

Character _____
 Alignment _____ Race _____ Class _____ Level _____
 Player's Name _____ Family/Clan _____
 Homeland _____ Patron Gawd _____
 Liege/Patron _____ Social Class _____
 Appearance _____ Birth Date _____ Birth Rank _____ # Siblings _____
 Sex _____ Age _____ Height _____ Family History _____
 Hair _____ Eyes _____ Weight _____ Appearance _____
 Character Quirks & Flaws _____



Player Character Record

Handedness _____

BASE %

STRength

DEXterity

CONstitution

INTelligence

WISdom

CHARisma

COMliness

HONor

ABILITIES

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

Fame:

MOVEMENT

Base Rate

Unencumb. _____

Light () _____

Mod () _____

Hvy () _____

Svr () _____

Jog (x2) _____

Run (x3) _____

Run (x4) _____

Run (x5) _____

SAVING THROWS

Paralyzation,
Poison,
Death Magic _____

Rod, Staff,
or Wand _____

Petrification,
HackFrenzy,
HackLust,
Polymorph _____

Breath Weapon _____

Apology _____

Spells _____

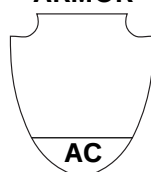
Modifier _____ Save _____

Total Melee

to hit / dam.

BASE TEMP

ARMOR



AC

Adjusted AC

Surprised _____

Shieldless _____

Rear _____

Defenses _____

Armor Type (Pieces)

Armor Hit Points

Shield Hit Points

HIT POINTS

CON Adj.:

HD type:

Wounds

COMBAT

Weapon	Mag. Adj.	Space Req./Attack Range	Speed	Type	Wt.	# Attacks	Damage vs. S/M/L

Special Attacks _____

Ammunition: _____

Special Abilities _____

Skills • Talents • Proficiencies

(/)

(/)

(/)

(/)

(/)

(/)

(/)

(/)

☐ I certify that this character is HMA/Tournament legal.

GameMaster:

HMGA Membership #

Revision #:

[illegible]

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

For Next Level

Coins	Other Valuables
Gems	

[illegible]

Name	AC	Race/Class	HD/Lvl	#AT	Dmg/Effects	HP	Skills/Abilities
Background							
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Background							

