HACKMASTER BASIC

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.			
/ %	DEX	Init Mod.	Attack Mod.	Defense Mod.		
/ %	CON					
/ %	LKS					
/ %	CHA	Turning Mod.				

Honor

HON Window

HON Penalty Window

Honor Bonuses or Penalties:

Armor Worn

Body: _____ (damage reduction = ___)

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

Associates/Allies/Contacts:

_____

_____

_____

Accumulated Building Points

Experience

For Next Level:

2nd = 400

3rd = 1200

4th = 1400

5th = 3400

Combat Profile with Weapon #1: _____

Total	Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic	
Attack Bonus									
Speed									
Initiative									
Defense									
Damage									

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

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Combat Profile with Weapon #2: _____

Total	Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic	
Attack Bonus									
Speed									
Initiative									
Defense									
Damage									

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

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Hit Points: _____

	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		

Previous Hit Point Roll:

Luck Points

Threshold of Pain

Spells Available

Level	
Appr.	_____
Jrnym.	_____
1	_____
2	_____
3	_____
4	_____
5	_____

Spells Memorized*

Level	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
Apprentice							
Journeyman							
1							
2							
3							
4							
5							

Total Spell Points _____

Spell Point Tracker

Tens ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍

Singles ❑❑❑❑❑ ❑❑❑❑

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

TREASURE STOWED (in packs, bags, etc.)

TRADE COINS	CP	SP	GP	LOCATION

PROFICIENCIES

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS

ROLE-PLAYING NOTES:

TALENTS & RACIAL ABILTIES

BENEFITS:

LANGUAGES	MASTERY LEVEL	LITERATE?
		❑
		❑
		❑
		❑
		❑

Mundane Item	Location	Mundane Item	Location

Magic Items or Spell Component(s)	Effects/Notes

SKILLS

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)	_____%

* Cartography is Universal for those with the Literacy skill

Interrogation (Wis, Cha)	_____%
Intimidation (Str, Cha)	_____%
Listening (Wis)	_____%
Observation (Wis)	_____%
Pick Pocket (Dex)	_____%
Reading Lips (Int)	_____%
Recruiting (Cha)	_____%
Resist Persuasion (Wis)	_____%
Rope Use (Dex)	_____%
Salesmanship (Int, Wis, Cha)	_____%
Seduction, Art of (Cha, Lks)	_____%
Sneaking (Dex)	_____%
Survival (Wis, Con)	_____%
Torture (Int)	_____%
Tracking (Wis)	_____%

† Mastery is equal to lowest relevant ability unless additional BP spent

Other Skills	Mastery
	_____%