

Character: _____ Class: _____ Level: _____ Alignment: _____

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

Patron God(s): _____ (Anointed? Y ☐ N ☐) Handedness: _____

HackMaster

Character Record

ABILITIES	STR	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	CARRY (LBS)	DRAG (LBS)
	INT	ATTACK MOD.				
	WIS	INIT MOD.	DEFENSE MOD.	MENTAL SAVING THROW BONUS		
	DEX	INIT MOD.	ATTACK MOD.	DEFENSE MOD.	DODGE SAVING THROW BONUS	FEAT OF AGILITY
	CON	PHYSICAL SAVING THROW BONUS				
	LKS					
	CHA	TURNING MOD.		MORALE MOD.		
	Honor	HON WINDOW		HON PENALTY WINDOW		
	Fame	HONOR BONUSES OR PENALTIES:				
		CATEGORY OF FAME:				

Morale: ☐ Hero ☐ Fearless ☐ Brave ☐ Steady ☐ Nervous ☐ Cowardly

EXPERIENCE

FOR NEXT LEVEL:
2ND = 400
3RD = 1200
4TH = 2200
5TH = 3400
6TH = 4850
7TH = 6600
8TH = 8700
9TH = 11,200
10TH = 14,150

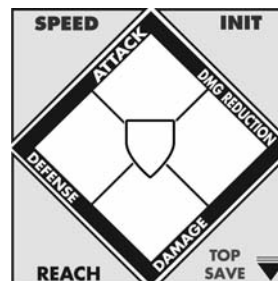
Quick References

Observation Check:

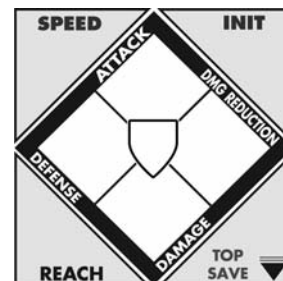
Listening Check:

Feat of Strength:

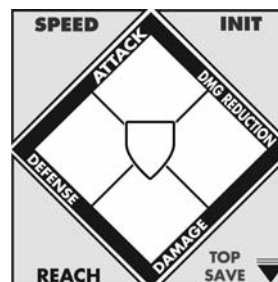
Turn Undead:



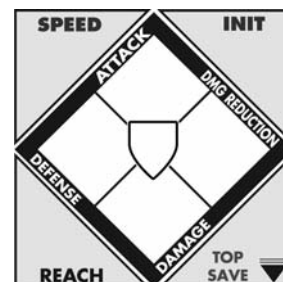
combat profile for:



combat profile for:



combat profile for:



combat profile for:

COMBAT PROFILE WITH MELEE WEAPON #1: _____

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Defense
								Damage

Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____

Specialization

Attack	☐ +1 (x BP)	☐ +2 (2x BP)	☐ +3 (3x BP)	☐ +4 (4x BP)	☐ +5 (5x BP)
Speed	☐ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)
Defense	☐ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)
Damage	☐ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)

Notes: _____

COMBAT PROFILE WITH MELEE WEAPON #2: _____

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Defense
								Damage

Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____

Specialization

Attack	☐ +1 (x BP)	☐ +2 (2x BP)	☐ +3 (3x BP)	☐ +4 (4x BP)	☐ +5 (5x BP)
Speed	☐ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)
Defense	☐ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)
Damage	☐ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)

Notes: _____

Missile
Weapon
Ranges

Distance (ft)	Attack Die
5 -	d20p
	d20p-4
	d20p-6
	d20p-8

PREVIOUS HIT POINT ROLL	Luck Points	Threshold of Pain	Accumulated Building Points
Armor Worn			
Body: _____ (damage reduction = ____)			
Shield: _____ (+ ____ defense, absorbs ____ hp)			
DAMAGE TRACKER			
-1 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐			
-2 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐			
-3 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐			
Fatigue Factor			

HIT POINTS: _____

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: _____

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
								Attack Bonus
								Speed
								Initiative
								Damage

Base Weapon RoF: _____ Base Weapon Damage: _____

Specialization

Attack	☐ +1 (x BP)	☐ +2 (2x BP)	☐ +3 (3x BP)	☐ +4 (4x BP)	☐ +5 (5x BP)
Rate of Fire	☐ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)
Damage	☐ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)

