



# Player Character Record

Character \_\_\_\_\_  
 Alignment \_\_\_\_\_ Race \_\_\_\_\_ Class \_\_\_\_\_ Level \_\_\_\_\_  
 Player's Name \_\_\_\_\_ Family/Clan \_\_\_\_\_  
 Homeland \_\_\_\_\_ Patron Gawd \_\_\_\_\_  
 Liege/Patron \_\_\_\_\_ Social Class \_\_\_\_\_  
 Appearance \_\_\_\_\_ Birth Date \_\_\_\_\_ Birth Rank \_\_\_\_\_ # Siblings \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_ Height \_\_\_\_\_ Family History \_\_\_\_\_  
 Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Weight \_\_\_\_\_ Appearance \_\_\_\_\_  
 Character Quirks & Flaws \_\_\_\_\_

Handedness \_\_\_\_\_

<b>BASE</b>	<b>%</b>	<b>ABILITIES</b>	<b>MOVEMENT</b>	<b>SAVING THROWS</b>
<input type="checkbox"/>	<input type="checkbox"/>	Hit Prob.	Base Rate	Paralyzation, Poison, Death Magic _____ Rod, Staff, or Wand _____ Petrification, HackFrenzy, HackLust, Polymorph _____ Breath Weapon _____ Apology _____ Spells _____ Modifier _____ Save _____
<input type="checkbox"/>	<input type="checkbox"/>	Dam. Adj.	Unencumb. _____	
<input type="checkbox"/>	<input type="checkbox"/>	Wt. All.	Light ( ) _____	
<input type="checkbox"/>	<input type="checkbox"/>	Max. Press	Mod ( ) _____	
<input type="checkbox"/>	<input type="checkbox"/>	Open Doors	Hvy ( ) _____	
<input type="checkbox"/>	<input type="checkbox"/>	Bend Bars Lift Gates	Svr ( ) _____	Run ( x2 ) _____
<input type="checkbox"/>	<input type="checkbox"/>	Defense Adj.	Jog ( ) _____	Run ( x3 ) _____
<input type="checkbox"/>	<input type="checkbox"/>	Reaction Adj.	Run ( x4 ) _____	Run ( x5 ) _____
<input type="checkbox"/>	<input type="checkbox"/>	Missile Adj.	Total Melee _____ to hit / _____ dam.	
<input type="checkbox"/>	<input type="checkbox"/>	HP Adj.		
<input type="checkbox"/>	<input type="checkbox"/>	System Shock		
<input type="checkbox"/>	<input type="checkbox"/>	Resurrect Survival		
<input type="checkbox"/>	<input type="checkbox"/>	Poison Save		
<input type="checkbox"/>	<input type="checkbox"/>	Imm. to Dis./Alc.		
<input type="checkbox"/>	<input type="checkbox"/>	Regen./Heal		
<input type="checkbox"/>	<input type="checkbox"/>	# of Lang.		
<input type="checkbox"/>	<input type="checkbox"/>	Spell Lvl.		
<input type="checkbox"/>	<input type="checkbox"/>	Learn. Ability		
<input type="checkbox"/>	<input type="checkbox"/>	Max. # Spells/Lvl.		
<input type="checkbox"/>	<input type="checkbox"/>	Illus. Imm.		
<input type="checkbox"/>	<input type="checkbox"/>	Chance Spell Mis.		
<input type="checkbox"/>	<input type="checkbox"/>	Magical Def. Adj.		
<input type="checkbox"/>	<input type="checkbox"/>	Bonus Spells		
<input type="checkbox"/>	<input type="checkbox"/>	Chance Spell Fail.		
<input type="checkbox"/>	<input type="checkbox"/>	Spell Imm.		
<input type="checkbox"/>	<input type="checkbox"/>	Chance Imp. Skill		
<input type="checkbox"/>	<input type="checkbox"/>	Max. # Hench.		
<input type="checkbox"/>	<input type="checkbox"/>	Loyalty Base		
<input type="checkbox"/>	<input type="checkbox"/>	React. Adj.		
<input type="checkbox"/>	<input type="checkbox"/>	COM. Mod.		
<input type="checkbox"/>	<input type="checkbox"/>	HON. Mod.		
<input type="checkbox"/>	<input type="checkbox"/>	Fame:		

<b>ARMOR</b>	<b>Adjusted AC</b>	<b>Armor Type (Pieces)</b>	<b>Armor Hit Points</b>	<b>HIT POINTS</b>	<b>CON Adj.:</b>
	Surprised _____	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	_____
	Shieldless _____	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
	Rear _____	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
	Defenses _____	_____	<b>Shield Hit Points</b>	<b>Wounds</b>	
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

COMBAT									
Weapon	Mag. Adj.	Space Req./Attack Range	Speed	Type	Wt.	# Attacks	Damage vs. S/M/L		

Special Attacks \_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_

Special Abilities \_\_\_\_\_

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Skills • Talents • Proficiencies

( / ) \_\_\_\_\_

( / ) \_\_\_\_\_

( / ) \_\_\_\_\_

( / ) \_\_\_\_\_

( / ) \_\_\_\_\_

( / ) \_\_\_\_\_

( / ) \_\_\_\_\_

( / ) \_\_\_\_\_

I certify that this character is HMA/Tournament legal.

Gear								
Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.

Supplies	
Water/Wine	
<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"/>
Rations	
<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"/>
Feed	
<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"/>

**Experience**

**Treasure**

<div style="border: 1px solid black; height: 100px; width: 100%;"></div>	Coins	<div style="border: 1px solid black; height: 100px; width: 100%;"></div>
	Gems	
For Next Level		

**Miscellaneous Information** (Personal notations, Magical Items, Command Words, Spells, etc.)

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**Hereditary Grudges**

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**Henchmen/Cronies/Sidekicks/Animal Companions**

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

Background

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

Background

**Last Will and Testament:** I, \_\_\_\_\_ do hereby \_\_\_\_\_

