

BACKGROUND

Secondary Skills	
Languages	
Other Notes (religion, homeland, clan, etc.):	

APPEARANCE

PORTRAIT / SYMBOL

MONEY

Age		Gender			Platinum Pieces (pp)	
Height		Weight			Gold Pieces (gp)	
Eyes		Hair			Electrum Pieces (ep)	
Distinguishing Features:					Silver Pieces (sp)	
					Copper Pieces (cp)	
					Gems and Jewellery:	

POSSESSIONS

GEAR (weapons, armour, supplies, equipment, etc.)			MAGIC ITEMS

AMMUNITION (arrows, bolts, bullets, darts, etc.)

SUPPLIES (each checked box assumes 1 day's worth)

	<input type="checkbox"/>	Water / Wine	<input type="checkbox"/>
	<input type="checkbox"/>	Rations	<input type="checkbox"/>
	<input type="checkbox"/>	Animal Feed	<input type="checkbox"/>

HENCHMEN / ANIMAL COMPANIONS

Name, Class, Species, etc.:	MV	DX	AC	Lvl. / HD	hp	FA	# Att.	Damage	SV	ML
Abilities, Weapons, Equipment, etc.:										
Name, Class, Species, etc.:	MV	DX	AC	Lvl. / HD	hp	FA	# Att.	Damage	SV	ML
Abilities, Weapons, Equipment, etc.:										
Name, Class, Species, etc.:	MV	DX	AC	Lvl. / HD	hp	FA	# Att.	Damage	SV	ML
Abilities, Weapons, Equipment, etc.:										



ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA



Player Character Sheet

Name		Race		Class		Alignment		Level	
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ATTRIBUTES

STR	"To Hit" mod. (melee)	Damage adj.	d6 str test	% str feat
DEX	"To Hit" mod. (missile)	Defence adj.	d6 dex test	% dex feat
CON	hp adj. Pois. adj.	% Trauma survival	d6 con test	% con feat
INT	Bonus languages	Bonus spells*		% Learn new spell*
WIS	Willpower adj.	Bonus spells**		% Learn new spell**
CHA	React. / Loyalty adj.	Max. henchmen	Turn Undead adj.**	

* magicians, et al; ** clerics, et al

SAVING THROW (SV)

HIT DICE (HD)

ARMOUR CLASS (AC)

SAVING THROW (target number based on level)	Hit Die Type	d	Armour and Shield:
Saving Throw Modifiers	Hit Points (hp):		Damage Reduction (DR)
DEATH (death magic, death ray, paralysis, poison, radiation)			AC (vs. melee)
TRANSFORMATION (petrification, polymorph)			AC (vs. missile)
DEVICE (magical rings, rods, staves, wands)			AC (shieldless)
AVOIDANCE (breath weapons, ray guns, some traps)	Injury Notes:		AC (unarmoured)
SORCERY (spells, scroll spells, supernatural / spell-like abilities)			Other AC Modifiers:
Other Saving Throw Modifiers (abilities, attributes*, items, etc.):			

* dex modifies all avoidance saves, con modifies poison / radiation saves, wis modifies willpower (mind control) saves

MOVEMENT (MV)

COMBAT

Standard MV		Run / Charge MV		Fighting Ability (FA)		Unskilled Weapon "To Hit" Penalty	
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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 "To Hit" Roll																				

WEAPON COMBAT (some weapons can be listed in both "melee" and "missile" categories: dagger, hand axe, etc.)

Melee Weapon Skill	Weapon Class	# of Attacks	"To Hit" Modifier	Damage	Other Notes (two-handed damage, special modifiers, etc.)
Missile Weapon Skill	Range* (S/M/L)	# of Attacks	"To Hit" Modifier	Damage	Other Notes (special modifiers, etc.)

* All missile weapons -2 "to hit" at Medium (M) range and -5 "to hit" at Long (L) range

