

HackMaster

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.	MENTAL SAVING THROW BONUS		
	DEX	INIT MOD.	ATTACK MOD.	DEFENSE MOD.	DODGE SAVING THROW BONUS	FEAT OF AGILITY
	CON	PHYSICAL SAVING THROW BONUS				
	LKS					
	CHA	TURNING MOD. MORALE MOD.				
	Honor	HON WINDOW HON PENALTY WINDOW				
	Fame	HONOR BONUSES OR PENALTIES:				
		CATEGORY OF FAME:				

Morale: ☐ Hero ☐ Fearless ☐ Brave ☐ Steady ☐ Nervous ☐ Cowardly

Armor Worn

Body: _____ (damage reduction = ____)

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

DAMAGE TRACKER -2 ☐ ☐ ☐ ☐ ☐ ☐ -1 ☐ ☐ ☐ ☐ ☐ ☐ -3 ☐ ☐ ☐ ☐ ☐ ☐



ACCUMULATED BUILDING POINTS



EXPERIENCE

FOR NEXT LEVEL:

2ND = 400

3RD = 1200

4TH = 2200

5TH = 3400

6TH = 4850

7TH = 6600

8TH = 8700

9TH = 11200

10TH = 14150

HIT POINTS: _____ **PREVIOUS HIT POINT ROLL:** _____

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	

COMBAT PROFILE WITH MELEE WEAPON: _____

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

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

Specialization

	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

COMBAT PROFILE WITH MISSILE WEAPON: _____

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

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

Specialization

	+1	+2	+3	+4	+5
Attack	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Speed	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Defense	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)
Damage	<input type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)

Notes: _____

Specialization cost varies by class. Replace 'x' with these values based on your character's class.

SPELLS*

LEVEL	MEMORIZED?	SPELL(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	<input type="radio"/>							
JOURNEYMAN	<input type="radio"/>							
1	<input type="radio"/>							
2	<input type="radio"/>							
3	<input type="radio"/>							
4	<input type="radio"/>							
5	<input type="radio"/>							
6	<input type="radio"/>							
7	<input type="radio"/>							
8	<input type="radio"/>							
9	<input type="radio"/>							
10	<input type="radio"/>							

TOTAL SPELL POINTS _____

SPELL POINT TRACKER

HUNDREDS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

TENS ☐

SINGLES ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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

Missile Weapon Ranges

Distance (ft)	Attack Die
5 -	d20p
	d20p-4
	d20p-6
	d20p-8



Luck Points

