

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 _____



Player Character Record

BASE %

		STR ength
		DEX terity
		CON stitution
		INT elligence
		WIS dom
		CHA risma
		COM eliness
		HON or

ABILITIES

Hit Prob.	Dam. Adj.	Wt. All.	Max. Press	Open Doors	Bend Bars Lift Gates
Defense Adj.		Reaction Adj.		Missile Adj.	
HP Adj.	System Shock	Resurrect Survival	Poison Save	Imm. to Dis./Alc.	Regen./Heal
# of Lang.	Spell Lvl.	Learn. Ability	Max. # Spells/Lvl.	Illus. Imm.	Chance Spell Mis.
Magical Def. Adj.	Bonus Spells	Chance Spell Fail.	Spell Imm.	Chance Imp. Skill	
Max. # Hench.	Loyalty Base	React. Adj.	COM. Mod.	HON. Mod.	

MOVEMENT

Base Rate

Unencumb. _____

Light () _____

Mod () _____

Hvy () _____

Svr () _____

Jog (x2) _____

Run (x3) _____

Run (x4) _____

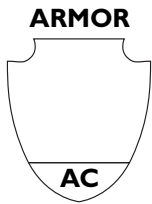
Run (x5) _____

SAVING THROWS

Paralyzation, Poison, Death Magic
Rod, Staff, or Wand
Petrification, HackFrenzy, HackLust, Polymorph
Breath Weapon
Apology
Spells
Modifier Save

Total Melee	to hit /	dam.
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BASE TEMP



Adjusted AC

Surprised _____

Shieldless _____

Rear _____

Defenses _____

Armor Type (Pieces)

Armor Hit Points

Shield Hit Points

HIT POINTS

CON Adj.: _____

HD type: _____

Wounds

COMBAT

Weapon	Mag. Adj.	Space Req./Ranges	Speed	Weapons Adj. vs. AC										Damage vs. Size S-M/L		
				10	9	8	7	6	5	4	3	2	1			

Special Attacks _____

Ammunition: _____

Special Abilities _____

Skills/Languages	
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)

I certify that this character is HMA/Tournament legal.

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

Supplies

Water/Wine

Rations

Feed

Experience

For Next Level

Treasure

Coins	Other Valuables _____ _____ _____ _____ _____ _____ _____ _____ _____ _____

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

Hereditary Grudges

Henchmen/Cronies/Sidekicks/Animal Companions

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

Last Will and Testament: I, _____ do hereby _____

