

Character Wesley "Halfhand" Doyle  
 Alignment CN Race Human Class Battle Mage Level 2  
 Player's Name Justin Lane Family/Clan \_\_\_\_\_  
 Homeland \_\_\_\_\_ Patron Gawd \_\_\_\_\_  
 Liege/Patron \_\_\_\_\_ Social Class Middle  
 Appearance \_\_\_\_\_ Birth Date \_\_\_\_\_ Birth Rank First # Siblings 0  
 Sex Male Age 24 Height 6'6" Family History \_\_\_\_\_  
 Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Weight 168 Appearance \_\_\_\_\_  
 Character Quirks & Flaws Creechy, Pyromaniac, Superstitious (Lucky Charm), Tone Deaf, Monster Enmity (Kobolds), Missing Fingers (2 offhand) Handedness Right



**Player Character Record**

**BASE %**

12	57
14	48
12	85
11	28
13	78
11	85
14	
35	

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

**ABILITIES**

Hit Prob.	Dam. Adj. +1	Wt. All. 63	Max. Press 145	Open Doors 7	Bend Bars Lift Gates 5%
Defense Adj. -1	Reaction Adj. +1	Missile Adj. +2			
HP Adj. +1	System Shock 40%	Resurrect Survival 85%	Poison Save	Imm. to Dis./Alc. 35%	Regen./Heal
# of Lang. 2	Spell Lvl. 5	Learn. Ability 45%	Max. # Spells/Lvl. 7	Illus. Imm.	Chance Spell Mis. 15%
Magical Def. Adj.	Bonus Spells	Chance Spell Fail.	Spell Imm.	Chance Imp. Skill	
Max. # Hench. 4	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	+3	14
Rod, Staff, or Wand	+3	11
Petrification, HackFrenzy, HackLust, Polymorph	+3	13
Breath Weapon	+3	15
Apology	+3	17
Spells	+3	12
Modifier		Save

**Total Melee** 19 to hit / dam.

**ARMOR**



**Adjusted AC** \_\_\_\_\_  
**Armor Type (Pieces)** Ring Mail  
 Surprised \_\_\_\_\_  
 Shieldless \_\_\_\_\_  
 Rear \_\_\_\_\_  
 Defenses \_\_\_\_\_

**Armor Hit Points**  
  
  
  
**Shield Hit Points**

**HIT POINTS** 26  
**CON Adj.:** +1  
**HD type:** 1d6  
**Wounds** -8

**COMBAT**

Weapon	Mag. Adj.	Space Req./Attack Range	Speed	Type	Wt.	# Attacks	Damage vs. S/M/L
Long Sword							1d6 1d8 1d12
Scimitar							- 1d8 -

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

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

**Special Abilities** Fumble on 1-3 (offhand)  
+1 all rolls +2 vs Charm

**Skills • Talents • Proficiencies**

Arcane Lore (Int)	Longsword
Mil. Battle (Wis)	Scimitar
Lang. (Arc./Dead) (Int)	
Firestarting (Wis)	
Culinary Arts (Wis)	
Main. Self-Disc. (Wis)	
Read/Write ( )	
( )	

I certify that this character is HMA/Tournament legal.

**Gear**

Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.
Standard Rations						Robe, Embroidered		
Rope, Silk (50')						Charm (Pendant w/ Dragon)		
Tent, Small								
Dry Rations								
Winter Blanket								
Hooded Lantern						Cure Minor Disease		
Lantern Oil								
Flask (Oil) x3								
Flint + Steel								

**Supplies**

Water/Wine	<input checked="" 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 checked="" 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"/>

**Experience**

5050
For Next Level 8001

**Treasure**

<b>Coins</b> G-71 S-90 C-32	<b>Other Valuables</b> Bag of Gold (300) Briefcase Type Thing Deeds, Contracts, Bank Titles Bracelets (3) Books of Summoning/Teleportation
--------------------------------------	---

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

4 per day	
Fireball barrage (50 yd +10/lvl 1rd/lvl 1d3 each)	
Fireball sidewinder (100'/lvl 1mile max 1rd/lvl 1d6-4)	
Armor (AC 6 for 8pts +1/lvl)	
Find Familiar	
Bash Deer (30 yds open deer = PS 25)	
Burning Hands (5' 1d3+2/lvl)	
Identify (item/lvl)	
Magic Shield (5rd/lvl)	
Magic Missile (1d4+1)	
Pool of Gold (20' Radius)	

**Hereditary Grudges**

**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 \_\_\_\_\_

