

Step-by-step Character Creation Worksheet

To generate a HackMaster character, simply follow these basic steps, referring to the detailed sections below for more information.

0. Be Prepared

Now, before you actually sit down to roll up your character, make sure you have at least one sheet of scratch paper, a pencil or pen and a variety of dice (d4, d6, d8, d10, d12, d20 and d100). Of course, you'll also want a copy of the HackMaster player character record sheet so you can transfer the numbers from your scratch paper once you've finalized the values.

1. Receive Building Points

Each character receives 50 Building Points (defined hereafter as BPs) for character creation. This starting amount may be further modified by his or her ability scores (and detailed background – if you take the time to pursue this additional step). You'll need to keep track of how many BPs you earn and spend during character creation.

2. Roll Ability Scores

To determine your character's ability scores, roll 3d6 for each of the following: Strength, Intelligence, Wisdom, Dexterity, Constitution, Looks and Charisma. You'll also need to roll d% (represented by a d100 or two d10s of different colors, one each for 10s and 1s) for the fractional ability of each. This number determines how close the character is to reaching the next ability score. For example, a Strength of 13/45 means the character must increase his fractional ability by 65 points to gain a Strength of 14/10.

For a Legends of Kalamar (LK) character, instead of rolling you get starting ability scores of 8/01, plus an additional 21 points to distribute according to the chart below:

Ability	AP Cost	Ability	AP Cost	Ability	AP Cost
3/01	-5	11/01	3	16/26	11
4/01	-4	12/01	4	16/76	12
5/01	-3	13/01	5	17/01	13
6/01	-2	14/01	6	17/26	14
7/01	-1	14/51	7	17/76	15
8/01	0	15/01	8	18/01	16
9/01	1	15/51	9		
10/01	2	16/01	10		

Consider the racial bonuses and penalties in Step 4 when distributing your points. For a LK PC, skip Step 3.

Ability	3d6	d%	Step 3 (Arrange)	Step 4 (Race)	Step 5 (BPs)	Step 8 (Q&F)
STR						
INT						
WIS						
DEX						
CON						
LKS						
CHA						

3. Arrange Ability Scores

You may rearrange your ability scores any way you wish or opt to (1) swap only two ability scores and receive 25 bonus BPs or (2) leave all ability scores as-is and receive 50 bonus BPs. Enter 50, 25, or 0 BPs in the appropriate space under Step 10. *LK PCs cannot get bonus BPs from this step.*

4. Choose a Race

Select your character's race and apply any ability score adjustments:

Race	STR	INT	WIS	DEX	CON	LKS	CHA
Dwarf	0	0	0	0	+4	-2	-2
Elf	-2	0	0	+2	-4	+2	+2
Halfling	-4	0	+1	+2	+1	0	0
Human	0	0	0	0	0	0	0

5. Finalize Ability Scores and Other Adjustments

Now it's time to finalize all your adjustments from Building Points, especially any changes to ability scores. One way to increase ability scores with BPs is by buying fractional ability points. One BP can increase a fractional ability score by 5 points until the ability score exceeds 16, at which point the price becomes 1 BP per three fractional points. See Spend Starting Building Points to Adjust Ability Scores further on in this chapter. Note also that your Looks ability score may modify your Charisma.

6. Choose a Class and Alignment

Your character can begin the game as a fighter, thief, mage or cleric (see Chapter Four: Character Classes). Each class requires a number of Building Points depending on the character's race:

Race	Fighter	Mage	cleric	Thief
Dwarf	20	75	35	30
Elf	35	20	50	25
Halfling	35	75	45	20
Human	25	25	25	25

In addition, clerics are required to be a particular alignment based upon the faith they choose. *LkoK players coming into the LK campaign may trade the cert "A Favor to Be Named Later" to get 25 BPs at this point. LK PCs cannot be evil.*

7. Determine Priors and Particulars

Roll on the character background tables located in Chapter Eleven. *LK Players just choose from the tables, but cannot gain or lose BP from the results. All LK Characters are from Ek'Kasel, and have served their time with the military.*

8. Determine Quirks and Flaws

At this point, you must add quirks and flaws to your character. Quirks and flaws are required (one of each). Quirks include mental traits such as habits and prejudices, while flaws are physical traits such as poor eyesight and hearing. To determine which quirks or flaws the character has, the player must roll randomly on the charts. You may spend 1 BP to reroll a quirk or flaw you hate or feel you cannot role-play properly. *LK PCs do not roll for quirks and flaws; they choose one of each.* At this point, also enter the BP bonus for high INT, WIS, or CHA scores in the table in Step 10. Once this is done, transfer the ability scores to your character sheet and fill in all appropriate modifiers.

Skill	Relevant Ability	Cost	Universal	Prerequisite	Materials/Tools
Acting	LKS CHA	4	Yes	None	Varies
Administration	INT WIS CHA	5	No	None	Yes
Agriculture	WIS	2	No	None	Yes
Animal Empathy	WIS CHA	2	No	None	No
Animal Herding*	WIS	1	No	None	No
Animal Husbandry*	WIS	1	Yes	None	Yes
Animal Mimicry	WIS	2	Yes	None	No
Animal Training*	INT WIS	6	No	Animal Empathy	No
Appraisal*	INT	3	No	None	Yes
Arcane Lore	INT	10	No	None	No
Blacksmithing/Metalworking	STR INT	2	No	None	Yes
Boating	WIS	2	Yes	None	No
Botany	INT	1	No	None	No
Carpentry/ Woodworking	INT	2	No	None	Yes
Cartography	INT	5	Yes	None	Yes
Climbing/Rappelling	STR DEX	6	Yes	None	No
Cooking/Baking	INT WIS	1	No	None	Yes
Current Affairs	WIS	2	Yes	None	No
Diplomacy	CHA	4	Yes	None	No
Disarm Trap	DEX INT	16	No	None	Yes
Disguise	INT CHA	4	Yes	None	Yes
Distraction	CHA	1	Yes	None	No
Divine Lore	WIS	10	No	None	No
Escape Artist	DEX INT	4	Yes	None	No
Fast Talking	CHA	2	No	None	No
Fire Building	WIS	2	Yes	None	No
First Aid	WIS	4	No	None	No
Forgery	DEX INT	8	No	Literacy	Yes
Gambling	WIS CHA	1	No	None	No
Geology	INT	2	No	None	No
Glean Information	INT WIS CHA	3	Yes	None	No
Hiding	DEX INT	6	Yes	None	No
History, Ancient*	INT	1	No	None (see text)	No
Identify Trap	WIS	16	No	None	No
Interrogation	WIS CHA	5	Yes	None	No
Intimidation	STR CHA	2	Yes	None	No
Language*	INT	2	No/Yes (for native)	None	No
Leatherworking	INT DEX	1	No	None	Yes
Listening	WIS	6	Yes	None	No
Literacy*	INT	4	No	None	No
Lock Picking	INT DEX	12	No	None	Yes
Mathematics	INT	5	No	Literacy	No

Skill	Relevant Ability	Cost	Universal	Prerequisite	Materials/Tools
Mining	STR INT	2	No	None	No
Monster Lore	INT	5	No	None	No
Observation	WIS	6	Yes	None	No
Pick Pocket	DEX	10	Yes	None	No
Pottery	WIS DEX	1	No	None	Yes
Reading Lips	INT	2	Yes	None	No
Recruiting	CHA	3	Yes	None	No
Religion*	WIS	3	Special	None	No
Resist Persuasion	WIS	3	Yes	None	No
Riddling	INT	4	No	None	No
Riding*	WIS DEX	4	No	None	No
Rope Use	DEX	2	Yes	None	No
Salesmanship	INT WIS CHA	8	Yes	None	No
Seduction, Art of	LKS CHA	4	Yes	None	No
Sneaking	DEX	8	Yes	None	No
Survival	WIS CON	5	Yes	None	No
Survival, Urban	WIS CHA	2	No	None	No
Swimming	STR CON	1	No	None	No
Torture	INT	4	Yes	None	No
Tracking	WIS	7	Yes	None	No
Trap Design	DEX INT	20	No	Disarm Trap	Yes

* Specify specifics

Talent	Cost
Advanced Sighting	35
Attack Bonus*	10
Blind-Fighting	40
Blind-Shooting	40
Charm Resistant	16
Crack Shot*	10
Damage Bonus*	10
Dodge	25
Fast Healer	10
Forgettable Face	20
Greased Lightning*	10
Hit Point Bonus	20
Illusion Resistant	10
Less Sleep	24
Parry Bonus*	10
Swiftblade*	10
Tough Hide	40

*Specify Weapon

9. Calculate Starting Honor

Now add the seven ability scores from Step 2 together (including fractionals) and divide that sum by seven, disregarding any fractions in the result. If necessary, adjust the result by any Honor modifiers from your Charisma and Looks scores, background, or quirks and flaws. This is your starting Honor. Record the result on your character sheet.

10. Purchase Skills, Talents and Proficiencies

Now you can spend any remaining Building Points on skills, talents and/or proficiencies (STPs, for short). You also have the option to hold BPs in reserve for future expenditure. Note that your class and race may reduce the BP cost of certain STPs.

Step	BPs
1 (Starting BPs)	50
3 (Arrange)	50, 25, or 0
5 (Increase Ability Scores)	
6 (Class)	
7 (Background - Parents /Rerolls)	
8 (Q&F Rerolls)	
8 (Ability Bonus BPs)	INT WIS CHA
10 (STPs)	
10 (Held in Reserve)	

The first purchase of a skill gets the character's lowest relevant ability, a d12p (penetrating—if a 12 is rolled roll again and add that to the total), and the mastery die roll modifier for the lowest relevant ability. Subsequent purchases get the mastery die roll and the modifier. The mastery die changes to a d8p if the skill is over 25 and a d6 penetrating if the skill is over 50. *LK PCs use 7 skill points instead of d12p, 5 instead of d8p, and 4 instead of d6p.*

11. Roll Hit Points

Each HackMaster character receives Hit Points as follows: Constitution + size bonus + class Hit Die roll. This total may be further modified by such things as talents, flaws, etc. Size bonus is 5 HP for elves and halflings and 10 HP for dwarves and humans. A particular race's size is listed near the end of this chapter. Class Hit Die is d4 for mages, d6 for thieves, d8 for clerics and d10 for fighters. *LK PCs receive CON + size bonus + 2 for mages, 3 for thieves, 4 for clerics, or 5 for fighters.*

12. Record Base Attack, Defense, Damage and Initiative

A character's Base Initiative and Base Defense is determined by his Wisdom and Dexterity modifiers, while Base Attack is determined by his Intelligence and Dexterity modifiers. A character's Base Damage is determined by his Strength.

13. Receive Starting Money

Each character receives a grub stake of 35 + 2d12 silver pieces with which to begin his adventuring career. *LK PCs start with 50 Vanamars (silver pieces).*

14. Equip Your Character

You should reach agreement with the other players and/or GM to see if they will allow you to equip your character by choosing off the equipment lists in Chapter Six. Some groups may require you to roleplay your character's purchases during the game or choose to limit certain items. If you purchase weapons, be sure to record their statistics on your character sheet as well.

15. Record Character Age

A character's starting age depends on his race and class. *LK PCs choose a number from the parenthesis.*

Race	Fighter	Thief	Mage	Cleric
Dwarf	50+d10p (51-60)	46+d8p (47-54)	72+4d6p (76-96)	57+2d6p (59-69)
Elf	140+2d10p (142-160)	130+d12p (131-142)	200+4d12p (204-248)	160+3d12p (163-196)
Halfling	32+d6p (33-38)	29+d6p (30-35)	40+2d6p (42-52)	35+2d4p (37-43)
Human	17+d4p (18-21)	16+d3p (17-19)	25+d6p (26-31)	20+d4p (21-24)

Proficiency	BP Cost			
	Fighter	Thief	Mage	Cleric
Club, Sap, Garrote	0	0	2	1
Battle Axe, Dagger, Flail, Javelin, Knife, Mace, Morning Star, Short Sword, Spear, Scourge, Staff, Warhammer, Two-Handed Warhammer, Crossbow	1	Knife, dagger, short sword, light crossbow, sling 2, else 4	Staff / dagger 2, else 4	2
Great Axe, Great Sword, Bastard Sword, Halberd, Long Sword, Scimitar, Short Bow, Sling, Throwing Axe, Throwing Knife, Two-Handed Sword	2	8	8	4
Long Bow	3	12	12	6
Light Armor (Leather Armor, Padded Armor)	0	0	No	0 (if faith allows)
Medium Armor (Ring Mail, Studded Leather)	0	No	No	0 (if faith allows)
Heavy Armor (Chain Mail, Scale Mail)	0	No	No	0 (if faith allows)
Shield	0	6	6	0 (if faith allows)
Laborer	1	1	1	1
Magical Transcription	No	No	0	No
Maintenance/Upkeep	5	5	5	5
Specialization per melee weapon (Attack, Defense, Damage, Speed), or per missile weapon (Attack and Speed only). Weapon proficiency required; cost for +2 is in addition to cost for +1, etc. Cost is per category, so it costs 20 BP for a fighter to bring Attack, Defense, Damage, and Speed to +1.	+1 5 +2 10 +3 15 +4 20 +5 25	+1 7 +2 14 +3 21 +4 28 +5 35	+1 10 +2 20 +3 30 +4 40 +5 50	+1 8 +2 16 +3 24 +4 32 +5 40

Clothing	Cost
Belt, leather	½ cp
Belt, rope	¼ cp
Boots, leather	3 cp
Cloak, woolen	4 cp
Robe, heavy woolen	5 cp
Sandals	1 cp
Trousers, wool	3 cp
Tunic, wool	2 cp
Undershirt, linen	4 cp

Load Bearing Equipment	Cost
Backpack	7 ½ cp
Belt pouch, large, leather	3 cp
Belt pouch, small, leather	1 cp
Sack, large canvas	1 cp
Wineskin (2 quart capacity)	4 cp

Miscellaneous	Cost
Divine Icon, silver	10 sp
Ink, black (per ounce)	5 cp
Quill Pen	¼ cp
Spell book (blank, 24 spell)	300 sp
Vellum (per sheet)	2 sp

Melee Weapons	Cost	Damage	Speed	Size	Reach	Type
Axe, battle	5 sp	4d4p	12	M	3 feet	Hacking
Axe, great	15 sp	(d8+d12)p	14	L	4 feet	Hacking
Axe, throwing	3 sp	(d4+d6)p	8	S	1½ feet	Hacking
Club	1 cp	(d6+d4)p	10	M	2½ feet	Crushing
Dagger	2 sp	2d4p	7 (5)	S	1 foot	Piercing
Flail	15 sp	2d8p	13	M	4 feet	Crushing
Knife	5 cp	1d6p	7	S	1 foot	Piercing
Mace	8 sp	(d6+d8)p	11	M	2 feet	Crushing
Morning Star	10 sp	2d8p	11	M	3 feet	Crushing
Pole Arms						
Spear	1 sp	2d6p	12 (8)	L	10 feet	Piercing
Halberd	10 sp	2d10p	18 (12)	L	8 feet	Hacking
Scimitar	15 sp	2d8p	9	M	3 feet	Hacking
Scourge	1 sp	2d4p	9	S	1½ feet	Hacking
Staff	2 cp	2d4p	13	L	8 feet	Crushing
Swords						
Short sword	10 sp	2d6p	8 (7)	S	2 feet	Piercing
Longsword	20 sp	2d8p	10 (8)	M	3½ feet	Hacking
Great sword [bastard]	30 sp	(d8+d10)p	12 (9)	L	4½ feet	Hacking
Two-Handed sword	50 sp	2d12p	16	L	6 feet	Hacking
Warhammer	2 sp	2d6p	8	S	1½ feet	Crushing

Ranged Weapons	Cost	Damage	Base RoF	Size	Ranges	Type
Axe, throwing	3 sp	(d4+d6)p	8	S	20/30/40/60	Hacking
Bows						
Short bow	30 sp	2d6p	12	S	50/80/120/150	Piercing
Longbow	75 sp	2d8p	12	M	60/120/160/210	Piercing
Crossbow, light	35 sp	2d6p	20	S	60/100/140/180	Piercing
Crossbow, heavy	50 sp	2d10p	60	M	80/140/190/250	Piercing
Javelin	6 cp	1d12p	8	M	30/50/70/100	Piercing
Knife, throwing	1 sp	1d6p	6	S	20/30/40/50	Piercing
Sling	0.5 cp	(d4+d6)p	10	S	40/80/120/160	Piercing

Armor	Cost	Damage Reduction	Defense Adjustment	Initiative Modifier	Speed Modifier	Movement Penalty	Type
None	-	0	0	-1	0	none	none
Thick Robes	5 cp	1	-1	0	0	none	none
Leather	6 sp	2	-2	0	0	none	Light
Padded	4 sp	2	-3	+1	0	none	Light
Studded Leather	40 sp	3	-3	+1	0	none	Medium
Ringmail	65 sp	4	-4	+1	+1	One	Medium
Chainmail	350 sp	5	-5	+2	+2	One	Heavy
Scalemail	120 sp	5	-6	+3	+2	Two	Heavy

Tools & Sundries	Cost
Ax-hammer	7 cp
Blanket, woolen	2 cp
Chalk (per stick)	¼ cp
Flint and steel	2 cp
Mess Kit	1 sp
Mirror, brass signal	1 sp
Pole (10 foot)	1 cp
Rope, hemp (50 foot)	4 cp
Spike, iron (per 3 spikes)	1 cp
Thieves' Tools	6 sp
Tinderbox	1 cp
Whetstone	½ cp

Illumination	Cost
Candle 15 foot-radius	¼ cp (per 12)
Lantern, miner's 15 ft-rad + 50 foot beam	10 sp
Lamp oil (1 pint)	4 cp
Torch 30 foot-radius	1 cp (per 6)

Outfitting Bundles	Cost
Pauper/Pilgrim	1 sp
Sandals (1 pair)	
Tunic, wool (patched)	
Belt, rope	
Sack, large canvas	
Wineskin (2 quart capacity)	
Rations, standard (3 day supply)	
Merchant/Traveler	6 sp
Boots, leather (1 pair)	
Trousers and tunic, wool	
Undershirt, linen	
Cloak, wool	
Belt, leather	
Belt pouches, small leather (2)	
Backpack, leather	
Wineskin (2 quart capacity)	
Rations, trail (3 day supply)	

Provisions	Cost
Rations, standard (1 week)	5 cp
Rations, trail (1 week)	5 sp

Ammunition	Cost (per dozen)
Arrow	8 cp
Arrow, great (required for longbow)	2 sp
Bolt	1 sp
Bolt, heavy	2 sp
Sling bullet	2 cp

Shield Type	Cost	Defense Bonus	Damage Reduction	Cover Value
Small	15 sp	+4	4 HP	19
Medium	30 sp	+6	6 HP	16 (11)
Large	60 sp	+6	6 HP	11 (6)