Character:			Clas	S:		Level:	Alignment:
Race:	Sex:	Age:	Height:	Weight:	Hair:		Eyes:

HackMaster

Character Record

		ı							
			DMG.	FEAT	LIFT	CARRY	Drag		
	/ %	STR	Mod.	OF STR.	(LBS)	(LBS)	(LBS)		
	/ %	INT	ATTACK Mod.						
			Init	DE	ENSE	MENTAL SAVING			
	/ %	WIS	Mod.	Mo	D.	THROW BONUS			
ES.	/ %	DEX	INIT Mod.	Attack Mod.	Defense Mod.	Dodge Saving Throw Bonus	FEAT OF AGILITY		
ABILITIES	/ %	CON	Physical Saving Throw Bonus						
A	/ %	LKS							
	/ %	СНА	TURNING N	Mod.	Mora	ALE MOD.			
			HON HON PENALTY WINDOW WINDOW						
	Honor		HONOR BONUSES OR PENALTIES:						
			CATEGORY OF FAME:						
	Fame	Moral	e: OHero OFearless OBrave OSteady ONervous OCowardly						

Patron God(s): ______(Anointed? Y □ N □) Handedness: ___

ᆫ	Taili									
Сом	COMBAT PROFILE WITH MELEE WEAPON:									
	Eite keutle's skentikron Thenes krein gonus									
LEVEL	ABILTI.	SPECIA	TALEM	RACIAL	ARMO.	SHIELD	MAGIC		TOTAL	
								Attack Bonus		
								Speed		
								Initiative		
								Defense		
								Damage		
Base V	اVeapon S	peed:		Base	Weapon	Damage	<u>:</u>	Reach:		
Special	lization	+1		+2	+3	\$	+4	+5		
Attack	ι	O (x BI	P) C) (2x BP)	O (3:	x BP)	(4x BP)	○ (5x BP)		
Speed	Í	O (x BI	P) C) (2x BP)	O (3:	x BP)	(4x BP)	○ (5x BP)		
Defens	se	O (x BI	P) C) (2x BP)	O (3:	x BP)	(4x BP)	○ (5x BP)		
Damag	ge	O (x BI	P) C) (2x BP)	O(3)	x BP)	(4x BP)	○ (5x BP)		
Notes:	:									

COMBAT PROFILE WITH MISSILE WEAPON:								
LEIRE ABILITÉS SEKURITARION RECENTANTS RECENTANTS RECENTANTS REPORT SHELD MESE. Attack Bonus								
							Attack Bonus	
							Speed	
							Initiative	
							Defense	
							Damage	
Base Weapon S	speed:		Base	Weapon	Damag	e:	Reach:	
Specialization	+1		+2	+3	3	+4	+5	
Attack	O(x BP)) ((2x BP)	O (3:	x BP)	O (4x BP)	○ (5x BP)	
Speed	O(x BP)) ((2x BP)	O (3:	x BP)	O (4x BP)	○ (5x BP)	
Defense	O (x BP)) ((2x BP)	O (3:	x BP)	O (4x BP)	○ (5x BP)	
Damage	O(x BP)) ((2x BP)	O (3:	x BP)	O (4x BP)	○ (5x BP)	
Notes:								

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

Armor Worn Body: _____ (damage reduction = ___) Shield: _____ (+ ___ defense, absorbs ___ hp)



151/2
$=$ $\sqrt{52}$
Threshold of Pain

ACCUMULATED

BUILDING POINTS

EXPERIENCE FOR NEXT LEVEL: 2ND = 4003RD = 12004TH = 22005TH = 34006TH = 48507TH = 66008TH = 87009тн = 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					

		160°.	Sı	PELLS*				
LEVEL	MENOR	SPELL(S)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE	O							
JOURNEYMAN	О							
1	О							
2	О							
3	О							
4	О							
5	О							
6	О							
7	O							
8	О							
9	О							
10	О							
TOTAL SPELL F								

HUNDREDS

TENS 00000 00000 00000 00000 00000 00000 00000 00000 00000

*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



TREASURE STOW	/ED (in packs,	bags, etc.)					Proficiencie	s			
TRADE COINS	СР	SP	GP	LOCATION							
GEMS:					Quirks & Flaw	S					
JEWELRY:											
JEWELKY.					T 0.D		1	D			
					TALENTS & RACI	AL F	ABILTIES	BEN	EFITS:		
OTHER VALUABL	ES:				<u> </u>						
											
											
											
LANGUAGES	Ma	STERY LEVI	e Le	TERACY MAST	<u> </u>						
LANGUAGES	IVIA	SIERY LEVI	EL LI	IEKACY IVIASI	ERY						
					-						
					-						
					_				1		
					Mundane Item		Location	Enc.	Mundane Item	Location	Enc.
Magic Items or	Spell Compo	onent(s)	E	ffects/Notes							
-											
-											
											
S Universa			Mastery	,† L	aw (Int)		%	01	her Skills	Mas	tery
S Universa K Acting (Lk Animal H I Animal M L Boating (\) Cartograp Climbing/ Current A	s, Cha) usbandry (W	/is)			stening (Wis) bservation (Wis)		% %	-			%
Animal M	imicry (Wis)	,		% C	ration (Cha)		%	-			% %
Boating (\) Cartograp	Vis) Vhy* (Int)				ersuasion (Cha) ick Pocket (Dex)		% %				% %
Climbing/	Rappelling	(Str, Dex)		% R	eading Lips (Int)		%				%
S Current A	ttairs (Wis)				ecruiting (Cha)		%				%

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)	%
Jumping (Str)	%

, ,	
* Cartography is Universal for those with the	he Literacy skill

Law (Int)	%
Listening (Wis)	%
Observation (Wis)	%
Oration (Cha)	%
Persuasion (Cha)	%
Pick Pocket (Dex)	%
Reading Lips (Int)	%
Recruiting (Cha)	%
Resist Persuasion (Wis)	%
Rope Use (Dex)	%
Salesmanship (Int, Wis, Cha)	%
Scrutiny (Wis)	%
Seduction, Art of (Cha, Lks)	%
Skilled Liar (Cha)	%
Sneaking (Dex)	%
Survival (Wis, Con)	%
Torture (Int)	%
Tracking (Wis)	%
† Mastery is equal to lowest relevant ability un	less additional BP spen

 %
 %
0/