Secondary													
Languages													
Other Note	es (religio	n, homeld	and, clan, o	etc.):									
APPEARA	NCE			РО	RTRAI	Γ/SY	MBOL		Ν	ONEY			
Age	.,,,	Gender	r	1	PORTRAIT / SYMBOL MONEY Platinum Pieces (pp)								
Height		Weight								Gold Piece			
Eyes		Hair								lectrum Pi			
Distinguishi	ng Featu	es:								Silver Piece			
										Copper Pie			
									9	Gems and	Jewellery:		
DO 00=0=													
POSSESSI			1							1	111010175115		
GEAR (wea	ipons, ari	nour, sup	plies, equi	pment, e	etc.)		1				MAGIC ITEMS		
			_										
			+										
			+										
		-											
			_										
AMMUNIT	ION (arr	ows holts	s hullets d	arts etc	,)			SUPPLIES	leach	checked I	box assumes 1 day	v's wor	th
								Water / \					••••
								Rations					
		$ \Box \Box \Box \Box \Box$						Animal Fe	eed				
								7 (11111					
			100000					, annuar r					
	N / ANI	MAL COA		S									
	N / ANI	MAL COA		S	DX	AC	Lvl. / H		FA	# A#.	Damage	SV	'
Name, Class,	N / ANII	MAL COM	MPANION	S				n 1		# A#.	Damage	SV	1
Name, Class, Abilities, We	N / ANII	MAL COM	MPANION	S				D hp		# AH. # AH.	Damage Damage	SV	
Name, Class, Abilities, We Name, Class,	N / ANII , Species, o apons, Equ , Species, o	MAL COMetc.:	MPANION tc.:	S MV	DX	AC	Lvl. / H	D hp	FA				
HENCHME Name, Class, Abilities, We Name, Class, Abilities, We Name, Class,	N / ANII , Species, o apons, Equ , Species, o	MAL COMetc.: uipment, et etc.:	MPANION tc.:	S MV	DX	AC	Lvl. / H	D hp	FA				1

BACKGROUND



ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA

Player Character Sheet

Race Class Alignment Level

ATTRIBUTES

STR	"To Hit" mod. (melee)		Damage adj.		d6 str test	%	str fee	ıt		
DEX	"To Hit" mod. (missile)		Defence adj.		d6 dex test	%	dex fe	eat		
CON	hp adj.	Pois. adj.		% Trauma survival		d6 con test	%	% con feat		
INT	Bonus langua	Bonus languages		Bonus spells*			% Learn new spell*			
WIS	Willpower adj.			Bonus spells**			% Learn new spell**			
$CH\Delta$	React / Lovalty adi			Max henchmen		Turn Undead	ladi **			

^{*} magicians, et al; ** clerics, et al

SAVING THROW (SV) HIT DICE (HD) ARMOUR CLASS (AC)

SAVING THROW (SV)	HII 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):			
DEATH (death magic, death ray, paralysis, poison, radiation)		Damage Reduction (DR)		
TRANSFORMATION (petrifaction, polymorph)		AC (vs. melee)		
DEVICE (magical rings, rods, staves, wands)		AC (vs. missile)		
AVOIDANCE (breath weapons, ray guns, some traps)		AC (shieldless)		
SORCERY (spells, scroll spells, supernatural / spell-like abilities)	Injury Notes:	AC (unarmoured)		
Other Saving Throw Modifiers (abilities, attributes*, items, etc.):		Other AC Modifiers:		

^{*} 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	

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.)
A4: 1 A4 GI:II	Range*	# of	"To Hit"		
Missile Weapon Skill	(S/M/L)	Attacks	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

Ability Name	ludes newly acquired weapon skills) Brief Description of Ability, Success Chance, Saving Throw, etc.
EXPERIENCE POINTS (XF	P)
Experience Points:	Prime Attribute(s) XP Needed for Next Level:
	+10% Bonus XP?
	(Yes or No)
SORCERY	
CASTING ABILITY (CA)	Chance to Learn New Spell (int for magicians et al; wis for clerics et al)
Spell Books (# of pages, etc.	

0	O O, (O. 12K D) (1					
Spell Level	Base # of Spells Cast per Day (Magician*)	Bonus Spells Cast per Day (Magician**)	Total # of Spells Cast per Day (Magician*)	Base # of Spells Cast per Day (Cleric*)	Bonus Spells Cast per Day (Cleric**)	Total # of Spells Cast per Day (Cleric*)
1						
2						
3						
4		-			-	
5		_			_	
6		_			_	

^{*} Magician category includes illusionist, necromancer, pyromancer, and witch spell lists; cleric category includes druid spell list

** See int for magicians (et al) and wis for clerics (et al); not all spell casters are eligible for bonus spells

SPELLS KNOWN

SPELLS KNOWN												
Spell Name	Level*	Range	Duration	Pages**	Other Notes (area of effect, damage, saving throw, etc.)							
	l	l										

^{*} If a character casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell

** Spells occupy 1d4 pages, + 1 page per spell level (applies to magicians and subclasses that require spell books)

SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6