINING (LIST SKILLS)

PLAYER ADVANTAGE CODES