

FOURTH EDITION

HackMaster

PLAYER CHARACTER RECORD VERSION 3.0



Hard 8 Enterprises[®]
 What do you want to Hack today?[™]

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



www.kenzercos.com

Character: _____ Alignment: _____ Player: _____

(Attach Additional Paperwork here)

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



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

male pattern baldness?

Patron Gawd(s): _____ Handedness: _____

Primary Character Record

ABILITIES

_____ %	STR
_____ %	DEX
_____ %	CON
_____ %	INT
_____ %	WIS
_____ %	CHA
_____ %	COM
_____ %	HON
BASE Honor	

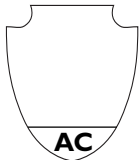
HIT PROB.	DMG. ADJ.	WT. ALL.	MAX. PRESS	OPN. DRS.	BB/LG
DEF. ADJ.		RCTN. ADJ.		MISSILE ADJ.	
HP ADJ.	SYS. SHK.	RESUR. SURV.	POISON SAVE	IMM. TO DIS./ALC.	REG./HEAL
# OF LANG.	SPELL LVL.	LRN. ABIL.	MAX. # SPELLS/LVL.	ILLUS. IMM.	% SPELL MISHAP
MAGICAL DEF. ADJ.	BONUS SPELLS	CHANCE SPELL FAIL.		SPELL IMM.	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	_____
Petrification, HackFrenzy, HackLust, Polymorph	_____
Breath Weapon	_____
Apology	_____
Spells	_____
MODIFIER	SAVE

EXPERIENCE (+ _____ %) FOR NEXT LEVEL:

TEMP HONOR	HON WINDOW	HON PENALTY WINDOW
-------------------	------------	--------------------



ADJUSTED AC

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

MAXIMUM
HIT POINTS

CURRENT HP	Penalties and Temporary Conditions
	<input type="checkbox"/> paralyzed/held <input type="checkbox"/> poisoned <input type="checkbox"/> prone

Armor Worn	
Body: _____	
Helmet: _____	
Shield: _____	
Other: _____	

ARMOR HIT POINTS		
Current State	AC	Damage Sustained
_____	_____	□□□□ □□□□ □□□□
_____	_____	□□□□ □□□□ □□□□
_____	1	□□□□ □□□□ □□□□
_____	_____	□□□□ □□□□ □□□□
_____	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					

SHIELD HIT POINTS		
Current State	AC Bonus	Damage Sustained
_____	_____	□□□□ □
_____	+4	□□□□ □
_____	+3	□□□□
_____	+2	□□□□
_____	+1	□□□

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 □□□□ □□□□

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: _____

WEAPON, SHIELD, 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: _____

R L

Head, Side: _____

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: _____

L L

GORGET/NECK

Neck Protection: _____

Amulet/Medallion: _____

Brooch: _____

Neck, Front: _____

Neck, Back: _____

Neck, Side: _____

R L

UPPER ARM (RT.)

Sleeve: _____

Elbow: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Shoulder, Side: _____ Elbow: _____

Shoulder, Top: _____ Inner joint: _____

Arm, upper outer: _____

Arm, upper inner: _____

R R

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): _____

Shoulder, Side: _____ Elbow: _____

Shoulder, Top: _____ Inner joint: _____

Arm, upper outer: _____

Arm, upper inner: _____

L L

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): _____

Knee: _____

Knee, back: _____

Hamstring: _____

R

UPPER LEG (LFT.)

Pants: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Knee: _____

Knee, back: _____

Hamstring: _____

L

ABBREVIATIONS:

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

BOOT/LOWER LEG (RT.)

Boot: _____

Anklet: _____

Sock/Slipper: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Foot, top: _____ Ankle, inner: _____

Heel: _____ Ankle, outer: _____

Toe(s): _____ Shin _____

Foot, arch: _____ Shin _____

Calf: _____

R R

LOWER TORSO

Armor/Skirt: _____

Belt: _____

Weapon (R): _____

Weapon (L): _____

Weapon, sm (FL): _____

Weapon, sm (FR): _____

Weapon, sm (BL): _____

Weapon, sm (BR): _____

Hip: _____

Groin (male): _____

Buttock: _____

Abdomen, low: _____

Side, lower: _____

Abdomen, upper: _____

Back, small of: _____

Back, lower: _____

R L

BOOT/LOWER LEG (LFT.)

Boot: _____

Anklet: _____

Sock/Slipper: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

Foot, top: _____ Ankle, inner: _____

Heel: _____ Ankle, outer: _____

Toe(s): _____ Shin _____

Foot, arch: _____ Shin _____

Calf: _____

L L

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

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

GEAR CARRIED OR STOWED							
ITEM	LOCATION	WT.	ITEM	LOCATION	WT.	ITEM	LOCATION

Encumbrance Audit — Audit Date: _____ GM Signature: _____ HMGMA #: _____
Encumbrance Audit — Audit Date: _____ GM Signature: _____ HMGMA #: _____

Stronghold/Castle

(Attach Additional Paperwork here)

Location: _____

Description (in brief): _____

Liege(s): _____

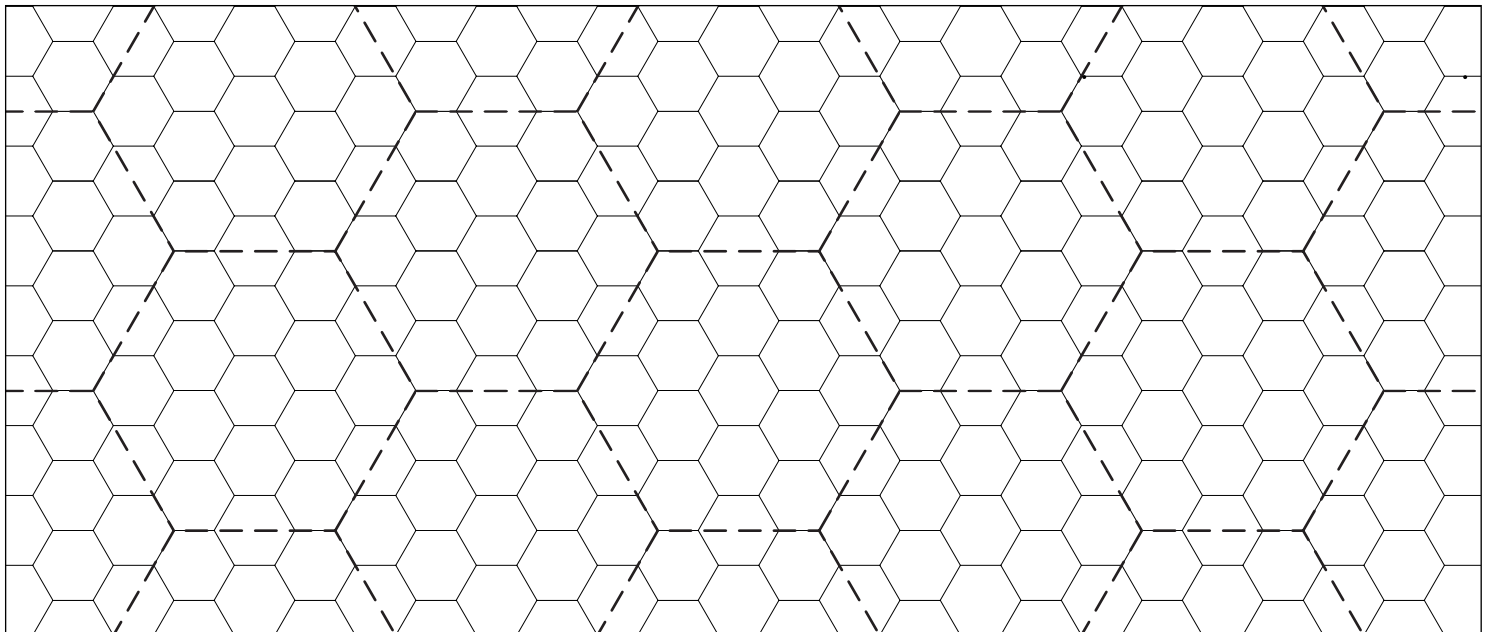
Vassals: _____

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

Licensed? Size: _____ Weight: _____ Page Count: _____

Description: _____

Cover: _____ Paper: _____ Ink: _____

Binding: _____

Enhancements: _____

Security: _____

Clasp/Lock: _____ Phys. Trap: _____ Spell Trap: _____

SPELLBOOK CREATION TEMPLATE

Format: _____
Type Cover Page Material

Size: _____
Height/Width Base Weight Encumbrance Mod.

Thickness: _____
Page Count Weight Mod. Depth

Other: _____
Cost Time Binding Type/Weight

TOTALS: _____
Weight Encumbrance

PAGE SPELL, TRAP OR OTHER

1	_____
2	_____
3	_____
4	_____
5	_____
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37	_____
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39	_____
40	_____

PAGE SPELL, TRAP OR OTHER

41	_____
42	_____
43	_____
44	_____
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46	_____
47	_____
48	_____
49	_____
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PAGE SPELL, TRAP OR OTHER

81	_____
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117	_____
118	_____
119	_____
120	_____

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		□□□□	□□□□	□□□□	□□□□
DEX /				□□□□	□□□□	□□□□	□□□□
CON /	ToP			□□□□	□□□□	□□□□	□□□□
INT /	FF			□□□□	□□□□	□□□□	□□□□
WIS /				□□□□	□□□□	□□□□	□□□□
CHA /	Quirks/Flaws			□□□□	□□□□	□□□□	□□□□
COM /				□□□□	□□□□	□□□□	□□□□
HON /				□□□□	□□□□	□□□□	□□□□
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		□□□□	□□□□	□□□□	□□□□
DEX /				□□□□	□□□□	□□□□	□□□□
CON /	ToP			□□□□	□□□□	□□□□	□□□□
INT /	FF			□□□□	□□□□	□□□□	□□□□
WIS /				□□□□	□□□□	□□□□	□□□□
CHA /	Quirks/Flaws			□□□□	□□□□	□□□□	□□□□
COM /				□□□□	□□□□	□□□□	□□□□
HON /				□□□□	□□□□	□□□□	□□□□
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		□□□□	□□□□	□□□□	□□□□
DEX /				□□□□	□□□□	□□□□	□□□□
CON /	ToP			□□□□	□□□□	□□□□	□□□□
INT /	FF			□□□□	□□□□	□□□□	□□□□
WIS /				□□□□	□□□□	□□□□	□□□□
CHA /	Quirks/Flaws			□□□□	□□□□	□□□□	□□□□
COM /				□□□□	□□□□	□□□□	□□□□
HON /				□□□□	□□□□	□□□□	□□□□
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		□□□□	□□□□	□□□□	□□□□
DEX /				□□□□	□□□□	□□□□	□□□□
CON /	ToP			□□□□	□□□□	□□□□	□□□□
INT /	FF			□□□□	□□□□	□□□□	□□□□
WIS /				□□□□	□□□□	□□□□	□□□□
CHA /	Quirks/Flaws			□□□□	□□□□	□□□□	□□□□
COM /				□□□□	□□□□	□□□□	□□□□
HON /				□□□□	□□□□	□□□□	□□□□
Honor Die: _____							
Notes: _____							

Character: _____ Alignment: _____ Player: _____

(Attach Additional Paperwork here)

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



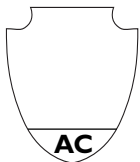
Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____

SIDEKICK PROTÉGÉ

Patron Gawd(s): _____ Handedness: _____

Character Record

ABILITIES	STR	HIT PROB.	DMG. ADJ.	WT. ALL.	MAX. PRESS	OPN. DRS.	BB/LG	MOVE/ENCUMBRANCE	SAVING THROWS	
	DEX	DEF. ADJ.		RCTN. ADJ.		MISSILE ADJ.				Base Rate _____
	CON	HP ADJ.	SYS. SHK.	RESUR. SURV.	POISON SAVE	IMM. TO DIS./ALC.	REG./HEAL	Unencumbered _____		Paralyzation, Poison, Death Magic _____
	INT	# OF LANG.	SPELL LVL.	LRN. ABIL.	MAX. # SPELLS/LVL.	ILLUS. IMM.	% SPELL MISHAP	Light () _____		Rod, Staff, or Wand _____
	WIS	MAGICAL DEF. ADJ.	BONUS SPELLS	CHANCE SPELL FAIL.	SPELL IMM.	CHANCE IMP. SKILL		Mod. () _____		Petrification, HackFrenzy, HackLust, Polymorph _____
	CHA	MAX. # HENCH.	LOYALTY BASE	REACT. ADJ.				Hvy. () _____		
	COM	EFFECT ON OTHERS	FAME = (HON X LVL)/10 + SPECIAL AWARDS					Svr. () _____		
HON	HON DIE	HON CHK MOD.	HON BON./PEN.				Run (x2) _____			
BASE Honor		TEMP HONOR		HON WINDOW		HON PENALTY WINDOW		EXPERIENCE (+ _____ %) FOR NEXT LEVEL:		
								MODIFIER SAVE		



ADJUSTED AC

Shieldless _____ (_____ vs. _____)

No Dex _____ (_____ vs. _____)

_____ (_____ vs. _____)

_____ (_____ vs. _____)

MAXIMUM HIT POINTS	CURRENT HP	Penalties and Temporary Conditions
		<input type="checkbox"/> paralyzed/held <input type="checkbox"/> poisoned <input type="checkbox"/> prone

Armor Worn		ARMOR HIT POINTS	
Body: _____	Current State	AC	Damage Sustained
Helmet: _____			□□□□ □□□□ □□□□
Shield: _____		1	□□□□ □□□□ □□□□
Other: _____		2	□□□□ □□□□ □□□□

SHIELD HIT POINTS		
Current State	AC Bonus	Damage Sustained
_____	_____	□□□□ □
_____	+4	□□□□ □
_____	+3	□□□□
_____	+2	□□□□
_____	+1	□□□

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

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 □□□□ □□□□

GEAR CARRIED OR STOWED

ITEM	LOCATION	WT.	ITEM	LOCATION	WT.
TOTAL WEIGHT = _____			TOTAL WEIGHT = _____		

SUPPLIES

WEEKS	Water	Rations	Rations	_____
	○○○○○	○○○○○	○○○○○	○○○○○
	○○○○○	○○○○○	○○○○○	○○○○○
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	15 ft. radius	1/2 hour	_____
○○○○○	☐☐☐☐☐		☐ = 1 torch/flask	
○○○○○	☐☐☐☐☐		○ = 10 torches/flasks	

LANGUAGES

ENCUMBRANCE AUDITS

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

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

QUIRKS AND FLAWS

TALENTS, PROFICIENCIES & RACIAL ABILITIES

SKILLS

_____ (_____)

_____ (_____)

_____ (_____)

_____ (_____)

_____ (_____)

_____ (_____)

_____ (_____)

_____ (_____)

_____ (_____)

_____ (_____)

_____ (_____)

_____ (_____)

_____ (_____)

_____ (_____)

_____ (_____)

_____ (_____)

_____ (_____)

CHARACTER FAMILY HISTORY

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



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

LAST WILL AND TESTAMENT OF _____

I, _____, a resident of _____,
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 _____;
Yes No Do you wish to be an organ donor?
Other Yes No _____.

Guardianship of Sidekicks, Protégés, Henchmen, Hirelings, Lackeys, Cronies, Familiars, Pets and Minor Heirs:

I do hereby appoint _____
as Legal Guardian of _____
until such time as they reach ___ yrs old (or _____).
I do hereby appoint _____
as Successor Protégé _____

The Disinherited: I do hereby disinherit the following persons:

Name: _____ Reason: _____
Name: _____ Reason: _____
Name: _____ Reason: _____

Epitaph: _____

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

Witnessed by: _____
Witnessed by: _____
Witnessed by: _____

Signature _____

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