Character:_____ Alignment:_____ Player:_____

Race:_____ Class:_____ Level:_____ Title(s):_____

Sex:_____ Age:_____ Height:_____ Weight:_____ Hair:_____ Eyes:_____

❑ Male pattern baldness

Patron Gawd(s):_____ Handedness:_____

ABILITIES

. %	**STR.**	Hit Prob.	Dmg. Adj.	Wt. ALL.	Max. Press	Opn. Drs.	BB/ LG
. %	**DEX.**	Def. Adj.		Rctn. Adj.		Missile Adj.	
. %	**CON.**	HP Adj.	Sys. Shk.	Res. Surv.	Poison Save	Imm. to Dis/ Alc.	Reg./ Heal
. %	**INT.**	# Of Lang.	Spell Lvl.	Lrn. Abil.	Max. # Spells/Lvl	Illus. Imm.	% Spell Mishap
. %	**WIS.**	Magical Def. Adj.	Bonus Spells	Chance Spell Fail.	Spell Imm.	Chance Imp. Skill	
. %	**CHA.**	Max. # Hench.	Loyalty Base		React. Adj.		
. %	**COM.**	Effect on Others	Fame = (HON x Lvl)/10 + Special Awards				
Base Honor		HONOR DIE	HONOR Chk. Mod.	HONOR Bon./Pen.			
TEMP. Honor		HONOR Window	HONOR Penalty Window				

Move/Encumberance

Base Rate: _____

Unencumbered: _____

Light: (_____) _____

Mod.: (_____) _____

Hvy.: (_____) _____

Svr.: (_____) _____

Run: (X2) _____

Saving Throws

Paralyz, Poison, Death Magic	Rod, Staff, Wand	Petrify, Hack frenzy, Hacklust Poly-morph	Brteath Weapon	Apology	Spells
____ ____	____ ____	____ ____	____ ____	____ ____	____ ____

Modifier **Save**

EXPERIENCE (+___%) For Next Level:

Adjusted AC

SHIELDLESS	____	(_____ VS. _____)	
NO DEX.	____	(_____ VS. _____)	
_____	____	(_____ VS. _____)	
_____	____	(_____ VS. _____)	

Maximum Hit Points

Current HP

Penalties and Temporary Conditions

❑ Paralised/held ❑ Poisoned ❑ Prone

ARMOR WORN

BODY: _____

HELMET: _____

_____

SHIELD: _____

OTHER: _____

_____

GM Certification _____

GM's HMGMA # _____

HD Type:

CON. Adj.:

Subdual Dmg.

ToP (HP/2)	Fatigue Factor (CON/2)	Fatigue Check (CON+WIS)/2

Thief Skills	PP	OL	FT	RT	MS	HIS	DN	CW	RL
BASE									
Race Adj.									
DEX. Adj.									
Armor Adj.									
Other Adj.									
Other Adj.									
TOTAL									

Martial Arts Style	#At.	Dmg./At.	AC	Special Manuvers

Right Hand Weapon: _____

Left Hand Weapon: _____

Notes:

Character Family History

Circumstances of Birth _____

Birth Date _____ Legitimate? (Y / N)

Social Class (Family) _____ Birth Rank _____

Father _____

Mother _____

# of Siblings: _____ Family Honor _____

Family Alignment ____ Sibling Notes: _____

Shield Hit Points

Current State	AC +	Dammage Sustained
_____	___	_____

Armor Hit Points

Current State	AC +	Dammage Sustained
_____	___	_____

Prof?	WEAPON	# Att./ Rnd.	Wpn. Speed	Init. Mod.	To-Hit Adj.	Dmg. Adj.	DAMAGE VS. SIZE T	S	M	L	H	G	Crit. BSL	Type	Wgt. (lbs)	SPECIAL
❑																
❑																
❑																
❑																
❑																
❑																
❑	**Ranged**	ROF														
	Range (S/M/L)			Ammo: Tens ❍❍❍❍❍			❍❍❍❍❍		❍❍❍❍❍				Singles		❑❑❑❑❑	❑❑❑❑
❑	**Ranged**	ROF														
	Range (S/M/L)			Ammo: Tens ❍❍❍❍❍			❍❍❍❍❍		❍❍❍❍❍				Singles		❑❑❑❑❑	❑❑❑❑
❑	**Ranged**	ROF														
	Range (S/M/L)			Ammo: Tens ❍❍❍❍❍			❍❍❍❍❍		❍❍❍❍❍				Singles		❑❑❑❑❑	❑❑❑❑
❑	**Ranged**	ROF														
	Range (S/M/L)			Ammo: Tens ❍❍❍❍❍			❍❍❍❍❍		❍❍❍❍❍				Singles		❑❑❑❑❑	❑❑❑❑

Treasure Carried

CP	SP	EP	GP	HSP	PP	Gems	Jewlry	Location
x 1/100	x 1/10	x 1/2	x 1	x 2	x 5	_	_	<< (GP Equivalents)
								<< GP Value

Supplies

	Water	Rations	Rations	_____	Feed
Weeks	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○
Days	□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□

○ =1 week (7 days) ❑ = 1 day

Magic Items — EP Value

* _____

Total EP Value: _____

Skills

_____ (_____)

Talents, Class & Racial Abilities

_____

Languages

_____ (_____)

Proficiencies

_____

Quirks & Flaws

_____

Gear Carried or Stowed

Item	Location	Wt.	Item	Location	Wt.

Encumbrance Audit: Date: _____ GM Signature: _____ HMGMA # _____

Encumbrance Audit: Date: _____ GM Signature: _____ HMGMA # _____