

FOURTH EDITION



PLAYER CHARACTER RECORD

VERSION 3.0



CHARACTER NAME	GM CERTIFICATION
PLAYER'S HMA #	GM'S HMA #

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[illegible][illegible][illegible]

	Water	Rations	Rations	
WEEKS	○○○○○	○○○○○	○○○○○	○○○○○
	○○○○○	○○○○○	○○○○○	○○○○○
	○○○○○	○○○○○	○○○○○	○○○○○
DAYS	□□□	□□□	□□□	□□□
	□□□	□□□	□□□	□□□

○ = 1 week (7 days) □ = 1 day

_____ Candle	5 ft. radius	10 min./inch
_____ 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
_____	()	()
_____	()	()

Fuel

_____ Flasks of Oil ○○○○○○ □□□□□□
○○○○○○ □□□□

_____ Torches 15 ft. radius 1/2 hour

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

LANGUAGES:

[illegible]

PROFICIENCIES

(Attach Additional Paperwork here)

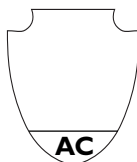


☐ male pattern baldness?

Handedness:

Primary Character Record

ABILITIES BASE Honor TEMP HONOR	STR DEX CON INT WIS CHA COM HON	HIT PROB. DMG. ADJ. WT. ALL. MAX. PRESS OPN. DRS. BB/ LG 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. EFFECT ON OTHERS FAME = $(HON \times LVL)/10$ + SPECIAL AWARDS HON DIE HON CHK MOD. HON BON./PEN.	MOVE/ENCUMBRANCE Base Rate _____ Unencumbered _____ Light () _____ Mod. () _____ Hvy. () _____ Svr. () _____ Run (x2) _____ EXPERIENCE (+ _____ %) FOR NEXT LEVEL:	SAVING THROWS Paralyzation, Poison, Death Magic Rod, Staff, or Wand Petrifaction, HackFrenzy, HackLust, Polymorph Breath Weapon Apology Spells MODIFIER SAVE
--	---	--	---	---



ADJUSTED AC

Shieldless _____ (_____ vs. _____)
 No Dex _____ (_____ vs. _____)
 _____ (_____ vs. _____)
 _____ (_____ vs. _____)

MAXIMUM HIT POINTS

CURRENT HP	Penalties and Temporary Conditions ☐ paralyzed/held ☐ poisoned ☐ prone
-------------------	---

Armor Worn

Body: _____

Helmet: _____

Shield: _____

Other: _____

		ARMOR HIT POINTS		
Current State	AC	Damage Sustained		
_____	_____	□□□□□□ □□□□□□ □□□□□□		
		□□□□□□ □□□□□□ □□□□□□		
		□□□□□□ □		
_____	1	□□□□□□ □□□□□□ □□□□□□		
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		□□□□□□ □		
_____	2	□□□□□□ □□□□□□ □□□□□□		
		□□□□□□ □□□□□		
_____	3	□□□□□□ □□□□□□ □□		
_____	4	□□□□□□ □□□□□□ □□□		
_____	5	□□□□□□ □□□□		
_____	6	□□□□□□ □□		
_____	7	□□□□□□ □		
_____	8	□□		
_____	9	□		

HD Type:		Subdual Dmg.							
CON Adj.:									
ToP (HP/2)		FATIGUE FACTOR (CON/2)				FATIGUE CHECK (CON+WIS)/2			
THIEF SKILLS	PP	OL	FT	RT	MS	HIS	DN	CW	RL
BASE									
Race Adj.									
DEX Adj.									
Armor Adj.									
Other Adj.									
Other Adj.									
TOTAL									
MARTIAL ARTS STYLE		#AT	DMG./AT	AC	SPECIAL MANEUVERS				

PROF.	WEAPON	# ATT./ RND.	WPN SPEED	INIT. MOD.	TO-HIT ADJ.	DMG. ADJ.	DAMAGE VS. T/S/M/L/H/G	CRIT. BSL	TYPE	WGT. (LBS.)	SPECIAL
☐											
☐											
☐											
☐											
☐											
☐											
☐	RANGED	ROF									
	RANGE (S/M/L):			AMMO: TENS	○○○○○	○○○○○	○○○○○	SINGLES	□□□□	□□□□	
☐	RANGED	ROF									
	RANGE (S/M/L):			AMMO: TENS	○○○○○	○○○○○	○○○○○	SINGLES	□□□□	□□□□	
☐	RANGED	ROF									
	RANGE (S/M/L):			AMMO: TENS	○○○○○	○○○○○	○○○○○	SINGLES	□□□□	□□□□	
☐	RANGED	ROF									
	RANGE (S/M/L):			AMMO: TENS	○○○○○	○○○○○	○○○○○	SINGLES	□□□□	□□□□	

(Attach Additional Paperwork here)

[illegible]

GEMS:

JEWELRY:

ART:

OTHER:

[illegible][illegible][illegible]

DEBTS/OBLIGATIONS		
NATURE	AMOUNT	DUE

CHARACTER SKETCH

NOTES:

Enemies

Clues

Goals

THE LIST*



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

LOUN STONES:

SHAPE OF STONE COLOR OF STONE EFFECTS

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

ARMOR, WEAPON AND MAGIC ITEM PLACEMENT MAP:

☐ Dungeon ☐ Town

☐ Wilderness ☐ _____

WEAPON, SHIELD OR ITEM CARRIED (RT.)

HELMET/HAT

Headgear: _____

Earring: _____

Other Piercings: _____

R L

Head, Side: _____

Head, Back, low: _____

Face, Side, low: _____

Face, Cntr., low: _____

Head, Back, upper: _____

Face, Side, upper: _____

Face, Cntr., upper: _____

Head, top: _____

WEAPON, SHIELD, 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: _____

GAUNTLET/GLOVE (LT.)

Glove/Gauntlet: _____

Thumb _____

Index _____

Middle _____

Ring _____

Pinky _____

Bracer: _____

Bracelet: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

L L

Forearm, back: _____

Hand, back: _____

Forearm, inner: _____

Palm: _____

Wrist, back: _____

Finger(s): _____

Wrist, front: _____

GORGET/NECK

Neck Protection: _____

Amulet/Medallion: _____

Brooch: _____

R L

Neck, Front: _____

Neck, Back: _____

Neck, Side: _____

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: _____

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: _____

UPPER ARM (LFT.)

Sleeve: _____

Elbow: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

L L

Shoulder, Side: _____

Elbow: _____

Shoulder, Top: _____

Inner joint: _____

Arm, upper outer: _____

Arm, upper inner: _____

ABBREVIATIONS:

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

UPPER LEG (RT.)

Pants: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

R

Knee: _____

Knee, back: _____

Hamstring: _____

UPPER LEG (LFT.)

Pants: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

L

Knee: _____

Knee, back: _____

Hamstring: _____

ABBREVIATIONS:

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

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: _____

BOOT/LOWER LEG (RT.)

Boot: _____

Anklet: _____

Sock/Slipper: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

R R

Foot, top: _____

Ankle, inner: _____

Heel: _____

Ankle, outer: _____

Toe(s): _____

Shin _____

Foot, arch: _____

Shin _____

Calf: _____

BOOT/LOWER LEG (LFT.)

Boot: _____

Anklet: _____

Sock/Slipper: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

L L

Foot, top: _____

Ankle, inner: _____

Heel: _____

Ankle, outer: _____

Toe(s): _____

Shin _____

Foot, arch: _____

Shin _____

Calf: _____

(Attach Additional Paperwork here)

CHARACTER FAMILY/CLAN HISTORY

Circumstances of Birth: _____		Birth Date: _____		Legitimate? (Y / N)		# of Siblings: _____	
Birth Rank: _____		Mother: _____		Father: _____			
Homeland: _____		Social Class (Family): _____		Family Honor: _____			
Sibling Notes: _____							
Clan Name: _____		Clan Seat: _____		Power Base: _____			
Alignment: _____		Clan Honor: _____		Clan Social Class: _____			
Hereditary Grudges: _____							
Hereditary Enemies: _____							
Hereditary Allies: _____							
Notable Ancestors: _____							
Notes: _____							

INHERITANCE

Father's Weapon: _____ Father's Helmet/Shield: _____

Father's Armor: _____ Miscellaneous Item: _____

DEEDS

LOCATION

TYPE OF PROPERTY

NOTES:

Family Business:	
Other Deeds:	

BACKGROUND/SCHOOLING/BASE TRAINING

LEVEL TRACKER

From Lvl.	To Lvl.	d ____ STR	d ____ DEX	d ____ CON	d ____ INT	d ____ WIS	d ____ CHA	d ____ COM	d ____ HP	Leveling Benefits
1	2	1	1	1	1	1	1	1	1	10% increase in experience gain
2	3	1	1	1	1	1	1	1	1	15% increase in experience gain
3	4	1	1	1	1	1	1	1	1	20% increase in experience gain
4	5	1	1	1	1	1	1	1	1	25% increase in experience gain
5	6	1	1	1	1	1	1	1	1	30% increase in experience gain
6	7	1	1	1	1	1	1	1	1	35% increase in experience gain
7	8	1	1	1	1	1	1	1	1	40% increase in experience gain
8	9	1	1	1	1	1	1	1	1	45% increase in experience gain
9	10	1	1	1	1	1	1	1	1	50% increase in experience gain

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(Attach Additional Paperwork here)

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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: _____ Gutbuster Tracker: _____	Coupons used ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ON Player: _____ Most EPs in a Single Session: _____ # Times Resurrected/Raised: _____ # of MVP Awards: _____ Biggest Honor Hit: _____ Biggest Honor Award: _____
---	--

# of Crits Dealt (Melee): ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ Severity Level: _____	# of Crits Dealt (Ranged): ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ Severity Level: _____
--	---

# of Crits Taken: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ Severity Level: _____	# of Crits Taken: ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ Severity Level: _____
--	--

(Attach Additional Paperwork here)

Company Crest/Token

COMPANY NAME

Status: _____

Charter filled at: _____

Terms: _____

Sponsor: _____

Buy-out: _____

Group Honor (HON): _____

Group Fame: _____

Group Level: _____

Group Alignment: _____

MARCHING ORDER

1st _____

2nd _____

3rd _____

4th _____

5th _____

6th _____

7th _____

8th _____

9th _____

Party Members										
Position	Name	Class	Race	Level	Honor	Ownership %	# of Shares	Bonus Shares	Notes	
1										
2										
3										
4										
5										
6										
7										
8										
9										

Contracted Services	Name	Term/Fees
Healing:		
Fencing (sale of) Goods:		
Legal/Contract:		
Magic Item Identification:		
Moneychanging:		
Storage of Goods:		
Raise Dead:		

Company Hirelings	Position	Name	Class	Race	Level	Loyalty	Terms of Employment	Shares/Bonus Shares	Notes
1									
2									
3									
4									
5									
6									
7									
8									
9									

Company Assets		Company Liabilities		
Funds Stashed	Location	Debt owed to:	Terms	Amount
Petty Cash	Location			
Emergency Fund	Location			
Debts to Collect	Location			

ANIMALS		AC	To-Hit Adj.	# AT	DMG/ EFFECTS	CRIT. BSL	HD/LVL.	MAX. HP	CURRENT HP
TYPE	NAME								
Notes: Description (Color, Unique Markings) _____									
Skills/Abilities: _____									
Load Capacity: _____ lbs. ☐ Base Move: _____ _____ lbs. ☐ 2/3 Move: _____ _____ lbs. ☐ 1/3 Move: _____ Current Load _____ lbs.									
Barding Type: _____ Barding AC: _____ ☐ ☐ ☐ ☐ ☐ _____ ☐ ☐ ☐ ☐ ☐ _____ ☐ ☐ ☐ ☐ ☐ _____ ☐ ☐ ☐ ☐ ☐									
Notes: Description (Color, Unique Markings) _____									
Skills/Abilities: _____									
Load Capacity: _____ lbs. ☐ Base Move: _____ _____ lbs. ☐ 2/3 Move: _____ _____ lbs. ☐ 1/3 Move: _____ Current Load _____ lbs.									
Barding Type: _____ Barding AC: _____ ☐ ☐ ☐ ☐ ☐ _____ ☐ ☐ ☐ ☐ ☐ _____ ☐ ☐ ☐ ☐ ☐ _____ ☐ ☐ ☐ ☐ ☐									
Notes: Description (Color, Unique Markings) _____									
Skills/Abilities: _____									
Load Capacity: _____ lbs. ☐ Base Move: _____ _____ lbs. ☐ 2/3 Move: _____ _____ lbs. ☐ 1/3 Move: _____ Current Load _____ lbs.									
Barding Type: _____ Barding AC: _____ ☐ ☐ ☐ ☐ ☐ _____ ☐ ☐ ☐ ☐ ☐ _____ ☐ ☐ ☐ ☐ ☐ _____ ☐ ☐ ☐ ☐ ☐									
Notes: Description (Color, Unique Markings) _____									
Skills/Abilities: _____									
Load Capacity: _____ lbs. ☐ Base Move: _____ _____ lbs. ☐ 2/3 Move: _____ _____ lbs. ☐ 1/3 Move: _____ Current Load _____ lbs.									
Barding Type: _____ Barding AC: _____ ☐ ☐ ☐ ☐ ☐ _____ ☐ ☐ ☐ ☐ ☐ _____ ☐ ☐ ☐ ☐ ☐ _____ ☐ ☐ ☐ ☐ ☐									

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(Attach Additional Paperwork here)

[illegible]

PARTY TREASURE

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Stronghold/Castle

(Attach Additional Paperwork here)

Location: _____

Description (in brief): _____

Liege(s): _____

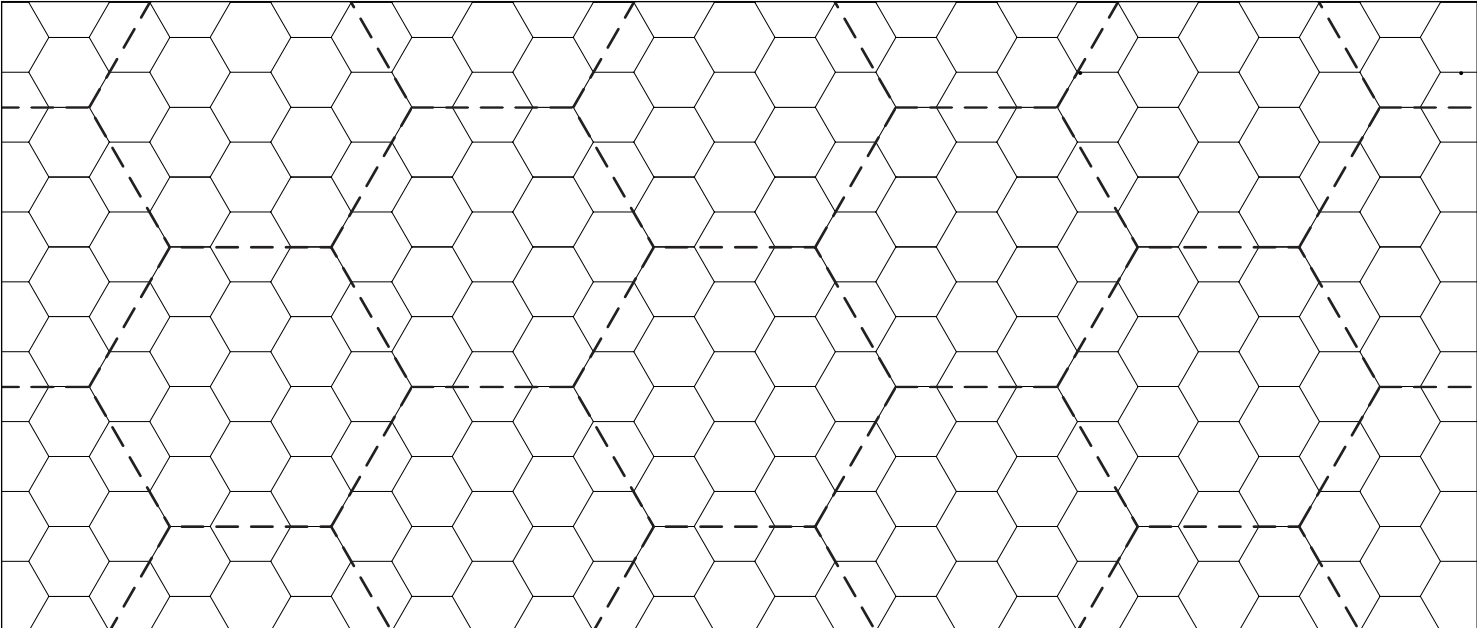
Vassals: _____

Towns, Villages and Thorps: _____

Manse/Main House: _____

Manor Defenses and Magic: _____

OVERHEAD VIEW OF GENERAL LAYOUT OF MANOR AND DEFENSES:



MAGIC-USER SPELLBOOK											
SPELLBOOK PARTICULARS						SPELLBOOK CREATION TEMPLATE					
Licensed? ☐ Size: _____ Weight: _____ Page Count: _____						Format: _____					
Description: _____						Type		Cover		Page Material	
Cover: _____ Paper: _____ Ink: _____						Size:		Height/Width		Base Weight	
Binding: _____						Thickness:		Page Count		Weight Mod.	
Enhancements: _____						Other:		Cost		Time	
Security: _____						TOTALS:		Weight		Binding Type/Weight	
Clasp/Lock: _____ Phys. Trap: _____ Spell Trap: _____										Encumbrance	
PAGE SPELL, TRAP OR OTHER						PAGE SPELL, TRAP OR OTHER					
1 _____						41 _____					
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						119 _____					
						120 _____					

(Attach Additional Paperwork here)

MAGIC-USER SPELL PLANNER

Spells/Day (Spelljacked): 1st ____ (____); 2nd ____ (____); 3rd ____ (____); 4th ____ (____); 5th ____ (____); 6th ____ (____); 7th ____ (____); 8th ____ (____); 9th ____

[illegible]

Cleric Spells (* = Reversible)

Spells per Day: 1st ____; 2nd ____; 3rd ____; 4th ____; 5th ____; 6th ____; 7th ____.

Memorized	1st Level	Mem.	4th Level	Mem.	th Level
□□□□	Befriend *	□□□□	Abjure	□□□□	_____
□□□□	Bless *	□□□□	Cloak of Bravery*	□□□□	_____
□□□□	Ceremony	□□□□	Cure Ser.Wnds.*	□□□□	_____
□□□□	Combine	□□□□	Detect Lie*	□□□□	_____
□□□□	Command	□□□□	Divination	□□□□	_____
□□□□	Create Water*	□□□□	Free Action	□□□□	_____
□□□□	Cure Lt.Wnds.*	□□□□	Giant Insect*	□□□□	_____
□□□□	Detect Evil *	□□□□	Heal Nasty Wnds.	□□□□	_____
□□□□	Detect Magic	□□□□	Imbue w/Spell Abil.	□□□□	_____
□□□□	Endure Ht./Cld.	□□□□	Lower Water*	□□□□	_____
□□□□	Flutter Soft	□□□□	Minor Raise Dead	□□□□	_____
□□□□	Inv. to Undead	□□□□	Neut. Poison*	□□□□	_____
□□□□	Light *	□□□□	No Fear	□□□□	_____
□□□□	Magical Stone	□□□□	Spell Immunity	□□□□	_____
□□□□	Prot. from Evil*	□□□□	Spike Stones	□□□□	_____
□□□□	Pur. Food/Drink*	□□□□	Sticks to Snakes*	□□□□	_____
□□□□	Remove Fear*	□□□□	Tongues*	Mem.	th Level
□□□□	Sanctuary	□□□□	Touch of Death	□□□□	_____
□□□□	Walking Corpse	□□□□	_____	□□□□	_____
□□□□	_____	□□□□	_____	□□□□	_____
Mem.	2nd Level	Mem.	5th Level	□□□□	_____
□□□□	Aid	□□□□	Air Walk	□□□□	_____
□□□□	Anim. Corpse	□□□□	Atonement	□□□□	_____
□□□□	Augury	□□□□	Break Hex	□□□□	_____
□□□□	Chant	□□□□	Commune	□□□□	_____
□□□□	Cure Mod.Wnds.*	□□□□	Cure Crit.Wnds.*	□□□□	_____
□□□□	Detect Charm*	□□□□	Detect Ult. Motives	□□□□	_____
□□□□	Diminished Rite	□□□□	Dispel Evil*	□□□□	_____
□□□□	Dust Devil	□□□□	Flame Strike	□□□□	_____
□□□□	Enthrall	□□□□	Heal Ser.Wnds.	□□□□	_____
□□□□	Find Traps	□□□□	Insect Plague	□□□□	_____
□□□□	Heal Lt.Wnds.	□□□□	Magic Font	□□□□	_____
□□□□	Know Align. *	□□□□	Plane Shift	□□□□	_____
□□□□	Premonition	□□□□	Quest	□□□□	_____
□□□□	Resist Fire/Cold	□□□□	Rainbow	□□□□	_____
□□□□	Rigor Mortis	□□□□	Raise Dead*	□□□□	_____
□□□□	Silence, 15' r.	□□□□	Rigor Mortis, 10' r.	Mem.	th Level
□□□□	Slow Poison	□□□□	Spike Growth	□□□□	_____
□□□□	Snake Charm	□□□□	True Seeing *	□□□□	_____
□□□□	Speak w/Animals	□□□□	_____	□□□□	_____
□□□□	Spirit. Hammer	Mem.	6th Level	□□□□	_____
□□□□	Withdraw	□□□□	Aerial Servant	□□□□	_____
□□□□	Wyvern Watch	□□□□	Animate Object	□□□□	_____
□□□□	_____	□□□□	Blade Barrier	□□□□	_____
□□□□	_____	□□□□	Conjure Animals	□□□□	_____
Mem.	3rd Level	□□□□	Cure-All *	□□□□	_____
□□□□	Animate Dead	□□□□	Find the Path*	□□□□	_____
□□□□	Cloudburst	□□□□	Forbiddance	□□□□	_____
□□□□	Continual Light*	□□□□	Heal Crit.Wnds.	□□□□	_____
□□□□	Create Food/Water	□□□□	Heroes' Feast	□□□□	_____
□□□□	Cure Blind/Deaf*	□□□□	Stone Tell	□□□□	_____
□□□□	Cure Disease *	□□□□	Word of Recall	Mem.	th Level
□□□□	Cure Nasty Wnds.*	□□□□	_____	□□□□	_____
□□□□	Dispel Magic	□□□□	_____	□□□□	_____
□□□□	Feign Death	Mem.	7th Level	□□□□	_____
□□□□	Flame Walk	□□□□	Astral Spell	□□□□	_____
□□□□	Glyph of Warding	□□□□	Cont. Weather	□□□□	_____
□□□□	Heal Mod.Wnds.	□□□□	Earthquake	□□□□	_____
□□□□	Lesser Reanimation	□□□□	Exaction	□□□□	_____
□□□□	Locate Object*	□□□□	Gate	□□□□	_____
□□□□	Magical Vestment	□□□□	Holy Word*	□□□□	_____
□□□□	Meld into Stone	□□□□	Regeneration*	□□□□	_____
□□□□	Neg. Plane Prot.	□□□□	Restoration*	□□□□	_____
□□□□	Prayer	□□□□	Restor. Cure-All	□□□□	_____
□□□□	Remove Curse*	□□□□	Resurrection*	□□□□	_____
□□□□	Remove Paralysis	□□□□	Succor*	□□□□	_____
□□□□	Speak to Dead	□□□□	Sunray	□□□□	_____
□□□□	Stirring Sermon	□□□□	Symbol	□□□□	_____
□□□□	Ward Off Evil*	□□□□	Wind Walk	□□□□	_____
□□□□	Water Walk	□□□□	_____	□□□□	_____
□□□□	White Hot Metal	□□□□	_____	□□□□	_____
□□□□	_____	□□□□	_____	□□□□	_____

Druid Spells (* = Reversible)

Spells per Day: 1st ____; 2nd ____; 3rd ____; 4th ____; 5th ____; 6th ____; 7th ____.

Mem.	1st Level	Mem.	4th Level
□□□□	Animal Friends.	□□□□	Animal Summ. I
□□□□	Ceremony	□□□□	Call WoodInd. Beings
□□□□	Cure Min. Inj.*	□□□□	Cont. Temp. 10' r.
□□□□	Detect Balance	□□□□	Cure Ser.Wnds.*
□□□□	Detect Magic	□□□□	Dispel Magic
□□□□	Detect Poison	□□□□	Grow
□□□□	Det. Snarcs/Pits	□□□□	Halluc. Forest*
□□□□	Entangle	□□□□	Hold Plant
□□□□	Faerie Fire	□□□□	Plant Door
□□□□	Fog Vision	□□□□	Produce Fire*
□□□□	Invis. to Animals	□□□□	Prot. fr. Lightning
□□□□	Loc. Animal/Plnt.	□□□□	Repel Insects
□□□□	Pass w/o Trace	□□□□	Speak W/ Plants
□□□□	Precipitation	□□□□	Stone Passage
□□□□	Predict Wthr.	□□□□	_____
□□□□	Purify Water*	□□□□	_____
□□□□	Shillelagh	□□□□	_____
□□□□	Speak w/Anim.	Mem.	5th Level
□□□□	_____	□□□□	Animal Growth*
□□□□	_____	□□□□	Animal Summ. II
□□□□	_____	□□□□	Anti-Plant Shell
□□□□	_____	□□□□	Commune w/Nature
□□□□	_____	□□□□	Control Winds
□□□□	_____	□□□□	Heal Ser.Wnds.
Mem.	2nd Level	□□□□	Insect Plague
□□□□	Barkskin	□□□□	Lssr. Reincarnation
□□□□	Charm Person	□□□□	Moonbeam
□□□□	Create Water*	□□□□	Pass Plant
□□□□	Cure Lt.Wnds.*	□□□□	Prot. fr.Acid
□□□□	Feign Death	□□□□	Prot. fr. Petrification
□□□□	Fire Trap	□□□□	Spike Stones
□□□□	Flame Blade	□□□□	Sticks to Snakes*
□□□□	Goodberry*	□□□□	Trans. Rock to Mud*
□□□□	Heat Metal*	□□□□	Wall of Fire
□□□□	Messenger	□□□□	_____
□□□□	Obscurement	□□□□	_____
□□□□	Produce Flame	□□□□	_____
□□□□	Reflecting Pool	□□□□	_____
□□□□	Slow Poison	Mem.	6th Level
□□□□	Trip	□□□□	Animal Summ. III
□□□□	Warp Wood*	□□□□	Anti-Animal Shell
□□□□	_____	□□□□	Conj. Fire Elem.*
□□□□	_____	□□□□	Cure Crit.Wnds.*
□□□□	_____	□□□□	Feeblemind
□□□□	_____	□□□□	Fire Seeds
□□□□	_____	□□□□	Liveoak
Mem.	3rd Level	□□□□	Trans. Water to Dust*
□□□□	Call Lightning	□□□□	Transport via Plants
□□□□	Cloudburst	□□□□	Turn Wood
□□□□	Cure Disease*	□□□□	Wall of Thorns
□□□□	Heal Lt.Wnds.	□□□□	Weather Summ.
□□□□	Hold Animal	□□□□	_____
□□□□	Know Align.*	□□□□	_____
□□□□	Neut. Poison*	□□□□	_____
□□□□	Plant Growth	Mem.	7th Level
□□□□	Prot. from Fire	□□□□	Animate Rock
□□□□	Pyrotechnics	□□□□	Cause Inclement Wthr.
□□□□	Snare	□□□□	Changestaff
□□□□	Spike Growth	□□□□	Chariot of Sustarre
□□□□	Starshine	□□□□	Confusion
□□□□	Stone Shape	□□□□	Conj. Earth Elem.*
□□□□	Summon Insects	□□□□	Control Weather
□□□□	Tree	□□□□	Creeping Doom
□□□□	Water Breath.*	□□□□	Finger of Death
□□□□	White Hot Metal	□□□□	Fire Storm*
□□□□	Wood Shape	□□□□	Heal Crit.Wnds.
□□□□	_____	□□□□	Reincarnate
□□□□	_____	□□□□	Repel Liv. Creat./Plant
□□□□	_____	□□□□	Sunray
□□□□	_____	□□□□	Trans. Metal to Wood
□□□□	_____	□□□□	Trans. Rock to Lava
□□□□	_____	□□□□	_____
□□□□	_____	□□□□	_____

(Attach Additional Paperwork here)

HENCHMEN TRACKING SHEET

Name: _____		Race: _____		Class: _____		DAMAGE vs.: T / S / M / L / H / G	
Gender: _____		Level: _____		Alignment: _____		AC: _____ #AT: _____	
STR /	Move	HIT POINTS Maximum Current	□□□□	□□□□	□□□□	□□□□	SAVE vs. Para./Poison/Death: Rod, Staff or Wand: Petrification, HackFrenzy, HackLust, Polymorph: Breath Weapon: Apology: Spells:
DEX /			□□□□	□□□□	□□□□	□□□□	
CON /	ToP		□□□□	□□□□	□□□□	□□□□	
INT /	FF		□□□□	□□□□	□□□□	□□□□	
WIS /			□□□□	□□□□	□□□□	□□□□	
CHA /	Quirks/Flaws						
COM /							
HON /	STPs						
Honor Die:							
Notes:							

Name: _____		Race: _____		Class: _____		DAMAGE vs.: T / S / M / L / H / G	
Gender: _____		Level: _____		Alignment: _____		AC: _____ #AT: _____	
STR /	Move	HIT POINTS Maximum Current	□□□□	□□□□	□□□□	□□□□	SAVE vs. Para./Poison/Death: Rod, Staff or Wand: Petrification, HackFrenzy, HackLust, Polymorph: Breath Weapon: Apology: Spells:
DEX /			□□□□	□□□□	□□□□	□□□□	
CON /	ToP		□□□□	□□□□	□□□□	□□□□	
INT /	FF		□□□□	□□□□	□□□□	□□□□	
WIS /			□□□□	□□□□	□□□□	□□□□	
CHA /	Quirks/Flaws						
COM /							
HON /	STPs						
Honor Die:							

Name: _____		Race: _____		Class: _____		DAMAGE vs.: T / S / M / L / H / G	
Gender: _____		Level: _____		Alignment: _____		AC: _____ #AT: _____	
STR /	Move	HIT POINTS Maximum Current	□□□□	□□□□	□□□□	□□□□	SAVE vs. Para./Poison/Death: Rod, Staff or Wand: Petrification, HackFrenzy, HackLust, Polymorph: Breath Weapon: Apology: Spells:
DEX /			□□□□	□□□□	□□□□	□□□□	
CON /	ToP		□□□□	□□□□	□□□□	□□□□	
INT /	FF		□□□□	□□□□	□□□□	□□□□	
WIS /			□□□□	□□□□	□□□□	□□□□	
CHA /	Quirks/Flaws						
COM /							
HON /	STPs						
Honor Die:							

Name: _____		Race: _____		Class: _____		DAMAGE vs.: T / S / M / L / H / G	
Gender: _____		Level: _____		Alignment: _____		AC: _____ #AT: _____	
STR /	Move	HIT POINTS Maximum Current	□□□□	□□□□	□□□□	□□□□	SAVE vs. Para./Poison/Death: Rod, Staff or Wand: Petrification, HackFrenzy, HackLust, Polymorph: Breath Weapon: Apology: Spells:
DEX /			□□□□	□□□□	□□□□	□□□□	
CON /	ToP		□□□□	□□□□	□□□□	□□□□	
INT /	FF		□□□□	□□□□	□□□□	□□□□	
WIS /			□□□□	□□□□	□□□□	□□□□	
CHA /	Quirks/Flaws						
COM /							
HON /	STPs						
Honor Die:							
Notes:							

(Attach Additional Paperwork here)

Followers Tracking Sheet

Commander	AC	Race	Class	Lvl	#AT	Dmg	Crit.	BSL	Skills/Abilities	Cost
Disciplinary Notes:										
Armor: AC: ____ □□□□□ □□□□□ □□ AC: ____ □□□□□ □□□ AC: ____ □□□□□ □ AC: ____ □□□□ AC: ____ □□ AC: ____ □ Shield: + ____ □□□□□ □ + ____ □□□□□ + ____ □□□□ + ____ □□□										
Notes: _____ HP: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□										

Unit Name	AC	Race	Class/Type	Lvl	#AT	Dmg	Crit.	BSL	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	Crit. BSL	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	Crit. BSL	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	Crit.	BSL	Skills/Abilities	Cost
Armor type: _____ Shield type: _____ Weapons: _____ Disciplinary Notes: _____ Armor: AC: ____ □□□□□ □□□□□ □□ AC: ____ □□□□□ □□□ AC: ____ □□□□□ □ AC: ____ □□□□ AC: ____ □□ AC: ____ □ Shield: + ____ □□□□□ □ + ____ □□□□□ + ____ □□□□ + ____ □□□ Number in Unit/Notes: _____ HP: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□										

[illegible]

Character: _____ Alignment: _____ Player: _____

Race: _____ Class: _____ Level: _____ Title(s): _____

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

Patron Gawd(s): _____ Handedness: _____

(Attach Additional Paperwork here)



☐ SIDEKICK ☐ PROTÉGÉ

☐

Character Record

ABILITIES

STR

DEX

CON

INT

WIS

CHA

COM

HON

HIT PROB.

DMG. ADJ.

WT. ALL.

MAX. PRESS

OPN. DRS.

BB/LG

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.

EFFECT ON OTHERS

FAME = (HON X LVL)/10 + SPECIAL AWARDS

HON DIE

HON CHK MOD.

HON BON./PEN.

MOVE/ENCUMBRANCE

Base Rate _____

Unencumbered _____

Light () _____

Mod. () _____

Hvy. () _____

Svr. () _____

Run (x2) _____

SAVING THROWS

Paralyzation, Poison, Death Magic _____

Rod, Staff, or Wand _____

Petrifaction, HackFrenzy, HackLust, Polymorph _____

Breath Weapon _____

Apology _____

Spells _____

MODIFIER SAVE

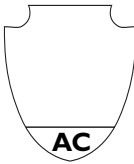
BASE Honor

TEMP HONOR

HON WINDOW

HON PENALTY WINDOW

EXPERIENCE (+ %) FOR NEXT LEVEL:



AC

ADJUSTED AC

Shieldless _____ (_____ vs. _____)

No Dex _____ (_____ vs. _____)

_____ (_____ vs. _____)

_____ (_____ vs. _____)

MAXIMUM

HIT POINTS

CURRENT HP

Penalties and Temporary Conditions

☐ paralyzed/held ☐ poisoned ☐ prone

Armor Worn

Body: _____

Helmet: _____

Shield: _____

Other: _____

ARMOR HIT POINTS

Current State AC

Damage Sustained

1

2

3

4

5

6

7

8

9

SHIELD HIT POINTS

Current State AC Bonus

Damage Sustained

+4

+3

+2

+1

HD Type:

CON Adj.:

Subdual Dmg.

TOP (HP/2)

FATIGUE FACTOR (CON/2)

FATIGUE CHECK (CON+WIS)/2

THIEF SKILLS

PP

OL

FT

RT

MS

HIS

DN

CW

RL

BASE

Race Adj.

DEX Adj.

Armor Adj.

Other Adj.

Other Adj.

TOTAL

MARTIAL ARTS STYLE

#AT

DMG./AT

AC

SPECIAL MANEUVERS

PROF?

WEAPON

ATT./ RND.

WPN SPEED

INIT. MOD.

TO-HIT ADJ.

DMG. ADJ.

DAMAGE VS. T/S/M/L/H/G

CRIT. BSL

TYPE

WGT. (LBS.)

SPECIAL

RANGED

ROF

RANGE (S/M/L):

AMMO: TENS

SINGLES

RANGED

ROF

RANGE (S/M/L):

AMMO: TENS

SINGLES

RANGED

ROF

RANGE (S/M/L):

AMMO: TENS

SINGLES

RANGED

ROF

RANGE (S/M/L):

AMMO: TENS

SINGLES

[illegible]

	Water	Rations	Rations	
WEEKS	○○○○○ ○○○○○ ○○○○○	○○○○○ ○○○○○ ○○○○○	○○○○○ ○○○○○ ○○○○○	○○○○○ ○○○○○ ○○○○○
DAYS	□□□ □□□	□□□ □□□	□□□ □□□	□□□ □□□

○ = 1 week (7 days) □ = 1 day

	LIGHT SOURCES	RANGE	DURATION
_____	Candle	5 ft. radius	10 min./inch
_____	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.

	Fuel		
_____	Flasks of Oil	○○○○○ ○○○○○	□□□□ □□□□
_____	Torches		1 1/2 hour
	○○○○○	□□□□□	□ = 1 torch/flask
	○○○○○	□□□□□	○ = 10 torches/flasks

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

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

LANGUAGES

[illegible]

TALENTS, PROFICIENCIES & RACIAL ABILITIES

[illegible]

Circumstances of Birth: _____ Birth Date: _____

Legitimate? (Y / N) # of Siblings: _____ Birth Rank: _____ Alignment: _____

Mother: _____ Father: _____

Homeland: _____ Clan Seat: _____

Power Base: _____ Clan Name: _____

Family Honor (HON): _____ Clan Honor (HON): _____

Social Class (Family): _____ Social Class (Clan): _____

Notes (Siblings, Grudges, Enemies, Allies): _____

Last Will and Testament: I, _____ do hereby _____

CHARACTER SKETCH

NOTES:

Enemies

Clues

Goals

THE LIST*



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

