

Character: \_\_\_\_\_ Class: \_\_\_\_\_ Level: \_\_\_\_\_ Alignment: \_\_\_\_\_  
 Race: \_\_\_\_\_ Sex: \_\_\_\_\_ Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_  
 Patron Gawd(s): \_\_\_\_\_ (Anointed? Y  / N  ) Handedness: \_\_\_\_\_

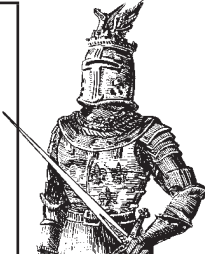
# HACKMASTER BASIC

## Character Record

ABILITIES

/ %	<b>STR</b>	DMG. MOD.	FEAT OF STR.	LIFT (LBS)	CARRY (LBS)	DRAG (LBS)
/ %	<b>INT</b>	ATTACK MOD.		MAX SPELLS/LVL.		LEARN SPELL %
/ %	<b>WIS</b>	INIT. MOD.		DEFENSE MOD.		BONUS SPELLS
/ %	<b>DEX</b>	INIT. MOD.		ATTACK MOD.		DEFENSE MOD.
/ %	<b>CON</b>					
/ %	<b>LKS</b>					
/ %	<b>CHA</b>	TURNING MOD.				
/ %		HON. WINDOW		HON. PENALTY WINDOW		
/ %		HONOR BONUSSES OR PENALTIES				
Honor						

**ACCUMULATED BUILDING POINTS**



**EXPERIENCE**

FOR NEXT LEVEL:

2ND=400    3RD=1200    4TH=2200    5TH=3400

**Armor Worn**

Body \_\_\_\_\_ DR \_\_\_\_\_

Shield \_\_\_\_\_ Def. \_\_\_\_\_ DR \_\_\_\_\_

HIT POINTS	Location		Days/Lvl.		Location		Days/Lvl.	

Prev. HD Roll: \_\_\_\_\_

**Weapon:** \_\_\_\_\_ **Init:** \_\_\_\_\_

Reach/Range:	Attack:	Defense:	Speed:	Dmg:
Specializations	<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"/>
Misc. Modifiers	_____	_____	_____	_____

Notes: \_\_\_\_\_



**THRESHOLD OF PAIN**



Luck points

**Weapon:** \_\_\_\_\_ **Init:** \_\_\_\_\_

Reach/Range:	Attack:	Defense:	Speed:	Dmg:
Specializations	<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"/>
Misc. Modifiers	_____	_____	_____	_____

Notes: \_\_\_\_\_

**Spells Memorized**

Level	Spell
	_____
	_____
	_____
	_____
	_____
	_____
	_____

**Weapon:** \_\_\_\_\_ **Init:** \_\_\_\_\_

Reach/Range:	Attack:	Defense:	Speed:	Dmg:
Specializations	<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"/>
Misc. Modifiers	_____	_____	_____	_____

Notes: \_\_\_\_\_

**Spell Points**

**Ammunition:** \_\_\_\_\_

**Ammunition:** \_\_\_\_\_

**GameMaster:** \_\_\_\_\_

HMGMA #: \_\_\_\_\_

