



# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: \_\_\_\_\_

Character Name: \_\_\_\_\_

# HYPARBORAEA™

Class: \_\_\_\_\_

Race: \_\_\_\_\_

Level: \_\_\_\_\_

Align.: \_\_\_\_\_

## Player Character Sheet

### ATTRIBUTES

**ST** STRENGTH Attack mod.: \_\_\_\_\_  
 Damage adj.: \_\_\_\_\_ Test of ST: \_\_\_\_\_ Feat of ST: \_\_\_\_\_

**DX** DEXTERITY Attack mod.: \_\_\_\_\_  
 Defence adj.: \_\_\_\_\_ Test of DX: \_\_\_\_\_ Feat of DX: \_\_\_\_\_

**CN** CONSTITUTION HP adj.: \_\_\_\_\_ Trauma survival: \_\_\_\_\_  
 Poison adj.: \_\_\_\_\_ Test of CN: \_\_\_\_\_ Feat of CN: \_\_\_\_\_

**IN** INTELLIGENCE Languages: \_\_\_\_\_ Bonus spells: \_\_\_\_\_  
 Learn spell: \_\_\_\_\_ (Magicians et al.)

**WS** WISDOM Willpr. adj.: \_\_\_\_\_ Bonus spells: \_\_\_\_\_  
 Learn spell: \_\_\_\_\_ (Clerics et al.)

**CH** CHARISMA React. / Loyalty adj.: \_\_\_\_\_ Undead turning adj.: \_\_\_\_\_  
 Maximum henchmen: \_\_\_\_\_ (Clerics et al.)

### SAVING THROW

**SV** SAVING THROW

### HIT DICE

**d HD** HIT DIE TYPE

**HP** HIT POINTS

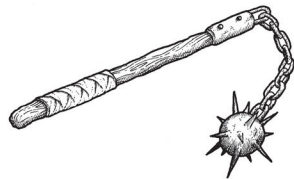
### Saving Throw Modifiers:

- DEATH (death magic, death ray, paralysis, poison, radiation)
- TRANSFORMATION (petrification, polymorph)
- DEVICE (magical rings, rods, staves, wands)
- AVOIDANCE (breath wps., ray guns, some spells, some traps)
- SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: \_\_\_\_\_

### FIGHTING ABILITY

**FA** FIGHTING ABILITY



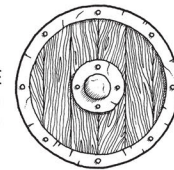
Weapon Masteries / New Weapon Skills: \_\_\_\_\_  
(Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty: \_\_\_\_\_

### ARMOUR CLASS

**AC** MELEE AC VS. MELEE

**AC** MISSILE AC VS. MISSILES



### MOVEMENT

(x2 if running / charging)

**MV** MOVEMENT

Armour and Shield: \_\_\_\_\_

Damage Reduction: \_\_\_\_\_ Other AC Modifiers: \_\_\_\_\_



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### COMBAT MATRIX

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	
Modified d20 Attack Roll																				

(Apply weapon's "Attack Modifier" to d20 attack roll.)





