

FOURTH EDITION

HackMaster

PLAYER CHARACTER RECORD



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HACKMASTER RELEASES FROM KENZER AND COMPANY.

25667 HILLVIEW COURT
MUNDELEIN, IL 60060

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Gear Carried

Item	Location	Wt.	Item	Location	Wt.
Total Weight = _____			Total Weight = _____		

Supplies

	Water	Iron Rations	Standard Rations	Feed
WEEKS	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○
	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○
	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○
DAYS	□ □ □	□ □ □	□ □ □	□ □ □
	□ □ □	□ □ □	□ □ □	□ □ □

○ = 1 week (7 days) □ = 1 day

Light Sources	Range	Duration
___ Candle	5 ft. radius	10 min./inch
___ Lantern, Beacon	240 ft. cone	30 hrs./pint
___ 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

Encumbrance Audits

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

Quirks and Flaws:	Skills, Talents, Proficiencies
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____
	(____) _____

Languages:

Character Family History

Circumstances of Birth: _____

Birth Date: _____ Legitimate? (Y / N)

Homeland: _____

Social Class: _____

Family Honor (HON): _____

Mother: _____

Father: _____

of Siblings: _____ Birth Rank: _____

Sibling Notes: _____

Clan History

Clan Name: _____

Clan Seat: _____

Race: _____

Alignment: _____

Clan Honor (HON): _____

Social Class: _____

Power Base: _____

Hereditary Grudges: _____

Hereditary Enemies: _____

Hereditary Allies: _____

Character: _____ Alignment: _____ Player: _____
Class: _____ Level#/Title(s): _____ Race: _____
Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____
Patron Gawd(s): _____ Handedness: _____



ABILITIES

Table with columns: HIT PROB., DMG. ADJ., WT. ALL., MAX. PRESS., OPN. DRS., B. B./L. G., 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 DIE, HON CHK MOD., HON BON./PEN., HON WINDOW, HON PENALTY WINDOW

MOVE/ENCUMBRANCE

Table with Base Rate, Unencumbered, Light, Mod., Hvy., Svr., Run (x2) and corresponding lines for values.

SAVING THROWS

Table for Saving Throws: Paralyzation/Poison/Death Magic, Rod/Staff/Wand, Petrification/HackFrenzy/HackLust/Polymorph, Breath Weapon, Apology, Spells, MODIFIER, SAVE

Table for Attributes: STREngth, DEXterity, CONStitution, INTelligence, WISdom, CHARisma, COMeliness, HONor with percentage lines.

BASE TEMP



Table for Adjusted AC and VS* with lines for Shieldless, Rear, No Dex, and *vs ()

Armor Hit Points

Table for Armor Hit Points with columns: Current Status, AC, Hits Taken and rows for armor levels from -3 to 9.

HIT POINTS

Table for Hit Points: Wounds, Ability Penalties and Temporary Conditions; CON Adj.; HD Type; Subdual Dmg.; THIEVING ABILITIES; ToP; Fatigue Factor; Fatigue Check;

Armor Worn

Form for Armor Worn: Body, Helmet, Shield, Other.

Shield Hit Points

Table for Shield Hit Points with columns: Current Status, Bonus, AC, Hits Taken and rows for bonus levels from +4 to +1.

SPECIAL ABILITIES AND TALENTS:

Blank lines for Special Abilities and Talents.

Table for Weapon Proficiency with columns: PROF?, WEAPON, # ATT./RND., TO-HIT ADJ., DMG. ADJ., DAMAGE VS. S/M/L, TYPE, WPN SPEED, INIT. MOD., CRIT. BSL, WEIGHT (LBS.), SPECIAL

Iron Stones:

Shape of Stone

Color of Stone

Effects

Armor, Weapon and Magic Item Map: Adventuring

Weapon, Shield or Item Carried (Rt.)

Helmet/Hat

Headgear: _____
 Earring: _____
 Other Piercings: _____

Weapon, Shield or Item Carried (Lft.)

Gauntlet/Glove (Rt.)

Glove/Gauntlet: _____
 Thumb _____
 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: _____

Finger:

Helmet/Hat

Head, Side: _____ R _____ L _____
 Head, Back, low: _____
 Face, Side, low: _____
 Face, Cntr., low: _____
 Head, Back, upper: _____
 Face, Side, upper: _____
 Face, Cntr., upper: _____
 Head, top: _____

Gauntlet/Glove (Lft.)

Glove/Gauntlet: _____
 Thumb _____
 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: _____

Finger:

Gorget/Neck

Neck Protection: _____
 Amulet/Medallion: _____
 Brooch: _____
 Neck, Front: _____ R _____ L _____
 Neck, Back: _____
 Neck, Side: _____

Upper Arm (Rt.)

Sleeve: _____
 Elbow: _____
 Weapon, sm. (I): _____
 Weapon, sm. (O): _____
 Shoulder, Side: _____ Elbow: _____
 Shoulder, Top: _____ Inner joint: _____
 Arm, upper outer: _____
 Arm, upper inner: _____

Chest/Back

Breastplate: _____
 Cloak: _____
 Shirt: _____
 Robe: _____
 Weapon, sm (FL): _____
 Weapon, sm (FR): _____
 Weapon, sm (SL): _____
 Weapon, sm (SR): _____
 Weapon, LG (BL): _____
 Weapon, LG (BR): _____
 Chest: _____ R _____ L _____
 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: _____

Abbreviations:

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

Upper Leg (Rt.)

Pants: _____
 Weapon, sm. (I): _____
 Weapon, sm. (O): _____
 Knee: _____ R _____
 Knee, back: _____
 Hamstring: _____

Lower Torso

Armor/Skirt: _____
 Belt: _____
 Weapon (R): _____
 Weapon (L): _____
 Weapon, sm (FL): _____
 Weapon, sm (FR): _____
 Weapon, sm (BL): _____
 Weapon, sm (BR): _____
 Hip: _____ R _____ L _____
 Groin (male): _____
 Buttock: _____
 Abdomen, low: _____
 Side, lower: _____
 Abdomen, upper: _____
 Back, small of: _____
 Back, lower: _____

Upper Leg (Lft.)

Pants: _____
 Weapon, sm. (I): _____
 Weapon, sm. (O): _____
 Knee: _____ L _____
 Knee, back: _____
 Hamstring: _____

Boot/Lower Leg (Rt.)

Boot: _____
 Anklet: _____
 Sock/Slipper: _____
 Weapon, sm. (I): _____
 Weapon, sm. (O): _____
 Foot, top: _____ R _____
 Heel: _____ Ankle, inner: _____
 Toe(s): _____ Ankle, outer: _____
 Foot, arch: _____ Shin _____
 Calf: _____ Shin _____

Boot/Lower Leg (Lft.)

Boot: _____
 Anklet: _____
 Sock/Slipper: _____
 Weapon, sm. (I): _____
 Weapon, sm. (O): _____
 Foot, top: _____ L _____
 Heel: _____ Ankle, inner: _____
 Toe(s): _____ Ankle, outer: _____
 Foot, arch: _____ Shin _____
 Calf: _____ Shin _____

Armor, Weapon and Magic Item Map: **Town**

Ioun Stones:		
Shape of Stone	Color of Stone	Effects
_____	_____	_____
_____	_____	_____
_____	_____	_____

Weapon, Shield or Item Carried (Rt.)

Helmet/Hat

Headgear: _____

Earring: _____

Other Piercings: _____

R L

Head, Side: _____

Head, Back, low: _____

Face, Side, low: _____

Face, Cntr, low: _____

Head, Back, upper: _____

Face, Side, upper: _____

Face, Cntr, upper: _____

Head, top: _____

Weapon, Shield or Item Carried (Lft.)

Gauntlet/Glove (Rt.)

Glove/Gauntlet: _____

Thumb _____

Finger: Index _____

Middle _____

Ring _____

Pinky _____

Bracer: _____

Bracelet: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

R R

Forearm, back: _____ Hand, back: _____

Forearm, inner: _____ Palm: _____

Wrist, back: _____ Finger(s): _____

Wrist, front: _____

Gorget/Neck

Neck Protection: _____

Amulet/Medallion: _____

Brooch: _____

R L

Neck, Front: _____

Neck, Back: _____

Neck, Side: _____

Gauntlet/Glove (Lft.)

Glove/Gauntlet: _____

Thumb _____

Finger: Index _____

Middle _____

Ring _____

Pinky _____

Bracer: _____

Bracelet: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

L L

Forearm, back: _____ Hand, back: _____

Forearm, inner: _____ Palm: _____

Wrist, back: _____ Finger(s): _____

Wrist, front: _____

Upper Arm (Rt.)

Sleeve: _____

Elbow: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

R R

Shoulder, Side: _____ Elbow: _____

Shoulder, Top: _____ Inner joint: _____

Arm, upper outer: _____

Arm, upper inner: _____

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): _____

L L

Shoulder, Side: _____ Elbow: _____

Shoulder, Top: _____ Inner joint: _____

Arm, upper outer: _____

Arm, upper inner: _____

Abbreviations:

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

Upper Leg (Rt.)

Pants: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

R

Knee: _____

Knee, back: _____

Hamstring: _____

Lower Torso

Armor/Skirt: _____

Belt: _____

Weapon (R): _____

Weapon (L): _____

Weapon, sm (FL): _____

Weapon, sm (FR): _____

Weapon, sm (BL): _____

Weapon, sm (BR): _____

R L

Hip: _____

Groin (male): _____

Buttock: _____

Abdomen, low: _____

Side, lower: _____

Abdomen, upper: _____

Back, small of: _____

Back, lower: _____

Upper Leg (Lft.)

Pants: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

L

Knee: _____

Knee, back: _____

Hamstring: _____

Boot/Lower Leg (Rt.)

Boot: _____

Anklet: _____

Sock/Slipper: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

R R

Foot, top: _____ Ankle, inner: _____

Heel: _____ Ankle, outer: _____

Toe(s): _____ Shin _____

Foot, arch: _____ Shin _____

Calf: _____

Boot/Lower Leg (Lft.)

Boot: _____

Anklet: _____

Sock/Slipper: _____

Weapon, sm. (I): _____

Weapon, sm. (O): _____

L L

Foot, top: _____ Ankle, inner: _____

Heel: _____ Ankle, outer: _____

Toe(s): _____ Shin _____

Foot, arch: _____ Shin _____

Calf: _____

Gear						Supplies				
Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.	Weeks	Days
Encumbrance Audit						Date/GM: _____	Total Weight = _____			
Date/GM: _____						Date/GM: _____				

Water

Iron Rations

Standard Rations

Feed

= 1 week (7 days) = 1 day

Experience	Coins	Other Valuables	Treasure
For Next Level			

Miscellaneous Information

(Personal notations, Magical Items, Command Words, etc.)

Character Family History

Circumstances of Birth _____

Birth Date _____ Birth Rank _____

Social Class _____

Family Heritage (HON) _____

Mother _____ # Siblings _____

Father _____

Sibling Status _____

Family/Clan _____

Homeland _____

Liege/Patron _____

Patron Gawd _____

Hereditary Grudges _____

Henchmen/Cronies/Animal Companions

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

Last Will and Testament: I, _____ do hereby _____

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 _____

(Attach Additional Paperwork here)

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

Stronghold/Castle

(Attach Additional Paperwork here)

Location: _____

Description (in brief): _____

Liege(s): _____

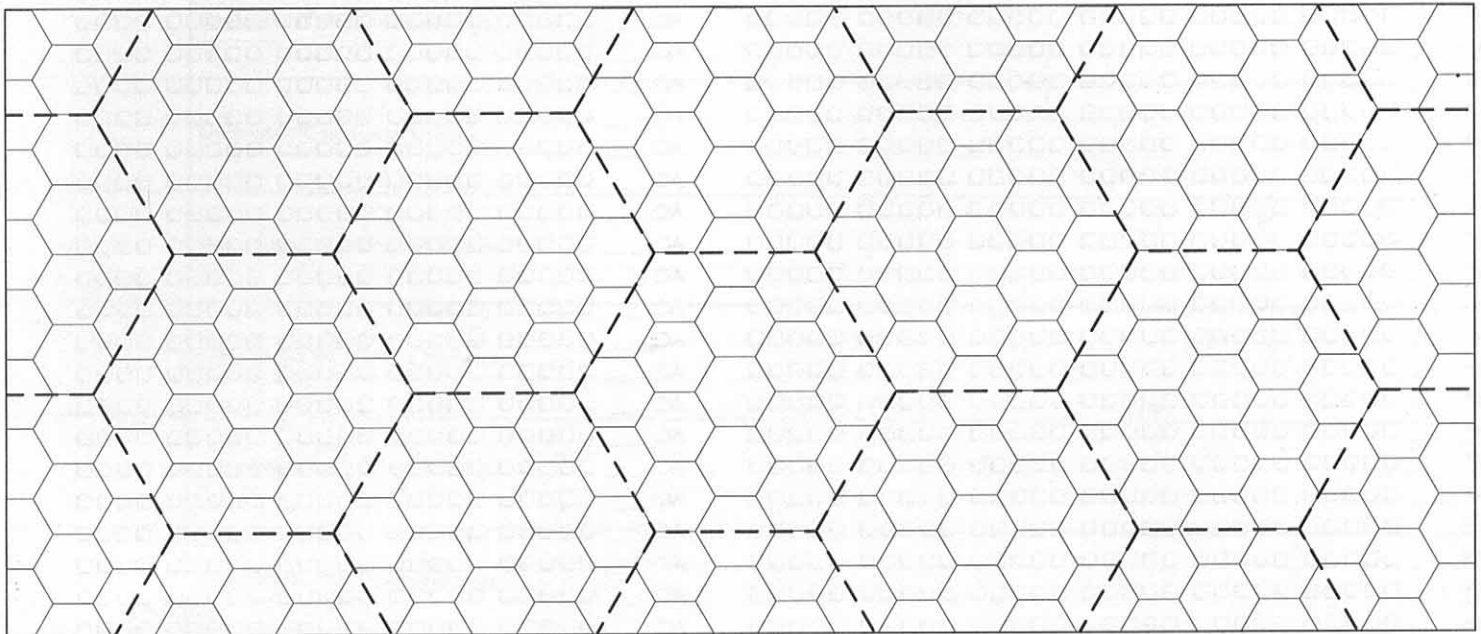
Vassals: _____

Towns, Villages and Thorps: _____

Manse/Main House: _____

Manor Defenses and Magic: _____

OVERHEAD VIEW OF GENERAL LAYOUT OF MANOR AND DEFENSES:





Protégé Record

Character: _____ Protégé of: _____
 Alignment: _____ Race: _____ Class: _____ Level: _____
 Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____
male pattern baldness?
 Patron Gawd(s): _____ Handedness: _____

ABILITIES

HIT PROB.	DMG. ADJ.	WT. ALL.	MAX. PRESS	OPN. DRS.	B. B./ L. G.
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.	Experience (+ _____ %)		
EFFECT ON OTHERS	FAME				
HON DIE	HON CHK MOD.	HON BON./PEN.			
HON WINDOW	HON PENALTY WINDOW	For Next Level:			

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**

STRength _____ %
DEXterity _____ %
CONstitution _____ %
INTelligence _____ %
WISdome _____ %
CHArisma _____ %
COMeliness _____ %
HONor _____ %
BASE **TEMP**



Adjusted AC **VS***
 Surprised _____
 Shieldless _____
 Rear _____
 Prone _____
 Held _____
 *vs (_____)

Armor Hits Taken
 □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□
Shield Hits Taken
 □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□

QUIRKS AND FLAWS, ETC.:

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

HIT POINTS **CON Adj.:**
HD Type:
Wounds:
 Subdual Dmg.
Threshold of Pain:
Fatigue Factor:
Fatigue Check:

SKILLS, LANGUAGES, PROFICIENCIES, ETC.:
 (_____) _____
 (_____) _____
 (_____) _____
 (_____) _____
 (_____) _____
 (_____) _____
 (_____) _____
 (_____) _____

Morale

Coins/Treasure

SPECIAL ABILITIES AND TALENTS:

PROF?	WEAPON	# ATT./ RND.	TO-HIT ADJ.	DMG. ADJ.	DAMAGE VS. S/M/L	TYPE	WPN SPEED	INIT. MOD.	CRIT. BSL	WEIGHT (LBS.)	SPECIAL
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>	RANGED	ROF			AMMO:					SINGLES	□□□□ □□□□
<input type="checkbox"/>	RANGE (S/M/L):				TENS	○○○○○ ○○○○○ ○○○○○ ○○○○○				SINGLES	□□□□ □□□□
<input type="checkbox"/>	RANGED	ROF			AMMO:					SINGLES	□□□□ □□□□
<input type="checkbox"/>	RANGE (S/M/L):				TENS	○○○○○ ○○○○○ ○○○○○ ○○○○○				SINGLES	□□□□ □□□□
<input type="checkbox"/>	RANGED	ROF			AMMO:					SINGLES	□□□□ □□□□
<input type="checkbox"/>	RANGE (S/M/L):				TENS	○○○○○ ○○○○○ ○○○○○ ○○○○○				SINGLES	□□□□ □□□□
<input type="checkbox"/>	RANGED	ROF			AMMO:					SINGLES	□□□□ □□□□
<input type="checkbox"/>	RANGE (S/M/L):				TENS	○○○○○ ○○○○○ ○○○○○ ○○○○○				SINGLES	□□□□ □□□□



Protégé Record

Character: _____ Protégé of: _____

Alignment: _____ Race: _____ Class: _____ Level: _____

Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____
male pattern baldness?

Patron Gawd(s): _____ Handedness: _____

ABILITIES

HIT PROB.	DMG. ADJ.	WT. ALL.	MAX. PRESS	OPN. DRs.	B. B./ L. G.
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.	Experience (+ _____ %)		
EFFECT ON OTHERS	FAME				
HON DIE	HON CHK MOD.	HON BON./PEN.			
HON WINDOW	HON PENALTY WINDOW		For Next Level:		

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

STRength	%
DEXterity	%
CONstitution	%
INTelligence	%
WISdom	%
CHARisma	%
COMeliness	%
HONor	%
BASE TEMP	



Adjusted AC VS*

Surprised	_____
Shieldless	_____
Rear	_____
Prone	_____
Held	_____
*vs (_____)	

Armor Hits Taken

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

Shield Hits Taken

□□□□	□□□□	□□□□
□□□□	□□□□	□□□□

QUIRKS AND FLAWS, ETC.: _____

Armor Worn

Body: _____

Helmet: _____

Shield: _____

Other: _____

HIT POINTS	CON Adj.:
	HD Type:
Wounds:	
Subdual Dmg.	

SKILLS, LANGUAGES, PROFICIENCIES, ETC.: _____

(_____) _____

(_____) _____

(_____) _____

(_____) _____

(_____) _____

(_____) _____

(_____) _____

(_____) _____

Morale

Threshold of Pain: _____

Fatigue Factor: _____

Fatigue Check: _____

Coins/Treasure

SPECIAL ABILITIES AND TALENTS: _____

PROF?	WEAPON	# ATT./ RND.	TO-HIT ADJ.	DMG. ADJ.	DAMAGE VS. S/M/L	TYPE	WPN SPEED	INIT. MOD.	CRIT. BSL	WEIGHT (LBS.)	SPECIAL
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>	RANGED	ROF			AMMO:					SINGLES	□□□□ □□□□
<input type="checkbox"/>	RANGE (S/M/L):				TENS	○○○○○ ○○○○○ ○○○○○					
<input type="checkbox"/>	RANGED	ROF			AMMO:					SINGLES	□□□□ □□□□
<input type="checkbox"/>	RANGE (S/M/L):				TENS	○○○○○ ○○○○○ ○○○○○					
<input type="checkbox"/>	RANGED	ROF			AMMO:					SINGLES	□□□□ □□□□
<input type="checkbox"/>	RANGE (S/M/L):				TENS	○○○○○ ○○○○○ ○○○○○					
<input type="checkbox"/>	RANGED	ROF			AMMO:					SINGLES	□□□□ □□□□
<input type="checkbox"/>	RANGE (S/M/L):				TENS	○○○○○ ○○○○○ ○○○○○					

Cleric Spells

Spells per Day: 1st ___; 2nd ___; 3rd ___; 4th ___; 5th ___; 6th ___; 7th ___.

Memorized	1st Level Spells
□□□□	Befriend *
□□□□	Bless *
□□□□	Ceremony
□□□□	Combine
□□□□	Command
□□□□	Create Water *
□□□□	Cure Light Wounds *
□□□□	Detect Evil *
□□□□	Detect Magic
□□□□	Endure Heat / Cold
□□□□	Flutter Soft
□□□□	Invisibility to Undead
□□□□	Light *
□□□□	Magical Stone
□□□□	Protection from Evil *
□□□□	Purify Food/Drink *
□□□□	Remove Fear *
□□□□	Sanctuary
□□□□	Walking Corpse
□□□□	_____
□□□□	_____

Memorized	2nd Level Spells
□□□□	Aid
□□□□	Animated Corpse
□□□□	Augury
□□□□	Chant
□□□□	Cure Moderate Wounds *
□□□□	Detect Charm *
□□□□	Diminished Rite
□□□□	Dust Devil
□□□□	Enthrall
□□□□	Find Traps
□□□□	Heal Light Wounds
□□□□	Know Alignment *
□□□□	Premonition
□□□□	Resist Fire / Cold
□□□□	Rigor Mortis
□□□□	Silence, 15' Radius
□□□□	Slow Poison
□□□□	Snake Charm
□□□□	Speak w/Animals
□□□□	Spiritual Hammer
□□□□	Withdraw
□□□□	Wyvern Watch
□□□□	_____
□□□□	_____

Memorized	3rd Level Spells
□□□□	Animate Dead
□□□□	Cloudburst
□□□□	Continual Light *
□□□□	Create Food/Water
□□□□	Cure Blind/Deaf *
□□□□	Cure Disease *
□□□□	Cure Nasty Wound *
□□□□	Dispel Magic
□□□□	Feign Death
□□□□	Flame Walk
□□□□	Glyph of Warding
□□□□	Heal Moderate Wound
□□□□	Lesser Reanimation
□□□□	Locate Object *
□□□□	Magical Vestment
□□□□	Meld into Stone
□□□□	Neg. Plane Protection
□□□□	Prayer
□□□□	Remove Curse *
□□□□	Remove Paralysis
□□□□	Speak to the Dead
□□□□	Stirring Sermon
□□□□	Ward Off Evil *
□□□□	Water Walk
□□□□	White Hot Metal
□□□□	_____
□□□□	_____

Memorized	4th Level Spells
□□□□	Abjure
□□□□	Cloak of Bravery *
□□□□	Cure Serious Wound *
□□□□	Detect Lie *
□□□□	Divination
□□□□	Free Action
□□□□	Giant Insect *
□□□□	Heal Nasty Wound
□□□□	Imbue w/Spell Ability
□□□□	Lower Water *
□□□□	Minor Raise Dead
□□□□	Neutralize Poison *
□□□□	No Fear
□□□□	Spell Immunity
□□□□	Spike Stones
□□□□	Sticks to Snakes *
□□□□	Tongues *
□□□□	Touch of Dead
□□□□	_____
□□□□	_____

Memorized	5th Level Spells
□□□□	Air Walk
□□□□	Atonement
□□□□	Break Hex
□□□□	Commune
□□□□	Cure Critical Wounds *
□□□□	Detect Ulterior Motives
□□□□	Dispel Evil *
□□□□	Flame Strike
□□□□	Heal Serious Wounds
□□□□	Insect Plague
□□□□	Magic Font
□□□□	Plane Shift
□□□□	Quest
□□□□	Rainbow
□□□□	Raise Dead *
□□□□	Rigor Mortis, 10' radius
□□□□	Spike Growth
□□□□	True Seeing *
□□□□	_____
□□□□	_____

Memorized	6th Level Spells
□□□□	Aerial Servant
□□□□	Animate Object
□□□□	Blade Barrier
□□□□	Conjure Animals
□□□□	Cure-All *
□□□□	Find the Path *
□□□□	Forbiddance
□□□□	Heal Critical Wound
□□□□	Heroes' Feast
□□□□	Stone Tell
□□□□	Word of Recall
□□□□	_____
□□□□	_____

Memorized	7th Level Spells
□□□□	Astral Spell
□□□□	Control Weather
□□□□	Earthquake
□□□□	Exaction
□□□□	Gate
□□□□	Holy Word *
□□□□	Regeneration *
□□□□	Restoration *
□□□□	Restorative Cure-All
□□□□	Resurrection *
□□□□	Succor *
□□□□	Sunray
□□□□	Symbol
□□□□	Wind Walk
□□□□	_____
□□□□	_____

Druid Spells

Spells per Day: 1st ___; 2nd ___; 3rd ___; 4th ___; 5th ___; 6th ___; 7th ___.

Memorized	1st Level Spells
□□□□	Animal Friendship
□□□□	Ceremony
□□□□	Cure Minor Injury *
□□□□	Detect Balance
□□□□	Detect Magic
□□□□	Detect Poison
□□□□	Detect Snares/Pits
□□□□	Entangle
□□□□	Faerie Fire
□□□□	Fog Vision
□□□□	Invisibility to Animals
□□□□	Locate Animals/Plants
□□□□	Pass w/o Trace
□□□□	Precipitation
□□□□	Predict Weather
□□□□	Purify Water *
□□□□	Shillelagh
□□□□	Speak w/Animals
□□□□	_____
□□□□	_____
□□□□	_____
□□□□	_____
□□□□	_____

Memorized	2nd Level Spells
□□□□	Barkskin
□□□□	Charm Person
□□□□	Create Water *
□□□□	Cure Light Wounds *
□□□□	Feign Death
□□□□	Fire Trap
□□□□	Flame Blade
□□□□	Goodberry *
□□□□	Heat Metal *
□□□□	Messenger
□□□□	Obscurement
□□□□	Produce Flame
□□□□	Reflecting Pool
□□□□	Slow Poison
□□□□	Trip
□□□□	Warp Wood *
□□□□	_____
□□□□	_____
□□□□	_____
□□□□	_____
□□□□	_____

Memorized	3rd Level Spells
□□□□	Call Lightning
□□□□	Cloudburst
□□□□	Cure Disease *
□□□□	Heal Light Wounds
□□□□	Hold Animal
□□□□	Know Alignment *
□□□□	Neutralize Poison *
□□□□	Plant Growth
□□□□	Protection from Fire
□□□□	Pyrotechnics
□□□□	Snare
□□□□	Spike Growth
□□□□	Starshine
□□□□	Stone Shape
□□□□	Summon Insects
□□□□	Tree
□□□□	Water Breathing *
□□□□	White Hot Metal
□□□□	Wood Shape
□□□□	_____
□□□□	_____
□□□□	_____
□□□□	_____
□□□□	_____

Memorized	4th Level Spells
□□□□	Animal Summoning I
□□□□	Call Woodland Beings
□□□□	Control Temp., 10' radius
□□□□	Cure Serious Wounds *
□□□□	Dispel Magic
□□□□	Grow
□□□□	Halluc. Forest *
□□□□	Hold Plant
□□□□	Plant Door
□□□□	Produce Fire *
□□□□	Protect. from Lightning
□□□□	Repel Insects
□□□□	Speak W/ Plants
□□□□	Stone Passage
□□□□	_____
□□□□	_____

Memorized	5th Level Spells
□□□□	Animal Growth *
□□□□	Animal Summoning II
□□□□	Anti-Plant Shell
□□□□	Commune w/Nature
□□□□	Control Winds
□□□□	Heal Serious Wounds
□□□□	Insect Plague
□□□□	Lesser Reincarnation
□□□□	Moonbeam
□□□□	Pass Plant
□□□□	Protection from Acid
□□□□	Protect. from Petrificat.
□□□□	Spike Stones
□□□□	Sticks to Snakes *
□□□□	Trans. Rock to Mud *
□□□□	Wall of Fire
□□□□	_____
□□□□	_____

Memorized	6th Level Spells
□□□□	Animal Summoning III
□□□□	Anti-Animal Shell
□□□□	Conjure Fire Elemental *
□□□□	Cure Critical Wounds *
□□□□	Feeblemind
□□□□	Fire Seeds
□□□□	Liveoak
□□□□	Trans. Water to Dust *
□□□□	Transport via Plants
□□□□	Turn Wood
□□□□	Wall of Thorns
□□□□	Weather Summoning
□□□□	_____
□□□□	_____

Memorized	7th Level Spells
□□□□	Animate Rock
□□□□	Cause Inclement Weather
□□□□	Changestaff
□□□□	Chariot of Sustarre
□□□□	Confusion
□□□□	Conjure Earth Elemental *
□□□□	Control Weather
□□□□	Creeping Doom
□□□□	Finger of Death
□□□□	Fire Storm *
□□□□	Heal Critical Wounds
□□□□	Reincarnate
□□□□	Repel Living Creat./Plants
□□□□	Sunray
□□□□	Trans. Metal to Wood
□□□□	Trans. Rock to Lava
□□□□	_____
□□□□	_____

* = Reversible

