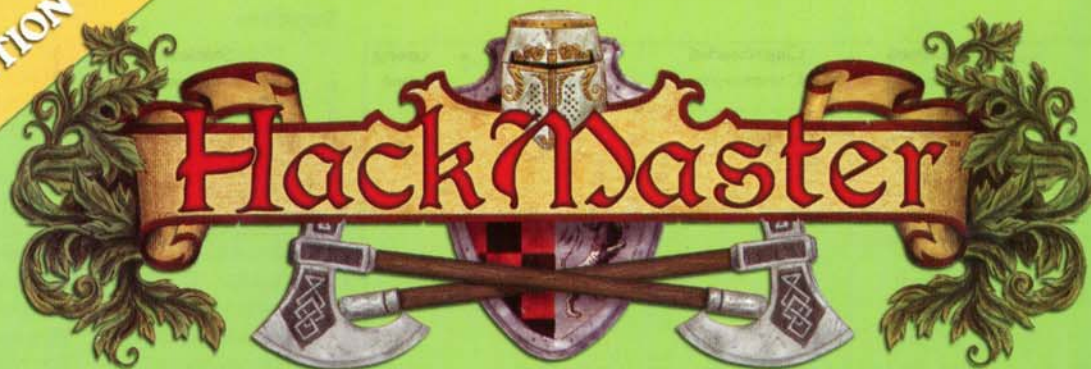


FOURTH EDITION



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]

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]

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

○ = 1 week (7 days) □ = 1 day

_____ 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
_____	()	()
_____	()	()

Fuel ○○○○○ □□□□□
 _____ 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: _____

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

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

BASE TEMP

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:		

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

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



*vs ()

Current Status	AC	Hits Taken
___	-3	□□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □
___	-2	□□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □
___	-1	□□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □
___	0	□□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □
___	1	□□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □
___	2	□□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□
___	3	□□□□□□ □□□□□□ □□
___	4	□□□□□□ □□□□□□ □□
___	5	□□□□□□ □□□
___	6	□□□□□□ □□
___	7	□□□□□□ □
___	8	□□
___	9	□

HD Type:

Subdual Dmg.

[illegible]

Fatigue Factor:

Fatigue Check:

SPECIAL ABILITIES AND TALENTS:[illegible]

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

☐ = 1 bolt/arrow ☐ = 10 bolts/arrows

Treasure Carried						
CP	SP	EP	GP	HSP	PP	Location
x1/100	x1/10	x1/2	x1	x2	x5	<< (GP Equivalents)

Obligations		
Nature	Amount	Due
Hireling Payments		
Lodging		
Debts		
Tithe		
Other		

[illegible][illegible]

Joun 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: _____

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: _____

Gorget/Neck

Neck Protection: _____
Amulet/Medallion: _____
Brooch: _____
Neck, Front: _____ R _____ L _____
Neck, Back: _____
Neck, Side: _____

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): _____

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: _____

Chest: _____ R _____ L _____
Side, upper: _____
Back, upper: _____
Back, upper middle: _____
Armpit: _____

Upper Leg (Lft.)

Pants: _____
Weapon, sm. (I): _____
Weapon, sm. (O): _____
Knee: _____ L _____
Knee, back: _____
Hamstring: _____

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 (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 _____

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**

Joun Stones:		
Shape of Stone	Color of Stone	Effects
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

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 or Item Carried (Lft.)

Gauntlet/Glove (Rt.)

Glove/Gauntlet: _____

Thumb _____

Finger: Index _____

Middle _____

Ring _____

Pinky _____

Bracer: _____

Bracelet: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

R 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: _____

Gauntlet/Glove (Lft.)

Glove/Gauntlet: _____

Thumb _____

Finger: 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: _____

Upper Arm (Rt.)

Sleeve: _____

Elbow: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

R L

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 (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: _____

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 (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: _____

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 (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: _____

Inheritance

Father's Weapon: _____

Father's Helmet/Shield: _____

Father's Armor: _____

Miscellaneous Item: _____

(Attach Additional Paperwork here)

Deeds

Location

Type of Property

Notes:

Family Business:

Other Deeds:

Animals

Name

AC

Type

HD/IVI.

AT

Dmg/Effects

HP

Skills/Abilities

Father's Mount:

Description/Color/Unique Markings

Warhorse:

Description/Color/Unique Markings

Riding Horse:

Description/Color/Unique Markings

Pack Ape:

Description/Color/Unique Markings

Description/Color/Unique Markings

Description/Color/Unique Markings

Description/Color/Unique Markings

Description/Color/Unique Markings

Description/Color/Unique Markings

Description/Color/Unique Markings

Description/Color/Unique Markings

Tally Sheet

[illegible]

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: _____

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

HONor

ARMOR



AC

Surprised _____

Shieldless _____

Rear _____

Defenses _____

1

--	--

HD type:

Subdual Dmg.

CRIT. BSL

Special Attacks _____ Ammunition: _____ Tens _____ Singles _____

○ = 1 bolt/arrow ○ = 10 bolts/arrows

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

[illegible]

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. A vertical margin line is present on the right side, creating a narrow column. The paper appears to be from a notebook or a standard writing template. There are some faint smudges and marks on the surface, particularly near the bottom right corner where there's a small dark mark. The overall appearance is that of a clean but slightly used piece of stationery.

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							



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			

Name	AC	Race	Class	Lvl	#AT	Dmg	Skills/Abilities	Cost
Disciplinary Notes:								
Armor: AC: ____ □□□□□ □□□□□ □□ AC: ____ □□□□□ □□□ AC: ____ □□□□□ □ AC: ____ □□□□ AC: ____ □□ AC: ____ □ Shield: + ____ □□□□□ □ + ____ □□□□□ + ____ □□□□ + ____ □□□ Manner of Demise: _____ HP: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□								

Location: _____

Description (in brief): _____

Liege(s): _____

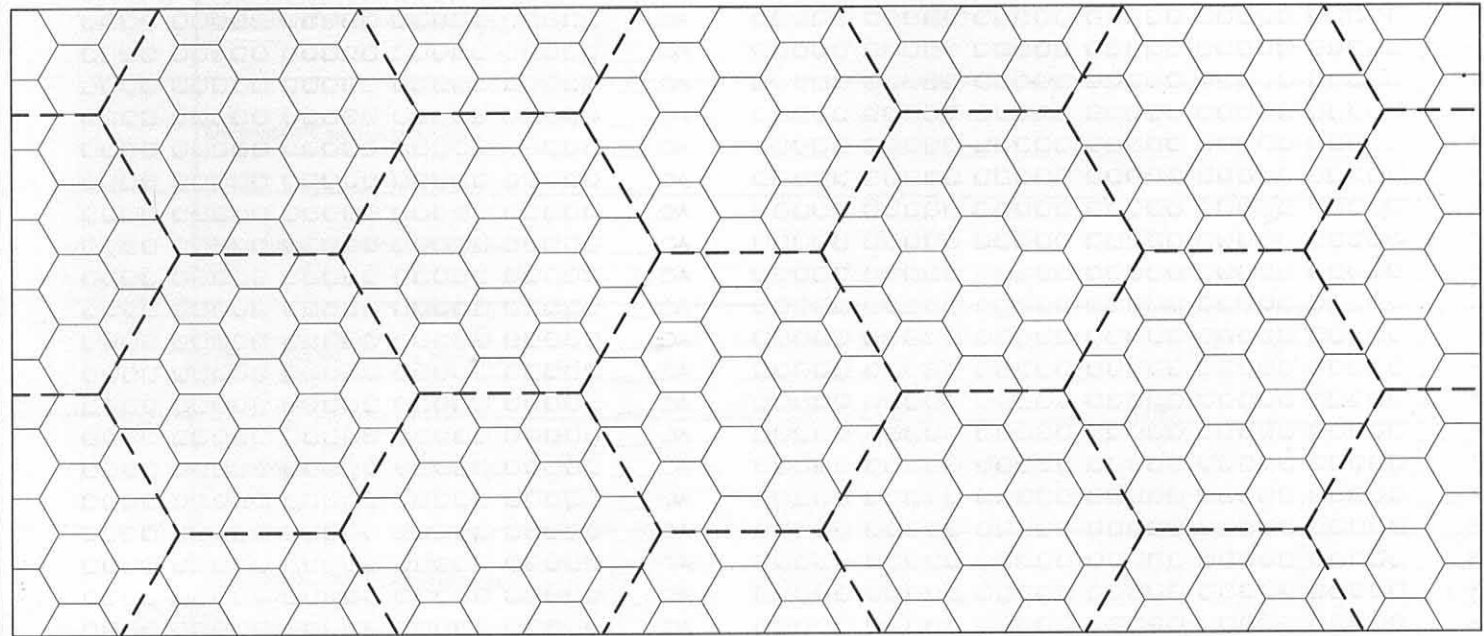
Vassals: _____

Towns, Villages and Thorps: _____

Manse/Main House: _____

Manor Defenses and Magic: _____

OVERHEAD VIEW OF GENERAL LAYOUT OF MANOR AND DEFENSES:



(Attach Additional Paperwork here)

Followers Tracking Sheet

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: ____ □								
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

HIT PROB.	DMG. ADJ.	WT. ALL.	MAX. PRESS	OPN. DR.	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 VS*

Surprised _____

Shieldless _____

Rear _____

Prone _____

Held _____

*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.	

SKILLS, LANGUAGES, PROFICIENCIES, ETC.:

()
()
()
()
()
()
()
()
()
()

Morale

Threshold of Pain:

Fatigue Factor:

Fatigue Check:

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	○○○○○ ○○○○○ ○○○○○					

(Attach Additional Paperwork here)

[illegible]

Cleric Spells

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

Memorized 1st Level Spells

00000 Befriend *
 00000 Bless *
 00000 Ceremony
 00000 Combine
 00000 Command
 00000 Create Water *
 00000 Cure Light Wounds *
 00000 Detect Evil *
 00000 Detect Magic
 00000 Endure Heat / Cold
 00000 Flutter Soft
 00000 Invisibility to Undead
 00000 Light *
 00000 Magical Stone
 00000 Protection from Evil *
 00000 Purify Food/Drink *
 00000 Remove Fear *
 00000 Sanctuary
 00000 Walking Corpse
 00000 _____
 00000 _____

Memorized 2nd Level Spells

00000 Aid
 00000 Animated Corpse
 00000 Augury
 00000 Chant
 00000 Cure Moderate Wounds *
 00000 Detect Charm *
 00000 Diminished Rite
 00000 Dust Devil
 00000 Enthral
 00000 Find Traps
 00000 Heal Light Wounds
 00000 Know Alignment *
 00000 Premonition
 00000 Resist Fire / Cold
 00000 Rigor Mortis
 00000 Silence, 15' Radius
 00000 Slow Poison
 00000 Snake Charm
 00000 Speak w/Animals
 00000 Spiritual Hammer
 00000 Withdraw
 00000 Wyvern Watch
 00000 _____
 00000 _____

Memorized 3rd Level Spells

00000 Animate Dead
 00000 Cloudburst
 00000 Continual Light *
 00000 Create Food/Water
 00000 Cure Blind/Deaf *
 00000 Cure Disease *
 00000 Cure Nasty Wound *
 00000 Dispel Magic
 00000 Feign Death
 00000 Flame Walk
 00000 Glyph of Warding
 00000 Heal Moderate Wound
 00000 Lesser Reanimation
 00000 Locate Object *
 00000 Magical Vestment
 00000 Meld into Stone
 00000 Neg. Plane Protection
 00000 Prayer
 00000 Remove Curse *
 00000 Remove Paralysis
 00000 Speak to the Dead
 00000 Stirring Sermon
 00000 Ward Off Evil *
 00000 Water Walk
 00000 White Hot Metal
 00000 _____
 00000 _____

Memorized 4th Level Spells

00000 Abjure
 00000 Cloak of Bravery *
 00000 Cure Serious Wound *
 00000 Detect Lie *
 00000 Divination
 00000 Free Action
 00000 Giant Insect *
 00000 Heal Nasty Wound
 00000 Imbue w/Spell Ability
 00000 Lower Water *
 00000 Minor Raise Dead
 00000 Neutralize Poison *
 00000 No Fear
 00000 Spell Immunity
 00000 Spike Stones
 00000 Sticks to Snakes *
 00000 Tongues *
 00000 Touch of Dead
 00000 _____
 00000 _____

Memorized 5th Level Spells

00000 Air Walk
 00000 Atonement
 00000 Break Hex
 00000 Commune
 00000 Cure Critical Wounds *
 00000 Detect Ulterior Motives
 00000 Dispel Evil *
 00000 Flame Strike
 00000 Heal Serious Wounds
 00000 Insect Plague
 00000 Magic Font
 00000 Plane Shift
 00000 Quest
 00000 Rainbow
 00000 Raise Dead *
 00000 Rigor Mortis, 10' radius
 00000 Spike Growth
 00000 True Seeing *
 00000 _____
 00000 _____

Memorized 6th Level Spells

00000 Aerial Servant
 00000 Animate Object
 00000 Blade Barrier
 00000 Conjure Animals
 00000 Cure-All *
 00000 Find the Path *
 00000 Forbiddance
 00000 Heal Critical Wound
 00000 Heroes' Feast
 00000 Stone Tell
 00000 Word of Recall
 00000 _____
 00000 _____

Memorized 7th Level Spells

00000 Astral Spell
 00000 Control Weather
 00000 Earthquake
 00000 Exaction
 00000 Gate
 00000 Holy Word *
 00000 Regeneration *
 00000 Restoration *
 00000 Restorative Cure-All
 00000 Resurrection *
 00000 Succor *
 00000 Sunray
 00000 Symbol
 00000 Wind Walk
 00000 _____
 00000 _____

Druid Spells

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

Memorized 1st Level Spells

00000 Animal Friendship
 00000 Ceremony
 00000 Cure Minor Injury *
 00000 Detect Balance
 00000 Detect Magic
 00000 Detect Poison
 00000 Detect Snares/Pits
 00000 Entangle
 00000 Faerie Fire
 00000 Fog Vision
 00000 Invisibility to Animals
 00000 Locate Animals/Plants
 00000 Pass w/o Trace
 00000 Precipitation
 00000 Predict Weather
 00000 Purify Water *
 00000 Shillelagh
 00000 Speak w/Animals
 00000 _____
 00000 _____
 00000 _____
 00000 _____

Memorized 2nd Level Spells

00000 Barkskin
 00000 Charm Person
 00000 Create Water *
 00000 Cure Light Wounds *
 00000 Feign Death
 00000 Fire Trap
 00000 Flame Blade
 00000 Goodberry *
 00000 Heat Metal *
 00000 Messenger
 00000 Obscurement
 00000 Produce Flame
 00000 Reflecting Pool
 00000 Slow Poison
 00000 Trip
 00000 Warp Wood *
 00000 _____
 00000 _____
 00000 _____
 00000 _____

Memorized 3rd Level Spells

00000 Call Lightning
 00000 Cloudburst
 00000 Cure Disease *
 00000 Heal Light Wounds
 00000 Hold Animal
 00000 Know Alignment *
 00000 Neutralize Poison *
 00000 Plant Growth
 00000 Protection from Fire
 00000 Pyrotechnics
 00000 Snare
 00000 Spike Growth
 00000 Starshine
 00000 Stone Shape
 00000 Summon Insects
 00000 Tree
 00000 Water Breathing *
 00000 White Hot Metal
 00000 Wood Shape
 00000 _____
 00000 _____
 00000 _____
 00000 _____

Memorized 4th Level Spells

00000 Animal Summoning I
 00000 Call Woodland Beings
 00000 Control Temp., 10' radius
 00000 Cure Serious Wounds *
 00000 Dispel Magic
 00000 Grow
 00000 Halluc. Forest *
 00000 Hold Plant
 00000 Plant Door
 00000 Produce Fire *
 00000 Protect. from Lightning
 00000 Repel Insects
 00000 Speak W/ Plants
 00000 Stone Passage
 00000 _____
 00000 _____

Memorized 5th Level Spells

00000 Animal Growth *
 00000 Animal Summoning II
 00000 Anti-Plant Shell
 00000 Commune w/Nature
 00000 Control Winds
 00000 Heal Serious Wounds
 00000 Insect Plague
 00000 Lesser Reincarnation
 00000 Moonbeam
 00000 Pass Plant
 00000 Protection from Acid
 00000 Protect. from Petrificat.
 00000 Spike Stones
 00000 Sticks to Snakes *
 00000 Trans. Rock to Mud *
 00000 Wall of Fire
 00000 _____
 00000 _____

Memorized 6th Level Spells

00000 Animal Summoning III
 00000 Anti-Animal Shell
 00000 Conjure Fire Elemental *
 00000 Cure Critical Wounds *
 00000 Feeblemind
 00000 Fire Seeds
 00000 Liveoak
 00000 Trans. Water to Dust *
 00000 Transport via Plants
 00000 Turn Wood
 00000 Wall of Thorns
 00000 Weather Summoning
 00000 _____
 00000 _____

Memorized 7th Level Spells

00000 Animate Rock
 00000 Cause Inclement Weather
 00000 Changestaff
 00000 Chariot of Sustarre
 00000 Confusion
 00000 Conjure Earth Elemental *
 00000 Control Weather
 00000 Creeping Doom
 00000 Finger of Death
 00000 Fire Storm *
 00000 Heal Critical Wounds
 00000 Reincarnate
 00000 Repel Living Creat./Plants
 00000 Sunray
 00000 Trans. Metal to Wood
 00000 Trans. Rock to Lava
 00000 _____
 00000 _____

* = 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."

LAST WILL OF

I, _____, a resident of _____,
<Proper Name> <Title(s)> <City / Town> <Country/Region>
 being of _____ mind and _____ body, and not being actuated by any duress, menace, magic, mind control, fraud, mistake, undue influence, or nefarious forces, do make, publish, and declare this to be my last Will, hereby expressly revoking all Wills and Codicils previously made by me.
 To my _____, I bequeath my _____, _____, _____, _____, _____,
<descriptive adjective(s)> <relation> <Proper Name (s)> <weapon(s)> <armor> <helmet/shield> <animal(s)> <deed(s)>
 and _____

To my _____, I bequeath my _____, _____, _____, and _____
<descriptive adjective(s)> <relation> <Proper Name (s)> <weapon(s)> <armor> <helmet/shield> <animal(s)>

To my _____, I bequeath my _____, _____, _____, and _____
 <descriptive adjective(s)> <relation> <Proper Name (s)> <scroll(s)/spellbook(s)> <scroll(s)/spellbook(s)> <scroll(s)/spellbook(s)>

To my _____, I bequeath my _____, _____, and _____.

<descriptive adjective(s)> <relation> <Proper Name (s)> <magic item(s)> <magic item(s)> <magic item(s)>

To my _____, I bequeath my _____.

<descriptive adjective(s)> <relation> <Proper Name (s)>

To my _____, _____, _____, I bequeath the remainder.
 <descriptive adjective(s)> <descriptive adjective(s)> <relation> <Proper Name (s)>

To my _____, I leave this advice _____

<descriptive adjective(s)> <descriptive adjective(s)> <descriptive adjective(s)> <relation> <Proper Name (s)>

Living Will:

In case of Death, try to revive me if:

Yes ☐ No ☐ Body can be recovered;

Yes ☐ No ☐ Cleric of different faith;

Yes ☐ No ☐ Reincarnate spell used;

Yes ☐ No ☐ Costs less than _____ GP;

Yes ☐ No ☐ Diminished Rite will be used;

Yes ☐ No ☐ Spell lower than _____ level is to be used:

Yes ☐ No ☐ Full Resurrect spell used by cleric of ____ level or greater;

Yes ☐ No ☐ _____ % Risk of coming back as Undead;

Yes ☐ No ☐ _____ % Risk of coming back as Intelligent Undead;

Yes ☐ No ☐ _____ % Risk of coming back as _____ Lycanthrope;

Yes ☐ No ☐ _____ % Risk of being under Compulsion/Charm.

Yes ☐ No ☐ _____ % Risk of nefarious possession;

Yes ☐ No ☐ Any life sustaining magic must be used:

Yes ☐ No ☐ Any Necromantic spells must be used;

Yes ☐ No ☐ If pregnant _____;

Other: Yes ☐ No ☐ _____;

Yes ☐ No ☐

In Witness Whereof, I, _____, hereby set my hand to this last Will on this _____ day of _____, at _____
<Proper Name> <location>

Witnessed by: _____

Witnessed by: _____

Witnessed by: _____

Signature

☐ I certify this character to be HackMaster Legal.

GM: _____ HMA Membership #: _____ Revision #: _____



© Copyright 2002 Kenzer and Company. All Rights Reserved.

HackMaster is based on the original Dungeons and Dragons® rules created by E. Gary Gygax and Dave Arneson.

With respect to trademarks: HackMaster, the HackMaster logo, Hacklopedia of Beasts, the Kenzer and Company logo, Knights of the Dinner Table, Gary Jackson, The Game Must Go On logo, the Hard Eight Enterprises logo and Hard Eight Enterprises are trademarks of Kenzer and Company. © Copyright 2002 Kenzer and Company. All rights reserved. Advanced Dungeons and Dragons, AD&D, and Dungeons and Dragons are all trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. and are used by Kenzer and Company under license. ©2002 Wizards of the Coast, Inc.

ISBN 1-889182-35-4



K&C2103



U.S. \$4.99

FAN