

Are you tired of sitting across the table, feeling utterly naked as your GMs stare daggers at you from behind the symbol of power and knowledge that is their GM Shield? With that mighty tool, a GM has quick, easy reference to any and all info required.

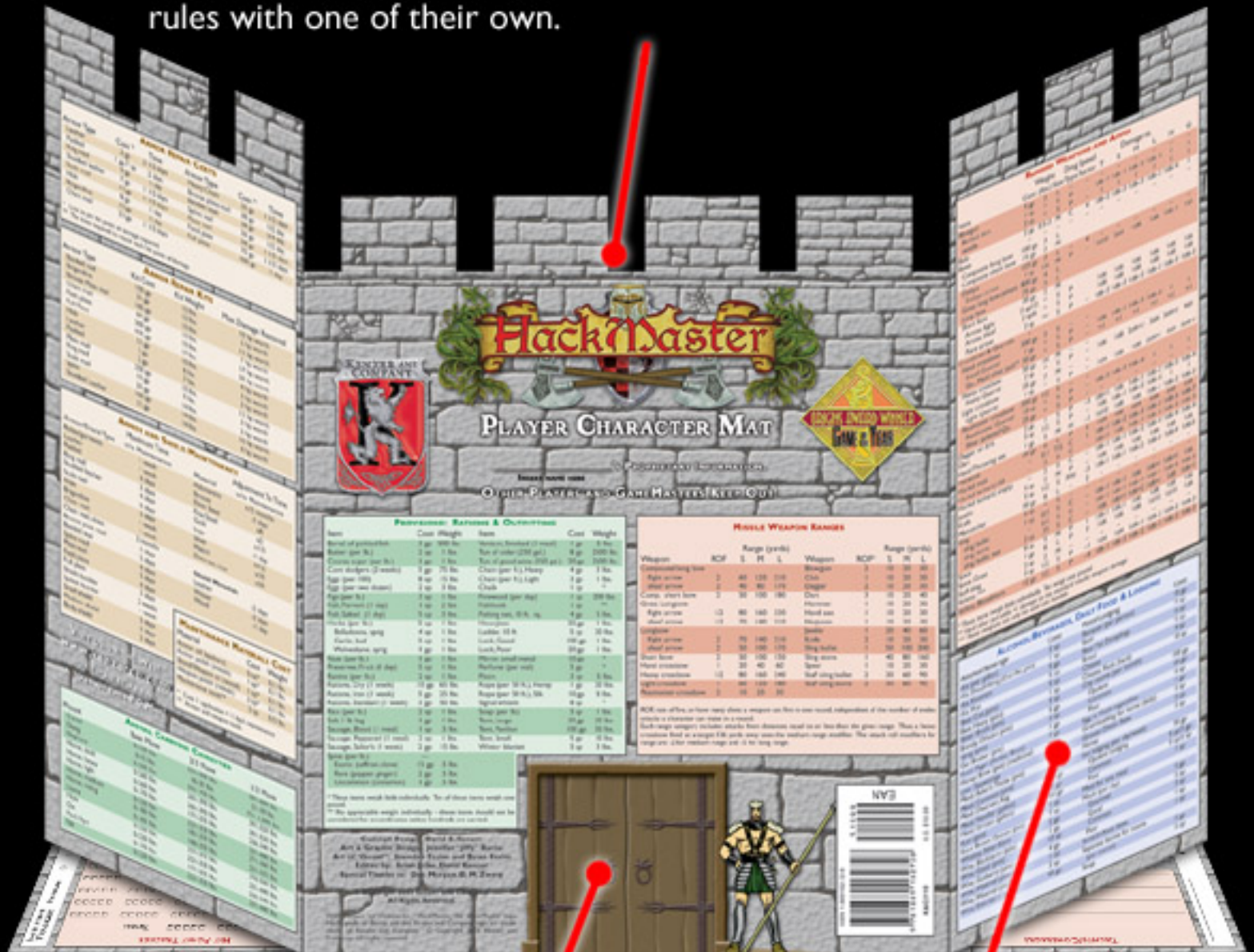


Well, it's time to level the playing field. And you can do just that with Kenzer & Company's revolutionary new HackMaster 4th Edition Player Character Mat. Now you too can have all the information you need right at your very fingertips.

Finally, players everywhere will be able to close the screen gap once and for all.

Sometimes, a player may feel that they need to clearly define their personal gaming space. When that occurs, simply flip the PC Mat into Privacy Mode.

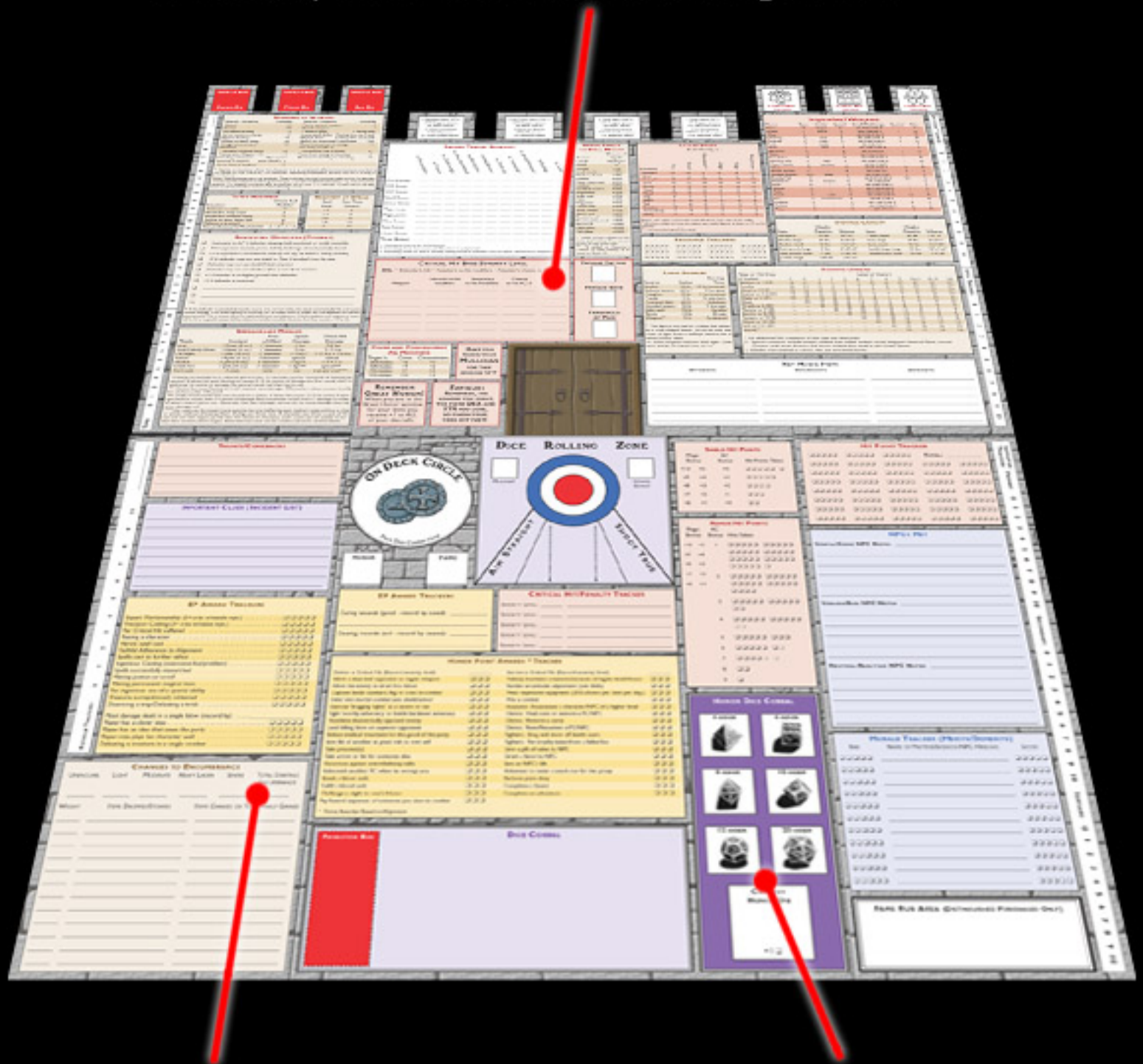
Even the visual design of the PC Mat gets across the message that the P in PC doesn't stand for "pushover." From behind this mighty wall, with its crenellated battlements, a player can withstand the harshest siege of any GM, and return any volley of rules with one of their own.



In the center of that wall is a gate, the opening of which allows for fair, openly observed dice rolling as befits an honorable HackMaster player.

On the outer panels, you will find useful charts with the cost of armor repairs, provisions, and weapon information, as well as the cost of a well-earned mug of ale after a hard day's adventuring.

In front of you on the table are various useful charts, some of which are customizable to your character (we recommend the use of wet or dry-erase markers) and which include Critical Hit Base Severity Level, Called Shots, and Turning Undead.



A wide array of helpful trackers are included. Keep track of Honor Point Awards, NPCs, Beneficial Modifiers, Hit Points, and Morale. Never forget one of your character's to-hit bonuses again! Use the trackers along the outer edge to track time, ammunition, rounds, etc.

And what would HackMaster be without dice? Included in the Mat's dice management tool suite are a Dice Corral, an Honor Dice corral, A Dice Warm-up Area, an On-Deck Circle, a Dice Rolling Zone, and the unfortunate, yet sometimes necessary Dice Probationary Area and Dice Penalty Box.

On the back of the Mat, you can list treasure gained, EPs Awarded, Honor Awarded, and Skills & Training. After the session, simply transfer the final tallies to your PC Record Book, wipe the Mat clean and you're ready to roll next week, onward and upward!

Name: _____ Date: _____ GM: _____

POST/PRE-GAME AREA

ITEMS GAINED: _____ EPs AWARDED: _____

CASH GAINED: _____ MVP FOR SESSION: _____

HONOR AWARDED: _____ MOST AWESOME DEATH: _____

SKILLS & TRAINING (LIST SKILLS)

PLAYER ADVANTAGE CODES

What's this? Shhhhh. Just some little surprises the folks at Kenzer and Company have cooked up to keep your private information and notes, well, private. Who knows what the GM's got up his sleeve, or behind his shield for that matter? Well, turnabout is fair play, and these turnabout panels are designed to allow quick access to important private notes, thoughts, and information. Some of this stuff is even too important for other *players* to see. Just goes to show, Kenzer and Company's got your back.



PLAYER CHARACTER MAT

_____'S PROPRIETARY INFORMATION.

INSERT NAME HERE

OTHER PLAYERS AND GAMEMASTERS KEEP OUT!

PROVISIONS: RATIONS & OUTFITTING

Item	Cost	Weight	Item	Cost	Weight
Barrel of pickled fish	3 gp	500 lbs.	Venison, Smoked (1 meal)	1 gp	.5 lbs.
Butter (per lb.)	2 sp	1 lbs.	Tun of cider (250 gal.)	8 gp	2500 lbs.
Coarse sugar (per lb.)	1 gp	1 lbs.	Tun of good wine (250 gal.)	20 gp	2500 lbs.
Corn dodgers (2 weeks)	5 gp	75 lbs.	Chain (per ft.), Heavy	4 gp	3 lbs.
Eggs (per 100)	8 sp	15 lbs.	Chain (per ft.), Light	3 gp	1 lbs.
Eggs (per two dozen)	2 sp	3 lbs.	Chalk	1 cp	*
Figs (per lb.)	3 sp	1 lbs.	Firewood (per day)	1 cp	200 lbs.
Fish, Parvum (1 day)	1 sp	2 lbs.	Fishhook	1 sp	**
Fish, Salted (1 day)	5 cp	3 lbs.	Fishing net, 10 ft. sq.	4 gp	5 lbs.
Herbs (per lb.)	5 cp	1 lbs.	Hourglass	25 gp	1 lbs.
Belladonna, sprig	4 sp	1 lbs.	Ladder, 10 ft.	5 cp	20 lbs.
Garlic, bud	5 cp	1 lbs.	Lock, Good	100 gp	1 lbs.
Wolfsbane, sprig	1 gp	1 lbs.	Lock, Poor	20 gp	1 lbs.
Nuts (per lb.)	1 gp	1 lbs.	Mirror, small metal	10 gp	*
Preserves, Fruit (1 day)	5 cp	1 lbs.	Perfume (per vial)	5 gp	*
Raisins (per lb.)	2 sp	1 lbs.	Piton	3 cp	.5 lbs.
Rations, Dry (1 week)	10 gp	65 lbs.	Rope (per 50 ft.), Hemp	1 gp	20 lbs.
Rations, Iron (1 week)	5 gp	25 lbs.	Rope (per 50 ft.), Silk	10 gp	8 lbs.
Rations, Standard (1 week)	3 gp	50 lbs.	Signal whistle	8 sp	*
Rice (per lb.)	2 sp	1 lbs.	Soap (per lb.)	5 sp	1 lbs.
Salt, 1 lb bag	1 gp	1 lbs.	Tent, Large	25 gp	20 lbs.
Sausage, Blood (1 meal)	1 sp	.5 lbs.	Tent, Pavilion	100 gp	50 lbs.
Sausage, Peppered (1 meal)	2 sp	1 lbs.	Tent, Small	5 gp	10 lbs.
Sausage, Sailor's (1 week)	2 gp	15 lbs.	Winter blanket	5 sp	3 lbs.
Spice (per lb.)					
Exotic (saffron, clove)	15 gp	.5 lbs.			
Rare (pepper, ginger)	2 gp	.5 lbs.			
Uncommon (cinnamon)	1 gp	.5 lbs.			

*These items weigh little individually. Ten of these items weigh one pound.
 ** No appreciable weight individually – these items should not be considered for encumbrance unless hundreds are carried.

MISSILE WEAPON RANGES

Weapon	ROF	Range (yards)			Weapon	ROF*	Range (yards)		
		S	M	L			S	M	L
Compound long bow					Blowgun	2	10	20	30
flight arrow	2	60	120	210	Club	1	10	20	30
sheaf arrow	2	40	80	170	Dagger	2	10	20	30
Comp. short bow	2	50	100	180	Dart	3	10	20	40
Great Longbow					Hammer	1	10	20	30
flight arrow	1/2	80	160	230	Hand axe	1	10	20	30
sheaf arrow	1/2	70	140	210	Harpoon	1	10	20	30
Longbow					Javelin	1	20	40	60
flight arrow	2	70	140	210	Knife	2	10	20	30
sheaf arrow	2	50	100	170	Sling bullet	1	50	100	200
Short bow	2	50	100	150	Sling stone	1	40	80	160
Hand crossbow	1	20	40	60	Spear	1	10	20	30
Heavy crossbow	1/2	80	160	240	Staff sling bullet	2	30	60	90
Light crossbow	1	60	120	180	Staff sling stone	2	30	60	90
Peashooter crossbow	2	10	20	30					

ROF, rate of fire, or how many shots a weapon can fire in one round, independent of the number of melee attacks a character can make in a round.
 Each range category includes attacks from distances equal to or less than the given range. Thus, a heavy crossbow fired at a target 136 yards away uses the medium range modifier. The attack roll modifiers for range are -2 for medium range and -5 for long range.

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K&C2110

1 Platinum piece (PP) =
500 Copper pieces
50 Silver pieces
10 Electrum pieces
5 Gold pieces
2.5 Hard silver pieces

1 Hard Silver piece (HSP) =
200 Copper pieces
20 Silver pieces
4 Electrum pieces
2 Gold pieces
2/5 Platinum piece

1 Gold piece (GP) =
100 Copper pieces
10 Silver pieces
2 Electrum pieces
1/2 Hard silver piece
1/5 Platinum piece

1 Silver piece (SP) =
10 Copper pieces
1/5 Electrum piece
1/10 Gold piece
1/20 Hard silver piece
1/50 Platinum piece

SAVING THROW BONUSES

	vs. Paralyzation	vs. Poison	vs. Rod, Staff, Wand	vs. Petrification	vs. Hack/Frenzy	vs. Hack/Lust	vs. Polymorph ¹	vs. Breath Weapon ²	vs. Apology	vs. Spells ³
CON. Bonus:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
WIS Bonus:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
DEX Bonus:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Shield Bonus:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Armor Bonus:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Magic, temp.:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Magic, perm.:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Class Bonus:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Race Bonus:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Honor Bonus:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
TOTAL BONUS:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

1. Excluding polymorph wand attacks
2. Excluding those that cause petrification or polymorph
3. Excluding those for which another saving throw is specified, such as death, petrification, polymorph, etc.

ARMOR EFFECT ON SPELL MISHAP

Armor Used*	Chance of Spell Mishap**
None	0
Buckler	+5%
Small shield	+15%
Medium shield	+10%
Padded	+20%
Elven chain mail	+20%
Leather	+25%
Studded leather	+30%
Brigandine	+35%
Scale mail	+35%
Hide	+40%
Ring mail	+40%
Chain mail	+50%
Body shield	+55%
Splint mail	+60%
Banded mail	+80%
Bronze plate mail	+90%
Platemail	+100%
Field plate	+120%
Full plate	+150%

* Magic armor results in the same spell mishap % as normal armor of the same type.
** % added to character's Chance of Spell Mishap % as listed on Table 1D.

CALLED SHOTS

To-hit Penalty vs.:

Location	Tiny	Small	Humanoid**	Large	Huge	Gargantuan
Antenna	-12	-10	-9	-8	-6	-5
Arm	-5	-4	-3	-3	-2	-2
Artery*	-12	-10	-10	-10	-10	-10
Eye*	-12	-11	-10	-10	-10	-10
Groin	-6	-5	-4	-4	-4	-4
Hand	-8	-7	-6	-6	-5	-4
Head	-10	-8	-6	-6	-5	-4
Leg	-4	-3	-2	-2	-2	-2
Neck	-9	-8	-6	-6	-4	-4
Tail	-7	-6	-5	-5	-4	-3
Tendon	-10	-9	-8	-8	-7	-6
Torso/body	-6	-4	-2	-2	-2	-2
Wing	-4	-3	-2	-2	-2	-2

Note: This table supercedes Table 8V from page 100 of the GMG.
* All shots called to internal organs are made against at least a -10 to-hit penalty.
** Humanoid-shaped/Man-sized

CRITICAL HIT BASE SEVERITY LEVEL

BSL = Defender's AC + Attacker's to-hit modifiers - Attacker's chance to hit AC15

Weapon	Normal to-hit modifiers	Temporary to-hit modifiers	Chance to hit AC15	Crit BSL
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

FATIGUE FACTOR

FATIGUE SAVE

THRESHOLD OF PAIN

LIGHT SOURCES

Source	Radius	Burning Time
Bonfire	50 ft.	1/2 hr./armload
Bullseye lantern	60 ft.*	2 hrs./pint
Campfire	35 ft.	1 hr./armload
Candle	5 ft.	10 min./inch
Continual light	60 ft.	Indefinite
Hooded lantern	30 ft.	2 hrs./pint
Light spell	20 ft.	Variable
Torch	15 ft.	30 min.
Weapon**	5 ft.	As desired

* This light is not cast in a radius, but rather in a cone-shaped beam. At its far end, the cone of light from a bullseye lantern has a beam 20 feet wide.
** Some magical weapons shed light. GMs have details on which ones do so.

Type or Hit Die of Undead
Skeleton or 1 HD
Zombie
Ghoul or 2 HD
Shadow or 3-4 HD
Wight or 5 HD
Ghost
Wraith or 6 HD
Mummy or 7 HD
Spectre or 8 HD
Vampire or 9 HD
Ghost or 10 HD
Lich or 11+ HD
Special**

* An additional 20
** Special creature Greater and L
† Paladins turn ur

COVER AND CONCEALMENT AC MODIFIERS

Target is:	Cover	Concealment
25% hidden	+2	+1
50% hidden	+4	+2
75% hidden	+7	+3
90% hidden	+10	+4

HAVE YOU TAKEN YOUR MULLIGAN FOR THIS SESSION YET?

REMEMBER GREAT HONOR!
When you are in the Great Honor window for your level, you receive +1 to ALL of your die rolls.

FATIGUE: REMEMBER, THE LONGER YOU FIGHT, THE MORE DEX AND STR YOU LOSE, SO FINISH YOUR FOES OFF FAST!

OFFENSIVE

PENALTY BOX
CURSED DIE

PENALTY BOX
WORSE DIE

PENALTY BOX
BAD DIE

MODIFIERS TO INITIATIVE

Specific Situation	Modifier	Specific Situation	Modifier
Hasted	-10	Fist or natural weapon	-2
Slowed	+10	Breath weapon	-1
On higher ground	-1	Casting a spell	Casting time
Set to receive a charge	-3	Innate spell ability	Casting time as if spell
Slippery footing	+3	Magical items	Casting time as if spell
Wading in deep water	+6	Search for item/spell component	+d4
Foreign environment*	+8	Move from prone to sitting	+3
Hindered		For every 1/10th of movement rate traveled	+1
(tangled, climbing, held)	+5	Move from sitting to kneeling	+3
Waiting (see Chapter 14)	+1	Move from kneeling to standing	+3
Attacking w/weapon	Wpn speed		
Drawing a weapon	Wpn speed + 5		
Fist or natural weapon	-2		

* Applies to situations where the character is in a completely different environment, one that is not native for that character (for example: swimming underwater without the aid of a Ring of Free Action).
Note: Results below zero are possible. These indicate that the character takes action on segment one, but lowest initiative number goes first (i.e. -2 on the modified roll beats a -1). Ties are simultaneous. If a sluggish character gets a modified roll of over 11+, subtract 10 and that is the segment in which he takes action on the following round.

TO-HIT MODIFIERS

Situation	Attack Roll Modifier
Defender invisible	-4
Missile fire, long range	-5
Missile fire, medium range	-2
Striking an item being held	-6
Making a trip attack	-2
Non-proficiency Ftr/M-U/Clr/Thf	-2 / -5 / -3 / -3

RECOVERY OF SPELLS

Spell Level	Rest Time (hours)
1-2	4
3-4	6
5-6	8
7-8	10
9	12

BENEFICIAL MODIFIERS (COMBAT)

- Automatic to-hit* if defender sleeping, held, paralyzed or totally immobile.
- +4 if opponent stunned, prone, held by both legs, slowed, partially bound
- +2 if opponent is encumbered, held by one leg, off balance, sitting, kneeling
- +2 & defender may not use shield or Dex. if attacked from the rear.
- Defender may not use shield if flank attacked.
- Defender may not use shield or Dex. if rear flank attacked.
- +1 if attacker is on higher ground than defender.
- +1 if defender is surprised.
- _____
- _____
- _____

* If the defender is attacked during the course of a normal melee, the attack automatically hits and causes normal damage. If no other fighting is occurring (i.e., all others slain or driven off), the defender can be slain automatically. This is a good tactic for spellcasters and torchbearers. Missile weapons still require an attack roll to hit a magically asleep, held paralyzed or totally immobile character, but they receive a +4 to hit.

GRENADE-LIKE MISSILES

Missile	Content	Area of Effect	Splash Damage	Direct Hit Damage
Acid	1/2 pint (8 oz.)	1' diameter	1 h.p.	2-8 h.p.
Holy/Unholy Water	1/4 pint (4 oz.)	1' diameter	2 h.p.	2-12 h.p.
Oil, alight	1 pint (16 oz.)	3' diameter	1-3 h.p.*	2-12 h.p. + 1-6 h.p.
Poison	1/4 pint (4 oz.)	1'diameter	special	special
Alcohol	1 pint (16 Oz.)	3' diameter	1 h.p.**	1-6 + 1-3
Greek Fire	1 pint (16 oz.)	2' diameter	1 h.p.***	special****
Hot Coals	3 coals	none	n/a	2 pt per coal****

* Flaming oil splashed on a creature will burn for 1-3 seconds, causing 1 hit point of damage per second. A direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.
** Alcohol burns as flaming oil in all respects save damage. Effects also reduce proportionally for alcohol under 140 proof.
*** Greek Fire burns for but one second on a splash. A direct hit causes 2-12 hit points of damage the first round, then 1-6 points of damage each successive round until a 1 damage is rolled, at which time it burns out. Note also that each damage roll can do no more damage than the prior damage roll.
**** Hot coals can be tossed in any quantity, but are ineffective past medium range without a sling or similar method of tossing them. A sling can throw two. A character can throw a sack of 10, but only 0-7 will impact (as the rest will remain in the sack). Such a sack can be tossed no further than 10 feet (short range). Note that hot coals can be used to set oil or alcohol ablaze.

1 Platinum piece (PP) = 500 Copper pieces
50 Silver pieces
10 Electrum pieces
5 Gold pieces
2.5 Hard silver pieces

1 Hard Silver piece (HSP) = 200 Copper pieces
20 Silver pieces
4 Electrum pieces
2 Gold pieces
2/5 Platinum piece

SAVING THROW BONUSES

- vs. Paralyzation
- vs. Poison
- vs. Death magic
- vs. Rod, Staff, Wand
- vs. Petrification
- vs. Hacking
- vs. Hacking
- vs. Polymorph¹
- vs. Breath Weapon²
- vs. Apology
- vs. Spells³

CON. Bonus: _____
 WIS Bonus: _____
 DEX Bonus: _____
 Shield Bonus: _____
 Armor Bonus: _____
 Magic, temp.: _____
 Magic, perm.: _____
 Class Bonus: _____
 Race Bonus: _____
 Honor Bonus: _____
 TOTAL BONUS: _____

1. Excluding polymorph wand attacks
 2. Excluding those that cause petrification or polymorph
 3. Excluding those for which another saving throw is specified, such as death, petrification, polymorph, etc.

CRITICAL HIT BASE SEVERITY LEVEL

BSL = Defender's AC + Attacker's to-hit modifiers - Attacker's chance to hit AC15

Weapon	Normal to-hit modifiers	Temporary to-hit modifiers	Chance to hit AC15	Crit BSL
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

COVER AND CONCEALMENT AC MODIFIERS

Target is:	Cover	Concealment
25% hidden	+2	+1
50% hidden	+4	+2
75% hidden	+7	+3
90% hidden	+10	+4

HAVE YOU TAKEN YOUR MULLIGAN FOR THIS SESSION YET?

REMEMBER GREAT HONOR!

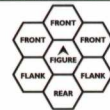
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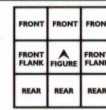
TIME: 0 1 2 3 4 5 6 7 8 9 10

1 Gold piece (GP) =
100 Copper pieces
10 Silver pieces
2 Electrum pieces
1/2 Hard silver piece
1/5 Platinum piece

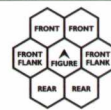
1 Silver piece (SP) =
10 Copper pieces
1/5 Electrum piece
1/10 Gold piece
1/20 Hard silver piece
1/50 Platinum piece



COMBAT MINI FACINGS



COMBAT MINI FACINGS



COMBAT MINI FACINGS

ARMOR EFFECT ON SPELL MISHAP

Armor Used*	Chance of Spell Mishap**
None	0
Buckler	+5%
Small shield	+15%
Medium shield	+10%
Padded	+20%
Elven chain mail	+20%
Leather	+25%
Studded leather	+30%
Brigandine	+35%
Scale mail	+35%
Hide	+40%
Ring mail	+40%
Chain mail	+50%
Body shield	+55%
Splint mail	+60%
Banded mail	+80%
Bronze plate mail	+90%
Platemail	+100%
Field plate	+120%
Full plate	+150%

* Magic armor results in the same spell mishap % as normal armor of the same type.
** % added to character's Chance of Spell Mishap % as listed on Table 1D.

FATIGUE FACTOR

FATIGUE SAVE

THRESHOLD OF PAIN

CALLED SHOTS
To-hit Penalty vs.:

Location	Tiny	Small	Humanoid**	Large	Huge	Gargantuan
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Eye*	-12	-11	-10	-10	-10	-10
Groin	-6	-5	-4	-4	-4	-4
Hand	-8	-7	-6	-6	-5	-4
Head	-10	-8	-6	-6	-5	-4
Leg	-4	-3	-2	-2	-2	-2
Neck	-9	-8	-6	-6	-4	-4
Tail	-7	-6	-5	-5	-4	-3
Tendon	-10	-9	-8	-8	-7	-6
Torso/body	-6	-4	-2	-2	-2	-2
Wing	-4	-3	-2	-2	-2	-2

Note: This table supercedes Table 8V from page 100 of the GMG.
* All shots called to internal organs are made against at least a -10 to-hit penalty.
** Humanoid-shaped/Man-sized

RESOURCE TRACKERS

□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□

LIGHT SOURCES

Source	Radius	Burning Time
Bonfire	50 ft.	1/2 hr./armload
Bullseye lantern	60 ft.*	2 hrs./pint
Campfire	35 ft.	1 hr./armload
Candle	5 ft.	10 min./inch
Continual light	60 ft.	Indefinite
Hooded lantern	30 ft.	2 hrs./pint
Light spell	20 ft.	Variable
Torch	15 ft.	30 min.
Weapon**	5 ft.	As desired

* This light is not cast in a radius, but rather in a cone-shaped beam. At its far end, the cone of light from a bullseye lantern has a beam 20 feet wide.
** Some magical weapons shed light. GMs have details on which ones do so.

Improvised Weapons

Name	Type	Similar	Speed	Small/Med/Large	Special	Size
Piton	P	dagger	0	d6-3/d6-3/d6-3	-	T
Prybar	C	mace	3	d6+1/d6/d6-1	-	M
Chair	C	-	4	d6-2/d6-2/d6-3	-	M
Chairleg	C	club	3	d6-1/d6-2/d6-3	1	M
Poolcue	C	club	2	d6-2/d6-3/d6-4	1	M
Fork	P	knife	1	d6-3/d6-4/1	-	T
Stick	C	club	3	d6-3/d6-3/d6-4	-	S
Big Rock	C	-	6	d6-2/d4/d4-1	-	L
Table	C	-	7	d6-1/d6-1/d4-1	1	H
Fire Poker	P	-	0	d6-3/d6-2/d6-1	-	M
Venison Leg	C	club	3	d6-2/d6-3/d6-4	-	M
Meat Cleaver	H	handaxe	-1	d6/d6-1/d6-2	-	S
Chain	C	-	2	d6/d6-2/d6-4	2	M
Bottle, Empty	C	-	4	d4-2/d4-1/1	3	S
Broken Bottle	P/H	knife	1	d4-2/d4-1/d4	-	S
Bottle, Full	C	-	4	d6-2/d4-1/d4-3	3,4	S
Pitchfork	P	trident	5	d4-1/d6/2d4	-	L
Hoe	H	-	5	d6-2/d6-2/d6-2	-	L
Shovel	H	-	5	d6-1/d6-2/d6-2	-	L
Rake	H	-	5	d8-3/d6-2/d6-3	-	L
Torch	C	club	0	d6-1/d6-2/d6-4	1,5	M
Pot	C	warhammer	4	d4/d4-1/d4-3	-	M
Halfling	C	-	7	d6-1/d6-2/d6-3	6	L
Goblin	C	-	7	d6-1/d6-2/d6-3	6	L
Pixie	C	-	5	d20-19/1/0	6	M

STOWAGE CAPACITY

Item	Weight Capacity	Volume	Item	Weight Capacity	Volume
Backpack	50 lbs.	3'x2'x1'	Chest, small	40 lbs.	2'x1'x1'
Basket, large	20 lbs.	2'x2'x2'	Sack, large	30 lbs.	2'x2'x1'
Basket, small	10 lbs.	1'x1'x1'	Sack, small	15 lbs.	1'x1'x8"
Belt pouch, large	8 lbs.	6"x8"x2"	Saddle bags, large	30 lbs.	18"x1'x6"
Belt pouch, small	5 lbs.	4"x6"x2"	Saddle bags, small	20 lbs.	1'x1'x6"
Chest, large	100 lbs.	3'x2'x2'			

TURNING UNDEAD

Type or Hit Dice of Undead	Level of Cleric†													
	1	2	3	4	5	6	7	8	9	10-11	12-13	14+		
Skeleton or 1 HD	14	11	8	5	T	T	D	D	D*	D*	D*	D*		
Zombie	16	14	11	8	5	T	T	D	D	D*	D*	D*		
Ghoul or 2 HD	18	16	14	11	8	5	T	T	D	D	D*	D*		
Shadow or 3-4 HD	19	18	16	14	11	8	5	T	T	D	D	D*		
Wight or 5 HD	20	19	18	16	14	11	8	5	T	T	D	D		
Ghost	--	20	19	18	16	14	11	8	5	T	T	D		
Wraith or 6 HD	--	--	20	19	18	16	14	11	8	5	T	T		
Mummy or 7 HD	--	--	--	20	19	18	16	14	11	8	5	T		
Spectre or 8 HD	--	--	--	--	20	19	18	16	14	11	8	5		
Vampire or 9 HD	--	--	--	--	--	20	19	18	16	14	11	8		
Ghost or 10 HD	--	--	--	--	--	--	20	19	18	16	14	11		
Lich or 11+ HD	--	--	--	--	--	--	--	20	19	18	16	14		
Special**	--	--	--	--	--	--	--	--	20	19	18	16		

* An additional 2d4 creatures of this type are destroyed.
** Special creatures include unique undead, free-willed undead of the Negative Material Plane, certain Greater and Lesser Powers, and those undead that dwell in the Outer Planes.
† Paladins turn undead as clerics who are two levels lower.

KEY MAGIC ITEMS

OFFENSIVE	INFORMATIVE	DEFENSIVE

DISTANCE TRACKER: 0 1 2 3 4 5 6 7 8 9 10
SPELL TRACKER: 0 1 2 3 4 5 6 7 8 9 10

COMMAND WORDS OVERHEARD

WORD

ITEM

EFFECT

_____	_____	_____
_____	_____	_____
_____	_____	_____

SECRET NOTES

NPCs: _____

PCs: _____

THE END IS NEAR...

1. MULLIGAN? (BONUS FOR GREAT HONOR?) _____
2. COUPON? _____
3. HONOR PURGE: Only once per level, you can reduce your honor by 90% (rounded down) by purging your character's honor. This allows you to avoid any one action/event that would have caused the death of your character.
4. GAWDS MOST LIKELY TO COME TO YOUR AID (LIST): _____
5. REMAIN CONCIOS: If the character suffers a hit that drops him to 0 to -3 hit points in a single blow, that character must make a Constitution check against half his Constitution in order to remain concious.
6. WRITTEN WILL (LOCATION OF & EXECUTOR): _____
7. VERBAL CHANGES TO WRITTEN WILL: _____
8. ACTIVATE PROTÉGÉ(S) (LIST IN ORDER OF PREFERENCE): _____
9. COOL LAST WORDS: _____

FELLOW ADVENTURER TOLERANCE LEVEL

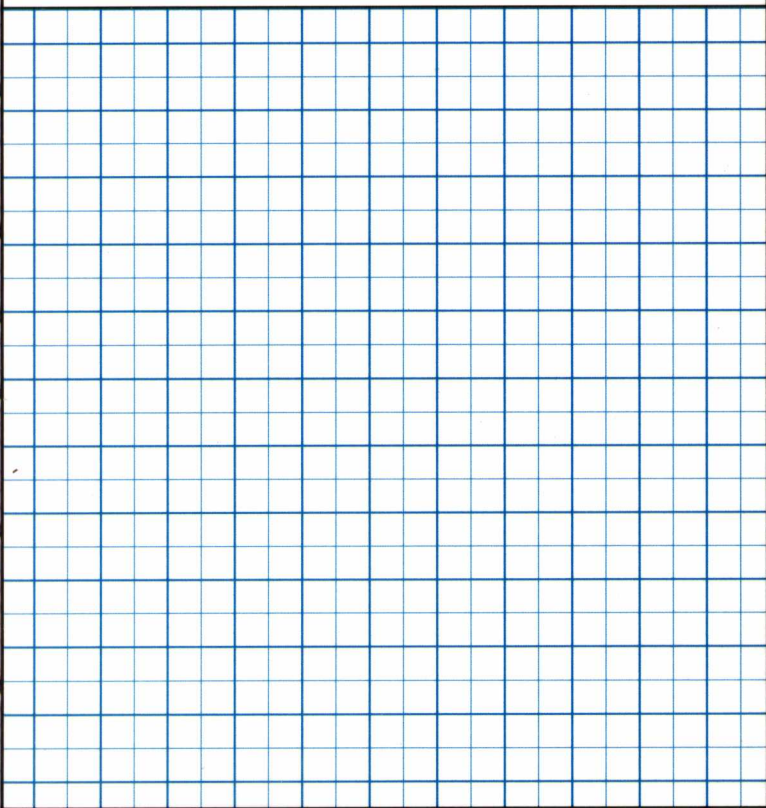
INCREASING ANNOYANCE	NAME	INCREASING FRIENDSHIP
←	_____	→
□ □ □ □ □ □	_____	□ □ □ □ □ □
□ □ □ □ □ □	_____	□ □ □ □ □ □
□ □ □ □ □ □	_____	□ □ □ □ □ □
□ □ □ □ □ □	_____	□ □ □ □ □ □
□ □ □ □ □ □	_____	□ □ □ □ □ □
□ □ □ □ □ □	_____	□ □ □ □ □ □
□ □ □ □ □ □	_____	□ □ □ □ □ □

STUFF STOLEN/LOOTED

APPROXIMATE GP VALUE

STUFF STOLEN/LOOTED	APPROXIMATE GP VALUE
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

DRAW ILLEGAL MAPS HERE (KEEP HIDDEN!)



ITEMS LOANED/BORROWED

ITEM LOANED OUT	ITEM BORROWED	TO/FROM PERSON:	ITEM RETURNED?	LIKELIHOOD THEY'LL REMEMBER?
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

THE LIST (INTERIM)

NAME	GRUDGE	NOTES
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



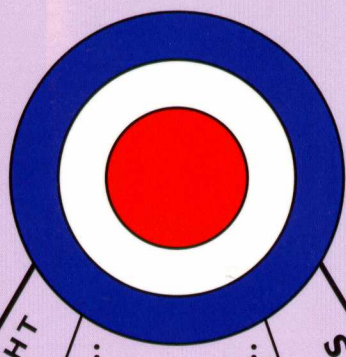
HONOR

FAME

DICE ROLLING ZONE

MULLIGAN?

HONOR BONUS?



AIM STRAIGHT

SHOOT TRUE

SHIELD HIT POINTS

Magic Bonus	AC Bonus	Hit Points Taken
+10	+5	+4 □□□□ □
+9	+4	+3 □□□□
+8	+3	+2 □□□□
+7	+2	+1 □□□
+6	+1	+0 □□

ARMOR HIT POINTS

Magic Bonus	AC Bonus	Hits Taken
+10	+5	1 □□□□ □□□□
+9	+4	□□□□ □□□□
+8	+3	□□□□ □
+7	+2	2 □□□□ □□□□
+6	+1	□□□□ □□□□
		□□□□
		3 □□□□ □□□□
		□□
		4 □□□□ □□□□
		□□
		5 □□□□ □□□
		6 □□□□ □□
		7 □□□□ □
		8 □□
		9 □

EP AWARD TRACKERS

Curing wounds (good - record hp cured): _____

 Causing wounds (evil - record hp caused): _____

CRITICAL HIT/PENALTY TRACKER

SEVERITY LEVEL: _____
 SEVERITY LEVEL: _____
 SEVERITY LEVEL: _____
 SEVERITY LEVEL: _____
 SEVERITY LEVEL: _____

HONOR POINT AWARDS * TRACKER

Deliver a Critical Hit (Record severity level)	_____	Survive a Critical Hit (Record severity level)	_____
Allow a disarmed opponent to regain weapon	□□□	Publicly humiliate creature/character of higher level/Honor	□□□
Allow the enemy to draw first blood	□□□	Render an attitude adjustment (see Skills)	□□□
Capture battle standard, flag or crest in combat	□□□	Wear expensive equipment (25% chance per item per day,)	□□□
Enter into mortal combat sans shield/armor	□□□	Win a contest	□□□
Exercise 'bragging rights' at a tavern or inn	□□□	Assassins: Assassinate a character/NPC of a higher level	□□□
Fight 'worthy adversary' or battle-hardened adversary	□□□	Clerics: Heal, cure or restore a PC/NPC	□□□
Humiliate diametrically opposed enemy	□□□	Clerics: Remove a curse	□□□
Land killing blow on superior opponent	□□□	Clerics: Raise/Resurrect a PC/NPC	□□□
Refuse medical treatment for the good of the party	□□□	Fighters: Brag and show off battle scars	□□□
Save life of another at great risk to own self	□□□	Fighters: Per trophy taken from a fallen foe	□□□
Take prisoner(s)	□□□	Give a gift of value to NPC	□□□
Take arrow or hit for someone else	□□□	Grant a favor to NPC	□□□
Victorious against overwhelming odds	□□□	Save an NPC's life	□□□
Admonish another PC when he wrongs you	□□□	Volunteer to make a snack run for the group	□□□
Break a blood oath	□□□	Perform pizza duty	□□□
Fulfill a blood oath	□□□	Complete a Quest	□□□
Challenge a slight to one's Honor	□□□	Complete an adventure	□□□
Pay funeral expenses of someone you slew in combat	□□□		

* Points Awarded Based on Alignment

HONOR DICE CORRAL

4-SIDER



6-SIDER



8-SIDER



10-SIDER



12-SIDER



20-SIDER



CURRENT HONOR DIE

+1 □

PROBATION BOX

DICE CORRAL

HIRELING ZONE

HONOR BONUS?

SHOOT TRUE

HIT/PENALTY TRACKER

ward severity level)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
character of higher level/Honor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ent (see Skills)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(25% chance per item per day)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
acter/NPC of a higher level	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
re a PC/NPC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PC/NPC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
attle scars	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
rom a fallen foe	<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"/>
run for the group	<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"/>

SHIELD HIT POINTS

Magic Bonus	AC Bonus	Hit Points Taken	
+10	+5	+4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+9	+4	+3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+8	+3	+2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+7	+2	+1	<input type="checkbox"/> <input type="checkbox"/>
+6	+1	+0	<input type="checkbox"/>

ARMOR HIT POINTS

Magic Bonus	AC Bonus	Hits Taken	
+10	+5	1	<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"/>
+9	+4		<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"/>
+8	+3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+7	+2	2	<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"/>
+6	+1		<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"/>
		3	<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"/>
		4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		7	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		8	<input type="checkbox"/> <input type="checkbox"/>
		9	<input type="checkbox"/>

HIT POINT TRACKER

Initiative			TOTAL: _____
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<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"/> <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"/> <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"/>

NPCs MET

USEFUL/GOOD NPC NOTES

USELESS/BAD NPC NOTES

NEUTRAL-REACTION NPC NOTES

HONOR DICE CORRAL

4-SIDER 	6-SIDER
8-SIDER 	10-SIDER
12-SIDER 	20-SIDER

CURRENT HONOR DIE

+1

MORALE TRACKER (MERITS/DEMERITS)

BAD	NAME OF PROTÉGÉ/SIDEKICK/NPC HIRELING	GOOD
<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"/> <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"/> <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"/> <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"/> <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"/>

FAME RUB AREA (DISTINGUISHED PERSONAGES ONLY)

NAME:

DATE:

GM:

POST/PRE-GAME AREA

ITEMS GAINED: _____

EPs AWARDED: _____

CASH GAINED: _____

MVP FOR SESSION: _____

HONOR AWARDED: _____

MOST AWESOME DEATH: _____

SKILLS & TRAINING (LIST SKILLS)

PLAYER ADVANTAGE CODES