

QUICK START RULES

So, tonight's the night you're going to start playing HackMaster Basic. You're all eager to play and don't have the time or inclination to read all the rules yet. There's nothing wrong with that and, heck, we appreciate your enthusiasm!

If you want to jump into a HackMaster game as quickly as possible, just follow the steps here and you'll have a basic character ready for adventuring. We've optimized these steps for speed, so your choices have been artificially limited and certain rules have been ignored. Don't fret though - your character will be good enough to play. (Once you become more familiar with the game, you'll probably want to utilize the unabridged character creation rules that give you the opportunity to tweak out a character to your own exacting specifications.) *Now grab some dice and let's begin.*

You'll notice that the HackMaster Basic character record sheet is appended as the last two pages of this PDF. While playing off a scratch pad is definitely kewl and old school, we provide the character sheets free of charge to assist you, so why not take advantage of this tool?

Roll Ability Scores

For each ability you roll three 6-sided dice (3d6); the total shown on the dice is your character's ability score. Then roll percentile dice (d%, or two 10-sided dice yielding a number from 01-100). Record each fractional ability on your record sheet [in pencil, since you'll get to add a point or two later!] next to the appropriate ability like this: xx/yy where "xx" is the result of the 3d6 and "yy" is the final result of the d%.

Repeat this step for all of your character's abilities in order (Strength, Intelligence, Wisdom, Dexterity, Constitution, Looks and Charisma).

ABILITIES	12 / 68%	STR
	7 / 78%	INT
	10 / 65%	WIS
	13 / 77%	DEX
	14 / 06%	CON
	16 / 78%	LKS
	9 / 06%	CHA
	12	HON
	Honor	

Shopkeeper Rule. If your character has no raw single stat of at least 13 or two raw stats of 5 or less, you may name your character and then turn your sheet in to the GM for use as a shopkeeper, peasant or other hapless NPC and re-roll your character. Any other set of rolls is playable; you need to play that character for a complete game session before retiring him and introducing a new one (excepting the always-likely event of early mortality during play, of course).

Determine Honor

Your character's starting Honor score is calculated a bit differently from other ability scores. To determine starting Honor, add your other seven ability scores together.

Treat the fractional ability scores as decimals to facilitate calculator use. This way a Strength of 12/68 becomes 12.68 and so on. Once you've added all seven ability scores, divide the total by seven and round any decimal down to the nearest whole number. This is your starting Honor score.

Select Character Class

You may pick one of the following character classes to play: fighter, thief, mage or cleric. Your character's class defines what starting abilities and powers he possesses. There are no prerequisites for any class so you can choose any one you want.

Fighters are good at combat. This is an excellent choice for a novice player as fighters are usually in the thick of the action - providing you with fairly unambiguous options to keep you engaged in the game. You should consider a fighter if you have average or above average scores in Strength and/or Constitution.

Thieves excel at sneaking around and exploring. They are not as good at fighters in combat except when they can attack opponents from behind. Consider playing a thief if you have a high Dexterity score.

Clerics are members of the clergy and set out into the world to spread the teachings of their god. They are adequate combatants and have the ability to use magic to heal their allies. If you decide to play a cleric, it's beneficial if you have a good Wisdom

score. You also need to pick your character's alignment now and choose a patron deity. Choices include **The True**, *lawful good* god of justice and truth; **Caregiver**, *neutral good* god of healing, hope and mercy; **The Guardian**, *chaotic good* god of freedom, liberty and happiness; **The Overlord**, *lawful evil* god of oppression and slavery; and **The Creator of Strife**, *chaotic evil* god of discord, misfortune and foul weather.

Mages are weak at combat and use their magic spells to hurt or impede enemies. A mage character should have Intelligence as one of his strongest scores.

After choosing your class, make the following adjustments to your ability scores:

Fighter: add 1 to both Strength and Constitution

Thief: add 2 to Dexterity

Cleric: add 2 to Wisdom

Mage: add 2 to Intelligence

Character Race

Humans are versatile and pretty good at everything. All quick-start characters are Human as they are the baseline race in HackMaster.

If you have a strong desire to play a dwarf, elf or halfling you must use the full character creation rules as their unique advantages and disadvantages are beyond the scope of these simplified rules.

Determine Hit Points

Your Hit Points (HP) are a representation of how much damage you can sustain before dying. To determine your character's starting Hit Points, add your character's racial adjustment (10 hp for Humans), Constitution score (ignore fractionals) and Hit Points for class (shown on the chart below).

Once you've determined your Hit Points, record the value in the appropriate box.

Character	For HP, add CON score plus:
Human	10 HP
Cleric	+1d8 HP
Fighter	+1d10 HP
Mage	+1d4 HP
Thief	+1d6 HP



Character: _____ Class: Fighter Level: _____ Alignment: _____
 Race: Human Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____
 Patron God(s): _____ (Anointed? Y [] N []) Hand(s): _____

All quick-start characters are human. I've chosen to be a fighter.

ABILITIES	STR	13 / 68%	DML Mod.	Feat of Str.	Left (Ld)	Cast (Ld)	Diag (Ld)	Armor Worn Body: _____ (damage r) Shield: _____ (+ _____ defense) ASSOCIATES/ALLIES/CONTACTS: _____ _____ ACCUMULATED REPUTATION POINTS I determined my hit points by adding my new Constitution score (15), the bonus hit points for being human (10) plus the roll of a ten-sided die (on which I rolled "9")
	INT	7 / 17%	ATTACK Mod.					
	WIS	10 / 65%	DEFENSE Mod.					
	DEX	13 / 77%	DEFENSE Mod.					
	CON	15 / 86%	ATTACK Mod.					
	LKS	16 / 78%	DEFENSE Mod.					
	CHA	9 / 06%	TURNING Mod.					
HON	12	HON WINDOW					HON PENALTY WINDOW	

COMBAT PROFILE WITH WEAPON #1: _____ HIT POINTS: 34

Proficiencies and Skills

These represent knowledge that your character picked up through life experience, study and training. Proficiencies cannot be improved upon while skills can. Each class begins with a different set of proficiencies and skills.

Don't worry about the bracketed information following each skill. We'll explain its significance in a few moments.

PROFICIENCIES
<u>HEAVY ARMOR, SHIELD, LONGSWORD, DAGGER</u>
<u>JAVELIN, WARHAMMER</u>

The fighter records his proficiencies here.

Fighter: Heavy Armor proficiency, Shield proficiency, Weapon proficiencies (longsword, dagger, javelin and warhammer), Weapon Specialization (add +1 to Attack, Defense and Damage plus -1 to Speed when using your longsword), Appraisal (Armor & Weaponry) [Int]

Fighters roll twice (using 1d4) for additional skills

1. Gambling [Wis & Cha]
2. Recruiting [Cha - universal]
3. Riding, Horses [Wis & Dex]
4. Swimming [Str & Con]

Thief: Light Armor proficiency, Weapon proficiencies (short sword and dagger), Climbing/Rappelling [Str & Dex - universal], Disarm Trap [Int & Dex], Hiding [Int & Dex - universal], Identify Trap [Wis], Listening [Wis - universal], Lock Picking [Int & Dex], Pick Pocket [Dex - universal], Sneaking [Dex - universal]

Thieves roll twice (using 1d4) for additional skills

1. Appraisal (artwork) [Int]
2. Appraisal (gems & jewelry) [Int]
3. Fast Talking [Cha]
4. Gambling [Wis & Cha]

SKILLS	Universal Skills	Mastery†			Other Skills	Mastery
	Acting (Lks, Cha)	_____ %	_____ %	Interrogation (Wis, Cha)	_____ %	<u>DIVINE LORE</u>
Animal Husbandry (Wis)	_____ %	_____ %	Intimidation (Str, Cha)	_____ %	<u>RELIGION (THE TRUE)</u>	<u>20</u> %
Animal Mimicry (Wis)	_____ %	_____ %	Listening (Wis)	_____ %	<u>ANIMAL TRAINING (DOGS)</u>	<u>13</u> %
Boating (Wis)	_____ %	_____ %	Observation (Wis)	_____ %	<u>LITERACY</u>	<u>10</u> %
Cartography* (Int)	<u>17</u> %	_____ %	Pick Pocket (Dex)	_____ %	<u>LOCK PICKING</u>	<u>11</u> %
Climbing/Rappelling (Str, Dex)	_____ %	_____ %	Reading Lips (Int)	_____ %	_____	_____ %
Current Affairs (Wis)	_____ %	_____ %	Recruiting (Cha)	_____ %	_____	_____ %
Diplomacy (Cha)	_____ %	_____ %	Resist Persuasion (Wis)	_____ %	_____	_____ %
Disguise (Int, Cha)	_____ %	_____ %	Rope Use (Dex)	_____ %	_____	_____ %
Distraction (Cha)	_____ %	_____ %	Salesmanship (Int, Wis, Cha)	_____ %	_____	_____ %
Escape Artist (Int, Dex)	_____ %	_____ %	Seduction, Art of (Cha, Lks)	_____ %	_____	_____ %
Fire-Building (Wis)	_____ %	_____ %	Sneaking (Dex)	_____ %	_____	_____ %
Glean Info. (Int, Wis, Cha)	_____ %	_____ %	Survival (Wis, Con)	<u>18</u> %	_____	_____ %
Hiding (Int, Dex)	_____ %	_____ %	Torture (Int)	_____ %	_____	_____ %
			Tracking (Wis)	_____ %	_____	_____ %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

As an example of determining skill mastery, let's fill in the skills section for a player who has chosen to be a cleric of The Guardian. His ability scores are Strength 8/50, Intelligence 9/50, Wisdom 14/50, Dexterity 10/50, Constitution 11/50, Looks 12/50 and Charisma 13/50.

He receives the universal skills Cartography and Survival as bonus. His mastery is Cartography is 9 (his Intelligence ability) plus the roll of a twelve-sided die. If he rolls "8" on this die, his total mastery is therefore 17. For Survival, his mastery is 11 (the lowest of his two relevant abilities – Wisdom and Constitution) plus the roll of a twelve-sided die. If he rolls "7", his total mastery is 18.

He also receives the non-universal skills Divine Lore, Religion (his chosen faith – *i.e.*, The Guardian), Animal Training (dogs), Literacy and Lock Picking. Determining mastery for these skills is handled just as we did for the skills above. We'll just determine the relevant ability and add the roll of a twelve-sided die then annotate the score.

You don't need to fill in values for the remaining universal skills. If your character needs to employ them at some point, you know that his mastery is equivalent to the relevant ability score listed parenthetically after the skill.

Mage: Arcane Lore [Int], Magical Transcription proficiency, Weapon proficiency (staff)

Mages roll twice (using 1d4) for additional skills

1. Botany [Int]
2. History (ancient) [Int]
3. Literacy [Int]
4. Mathematics [Int]

Cleric: Heavy Armor proficiency, Shield proficiency, Weapon proficiencies (see below), Divine Lore [Wis], Religion (in his chosen faith) [Wis]

A cleric's weapon proficiencies and additional skills depend on the deity he or she chose.

The True (lawful good): weapon proficiencies: longsword, mace; bonus skills: History (ancient) [Int], Literacy [Int], Riding (equine) [Wis & Dex], Tracking [Wis - universal]

Caregiver (neutral good): weapon proficiencies: sling, staff; bonus skills: Cooking/Baking [Int & Wis], First Aid [Wis]

The Guardian (chaotic good): weapon proficiencies: longsword, mace; bonus skills: Animal Training (dogs) [Int & Wis], Cartography [Int - universal], Literacy [Int], Lock Picking [Int & Dex], Survival [Wis & Con - universal]

The Overlord (lawful evil): weapon proficiencies: mace, scourge; bonus skills: Literacy [Int], Rope Use [Dex - universal]

The Creator of Strife (chaotic evil): weapon proficiencies: dagger, flail; bonus skills: Cartography [Int - universal], Survival [Wis & Con - universal]

Universal Skills: There are a large number of skills that people have had some exposure to during their life and can employ at a novice level without any kind of formal training. These are all listed on the HackMaster player character record sheet. If you received universal skills as a bonus, they are annotated as such in the brackets after the skill name.

Detailed information on skills and proficiencies can be found in *HackMaster Basic* beginning on page 49.

Skill Mastery

Next, you need to determine your character's mastery of each skill. For universal skills, your mastery is equal to your ability score in the relevant ability (*i.e.*, the ability listed parenthetically after the skill) or the lowest relevant ability, if multiple abilities are listed).

For skills that aren't universal (or if you received a universal skill as a bonus), roll one 12-sided die and add your relevant ability score [listed in the brackets after the skill] to the result. If two ability scores are listed, use the ability score in which your character is the weakest. The result is your current mastery level of that skill.

Roll One Quirk and One Flaw

Quirks and flaws represent those aspects of your character that make him a true individual – with those little traits and imperfections that we all have. Roll once on the Quirk chart and once on the Flaw chart (presented on the following page) and annotate these on your record sheet. You can read more about these quirks and flaws in *Chapter Three (page 29)* when you get a chance.

Roll (d%)	Quirk
01-04	Absent-Minded
05-10	Close Talker
11-15	Compulsive Liar
16-28	Fear of Heights
29-36	Foul-Mouthed
37-42	Glutton
43-53	Greedy
54-63	Miserly
64-70	Needy
71-77	Nosy
78-81	Paranoid
82-86	Quick-Tempered
87-93	Racist
94-00	Superstitious

Roll (d%)	Flaw
01-17	Allergies
18-22	Anosmia
23-29	Colorblind
30-34	Facial Scar
35-41	Flatulence
42-48	Hairy
49-54	Hard of Hearing
55-58	Lisp
59-65	Myopia
66-75	Pocking
76-81	Prematurely Gray
82-84	Sleepwalker
85-89	Sterile
90-94	Stutterer
95-00	Tone Deaf

Receive Supplies

All characters receive a weapon or two, possibly armor and a shield, a set of clothes, load bearing gear and sundry equipment. The exact package depends of your character class.

Fighter

Armor & Weaponry: leather armor, a small shield, a longsword, dagger, javelin and warhammer

Supplies: a leather backpack, a woolen blanket, a wineskin (2 qt. capacity), a week's worth of trail rations, two small leather belt pouches, a tinderbox, flint and steel, a whetstone, three iron spikes, six torches and 10 copper pieces as pocket money.

Clothing: one pair of leather boots, wool trousers and tunic, linen undershirt, wool cloak and a leather belt

Thief

Armor & Weaponry: leather armor, short sword and dagger

Supplies: a wineskin (2 qt. capacity), a week's worth of trail rations, a whetstone, two large leather belt pouches, a large canvas sack, a 50-foot coil of rope, a set of thieves' tools and 25 copper pieces as pocket money.

Clothing: one pair of leather boots, wool trousers and tunic, linen undershirt, wool cloak and a leather belt

Cleric

Armor & Weaponry: leather armor, a small shield and both weapons they have received proficiency in.

Supplies: a leather backpack, a wineskin (2 qt. capacity), a week's worth of trail rations, two small leather belt pouches, a canon or prayer book, one silver divine icon, a woolen blanket, a wineskin, a tinderbox, flint and steel, a whetstone, three iron spikes, an axe-hammer, six torches and 10 copper pieces as pocket money

Clothing: one pair of leather boots, wool trousers and tunic, linen undershirt and vestments of appropriate color and style for their faith

Mage

Armor & Weaponry: staff

Supplies: a leather backpack, two large leather belt pouches, a wineskin (2 qt. capacity), a week's worth of trail rations, a tinderbox, flint and steel, eight torches, a spell book, four sticks of chalk, a vial of ink, two quill pens, five sheets of vellum, spell components (if necessary) and 15 copper pieces as pocket money

Clothing: one pair of leather boots, thick robes that offer -1 damage reduction against all attacks, pointy hat, linen undershirt and a leather belt

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
Foul-Mouthed	Use "FRACKING" WHEN KIDS PLAY
Pocking	SWEARS AT ANYONE MENTIONING IT

This character has annotated his quirk and flaw. He's also made some quick notes about how to use them at the gaming table.

Determine Spells - Mages Only

If you're playing a mage, you'll need to figure out what spells you have in your spell book. Each mage starts with three spells given to him by his mentor. Roll once on each of the following tables (Apprentice, Journeyman and Level 1 Spells) to determine your starting spells. You may memorize each of these for a total of three magic spells.

Detailed information on these spells can be found in *HackMaster Basic* beginning on page 84.

Apprentice Level Mage Spells

Roll (d6)	Spell
1	Amplify Illumination
2	Feat of Strength
3	Fire Finger
4	Illusionary Mural
5	Repair
6	Springing

Journeyman Level Mage Spells

Roll (d6)	Spell
1	Aura of Protection
2	Bar Portal
3	Candlelight
4	Enrage
5	Perimeter Alarm
6	Yudder's Whistle of Hells Gate

First Level Mage Spells

Roll (d6)	Spell
1	Bash Door
2	Deep Sleep
3	Planar Servant
4	Scorch
5	Sense Magic Aura
6	Translate

Cleric Spells

Clerics may chose one spell (or two if they have 13 or higher Wisdom) from the list of 1st level clerical spells below. Detailed information on these spells can be found in *HackMaster Basic* beginning on page 98.

First Level Cleric Spells

Alleviate Trauma
Ceremony: Consecrate Divine Icon
Cure Trifling Injury
Extend Fuel
Moderate Emotion: Cause Fear
Purify Water

Determine Combat Stats

At this point, you need to reference the ability charts on page 7 of this document to fill in the combat bonuses your abilities provide. As an example, we'll fill these out for the fighter we initially rolled up.

ABILITIES	13 / 68 %	STR	DMG. MOD. +1	FEAT OF STR. +4	LIFT (LBS) 230	CARRY (LBS) 71	DRAG (LBS) 575
	7 / 78 %	INT	ATTACK MOD. -1				
	10 / 65 %	WIS	INIT MOD. +2	DEFENSE MOD. 0			
	13 / 77 %	DEX	INIT MOD. 0	ATTACK MOD. +1	DEFENSE MOD. +2		
	15 / 06 %	CON					
	16 / 78 %	LKS					
	9 / 06 %	CHA	TURNING MOD.				

Once we have these filled in, we can compute the combat bonuses he receives from his abilities and then add in any other bonuses to determine his combat profile with his preferred weapon.

COMBAT PROFILE WITH WEAPON #1: LONG SWORD								
TOTAL	LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC
Attack Bonus +1		0	+1					
Speed +1			+1					
Initiative +2		+2						
Defense +5		+2	+1			-2	+4	
Damage +2		+1	+1					
Base Weapon Speed: 10		Base Weapon Damage: 2d8p		Reach: 3 1/2'				
Specialization	+1	+2	+3	+4	+5			
Attack	<input checked="" type="checkbox"/> (x BP)	<input type="checkbox"/> (2x BP)	<input type="checkbox"/> (3x BP)	<input type="checkbox"/> (4x BP)	<input type="checkbox"/> (5x BP)			
Speed	<input checked="" type="checkbox"/> (x BP)	<input type="checkbox"/> (2x BP)	<input type="checkbox"/> (3x BP)	<input type="checkbox"/> (4x BP)	<input type="checkbox"/> (5x BP)			
Defense	<input checked="" type="checkbox"/> (x BP)	<input type="checkbox"/> (2x BP)	<input type="checkbox"/> (3x BP)	<input type="checkbox"/> (4x BP)	<input type="checkbox"/> (5x BP)			
Damage	<input checked="" type="checkbox"/> (x BP)	<input type="checkbox"/> (2x BP)	<input type="checkbox"/> (3x BP)	<input type="checkbox"/> (4x BP)	<input type="checkbox"/> (5x BP)			
Notes:								

This is the fighter's "combat profile" (*i.e.*, a summary of his melee bonuses) when using his longsword. Let's go into a little detail about each column.

Level: A fighter has no bonuses or penalties at first level. A thief receives -1 to Initiative (meaning he's quicker to react) while a cleric and mage receive a +1 and +2 penalty here respectively.

Abilities: This column summarizes bonus or penalties from Strength, Intelligence, Wisdom and Dexterity. You determined these when filling out the abilities data.

Talents, Racial Bonus & Magic: None of these apply to the "quick gen" characters.

Armor: Leather armor (which the fighter, cleric and thief receive) imposes a -2 penalty to defense. This is more than made up for by the fact that leather armor also reduces all damage you receive by two points per hit.

Shield: Both the fighter and cleric receive a small shield. This provides a +4 bonus to defense.

Combat Stats Explained

Attack: This value is added to the d20 you roll when attacking an opponent with your weapon.

Speed: Subtract this value from your weapon's base speed. The final value tells you the number of seconds you must wait before attacking again. Weapons with high base speeds are very slow.

Initiative: When you have an encounter, you must roll a die to determine how much time passes before you can act. Any value here must be added to that roll mean you react slower.

Defense: Add this value to the d20 you roll when you defend yourself against someone else's attack.

Damage: This value is added to your base weapon damage when you score a hit in melee.



Specialization: The fighter "quick gen" character has been given +1 weapon specialization with his longsword. When you advance in level, this is an option for all characters, though you may wish to allocate the Building Points you receive to other skills, as specialization can be quite expensive for non-fighters.

Base Weapon Damage and Speed: You can find these values for your particular weapon in the chart below.

Weapon	Damage	Speed
Dagger	2d4p	7
Flail	2d8p	13
Javelin	1d12p	missile weapon
Mace	d6p+d8p	11
Scourge	2d4p	9
Sling	d4p+d6p	missile weapon
Staff	2d4p	13
Swords		
Short sword	2d6p	8
Longsword	2d8p	10
Warhammer	2d6p	8

Final Tweaks

This final section provides the remaining critical data you need for your character.

PREVIOUS HIT POINT ROLL: 9		SPELLS AVAILABLE	
 Luck Points	 Threshold of Pain	LEVEL	
		Appr.	_____
		Jrnym.	_____
		1	_____
		2	_____
		3	_____
		4	_____
		5	_____

Previous Hit Point Roll: Record the die roll you made for Hit Points here. You'll have a chance to re-roll it when you advance to second level.

Luck Points: These are only for thieves. If that's you, write 21 here. You can read how to utilize these point in *Chapter Four: Classes* (page 38).

Threshold of Pain: This value is $\frac{1}{3}$ of your Hit Points (rounded down). If you sustain a wound *exceeding* this value, you have to make a trauma check to see if you succumb to the pain of this severe wound. Your GM can inform you of the exact mechanics.

Spells: This space is allocated for mages to record the spells they have in their spell book.

OK, you're done. Just name your character and start playing HackMaster!



Reference Material

The following charts contain information on the combat bonuses (or penalties) your character receives from his or her ability scores. These are used to determine your character's individual combat profile.

Strength		Intelligence		Dexterity			
Ability Score	Damage Modifier	Intelligence	Attack Modifier	Dexterity	Initiative Modifier	Attack Modifier	Defense Modifier
3	-5	3	-3	3/01	+7	-4	-5
3/51	-4	4	-2	3/51	+7	-3	-5
4	-4	5	-2	4/01	+6	-3	-4
4/51	-4	6	-2	4/51	+6	-3	-4
5	-3	7	-1	5/01	+6	-3	-4
5/51	-3	8	-1	5/51	+5	-2	-3
6	-3	9	-1	6/01	+5	-2	-3
6/51	-2	10	0	6/51	+5	-2	-3
7	-2	11	0	7/01	+4	-2	-2
7/51	-2	12	+1	7/51	+4	-1	-2
8	-1	13	+1	8/01	+4	-1	-2
8/51	-1	14	+1	8/51	+3	-1	-1
9	-1	15	+2	9/01	+3	-1	-1
9/51	-1	16	+2	9/51	+3	0	-1
10	None	17	+2	10/01	+2	0	0
10/51	None	18	+3	10/51	+2	0	0
11	None	Wisdom		11/01	+2	0	0
11/51	None	Wisdom	Initiative Modifier	11/51	+1	0	+1
12	+1	3	+5	12/01	+1	+1	+1
12/51	+1	4	+4	12/51	+1	+1	+1
13	+1	5	+4	13/01	0	+1	+2
13/51	+1	6	+4	13/51	0	+1	+2
14	+2	7	+3	14/01	0	+2	+2
14/51	+2	8	+3	14/51	-1	+2	+3
15	+2	9	+3	15/01	-1	+2	+3
15/51	+3	10	+2	15/51	-1	+2	+3
16	+3	11	+2	16/01	-2	+3	+4
16/51	+3	12	+1	16/51	-2	+3	+4
17	+4	13	+1	17/01	-2	+3	+4
17/51	+4	14	+1	17/51	-3	+3	+5
18	+4	15	0	18/01	-3	+4	+5
18/51	+5	16	0	18/51	-3	+4	+5
		17	0				
		18	-1				
			+3				

Character Record

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

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

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



ABILITIES	/ %	STR	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	CARRY (LBS)	DRAG (LBS)
	/ %	INT	ATTACK MOD.				
	/ %	WIS	INIT MOD.	DEFENSE MOD.			
	/ %	DEX	INIT MOD.	ATTACK MOD.	DEFENSE MOD.		
	/ %	CON					
	/ %	LKS					
	/ %	CHA	TURNING MOD.				
Honor		HON WINDOW	HON PENALTY WINDOW		HONOR BONUSES OR PENALTIES:		

Armor Worn

Body: _____ (damage reduction = ____)

Shield: _____ (+ ____ defense, absorbs ____ hp)

ASSOCIATES/ALLIES/CONTACTS:

ACCUMULATED BUILDING POINTS

EXPERIENCE

FOR NEXT LEVEL:

2ND = 400

3RD = 1200

4TH = 2200

5TH = 3400

COMBAT PROFILE WITH WEAPON #1: _____

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

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

Specialization	+1	+2	+3	+4	+5
Attack	(x BP)	(2x BP)	(3x BP)	(4x BP)	(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: _____

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	

PREVIOUS HIT POINT ROLL:

SPELLS AVAILABLE

LEVEL

Appr. _____

Jrnym. _____

1 _____

2 _____

3 _____

4 _____

5 _____



COMBAT PROFILE WITH WEAPON #2: _____

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

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

Specialization	+1	+2	+3	+4	+5
Attack	(x BP)	(2x BP)	(3x BP)	(4x BP)	(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: _____

SPELLS MEMORIZED*

LEVEL	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							

JOURNEYMAN							
1	_____						
2	_____						
3	_____						
4	_____						
5	_____						
TOTAL SPELL POINTS _____							
SPELL POINT TRACKER							
TENS							
SINGLES							

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION

PROFICIENCIES

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS	ROLE-PLAYING NOTES:

TALENTS & RACIAL ABILITIES	BENEFITS:

LANGUAGES	MASTERY LEVEL	LITERATE?

Mundane Item	Location	Mundane Item	Location

Magic Items or Spell Component(s)	Effects/Notes

SKILLS	Universal Skills	Mastery [†]
	Acting (Lks, Cha)	
	Animal Husbandry (Wis)	
	Animal Mimicry (Wis)	
	Boating (Wis)	
	Cartography* (Int)	
	Climbing/Rappelling (Str, Dex)	
	Current Affairs (Wis)	
	Diplomacy (Cha)	
	Disguise (Int, Cha)	
	Distraction (Cha)	
	Escape Artist (Int, Dex)	
	Fire-Building (Wis)	
	Glean Info. (Int, Wis, Cha)	
	Hiding (Int, Dex)	

Interrogation (Wis, Cha)		%
Intimidation (Str, Cha)		%
Listening (Wis)		%
Observation (Wis)		%
Pick Pocket (Dex)		%
Reading Lips (Int)		%
Recruiting (Cha)		%
Resist Persuasion (Wis)		%
Rope Use (Dex)		%
Salesmanship (Int, Wis, Cha)		%
Seduction, Art of (Cha, Lks)		%
Sneaking (Dex)		%
Survival (Wis, Con)		%
Torture (Int)		%
Tracking (Wis)		%

Other Skills	Mastery

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent