MAEZAR'S CHARACTER SHEET of WONDROUS AUTOMATION for ASTONISHING SWORDSMEN & SORCERORS of HYPERBOREA™

The Character Sheet of Wondrous Automation was made to ensure the expeditious creation of characters for the Astonishing Swordsmen & Sorcerers of Hyperborea Fantasy Roleplaying Game ("AS&SH™") by [North Wind Adventures.](North Wind Adventures) Fans of "0E" or "1E" roleplaying will enjoy this best-in-class game for its unbridled originality and carefully crafted improvements to game mechanics, while *anyone* who thrills at fantasy will appreciate its masterful evocation of weird and fantastic fiction.

My work on this project is a direct tribute to all of those who created or inspired this most imaginative re-imagining. May it serve to bring players new and old to astonishing Hyperborea!

Design Concept

AS&SH is "played with pencil, paper, dice and imagination" and so it should be. The sheet was therefore created to eliminate time-intensive copying of various notes and numbers from rule books. It displays all subordinate details based on primary entries, leaving room for you to fill in the rest. The sheet does NOT generate random numbers. Roll real dice!

The sheet was designed to look great and play great. It is intended to be printed (double-sided on 8½" × 11" paper with margins for 3-hole punching) for use at the gaming table. Return to the computer afterwards to update and re-print for the next session.

If you do nothing else, Install the fonts!

The Character Sheet of Wondrous Automation was created using exljbris **Fontin Sans**, a free font from www.exljbris.com/fontinsans.html

This font helps produce a stylish and functional sheet. Please install all five variants: normal, **bold**, *italic*, ***bold italic***, and small caps.

For help installing fonts, visit www.dafont.com/faq.php

If you can't or won't install Fontin Sans, the sheet will default to "Arial", which not only has a Charisma of 6, but also causes fields to overflow. You can convert the sheet to a better-fitting alternative as follows:

1. Open the Excel Workbook.
2. Enable Macros (required for use.)
3. Unprotect the "CHARACTER" sheet.
4. Select All (CMD/CTRL + A)
5. Change the font to "**Calibri**" (included with Excel).
6. Repeat this process for the "SPELLS" sheet.
7. Save a COPY of the sheet.

Designers are also encouraged to experiment with other typefaces. We created some cool looks using Futura, Souvenir and other "1E" fonts.

Opening and Using the Sheet

When you open the CHARACTER SHEET OF WONDROUS AUTOMATION, you'll need to click "**Enable Macros**". If your copy of Excel doesn't support "VBA for Applications," you'll need to re-install or add this option. (Macros are used to re-configure the second CHARACTER page with class-specific information.)

Once the sheet is open, just follow you normal preferred character creation process and allow the grunt work to be done through wondrous automation. SHEET PROTECTION (turned ON by default) guards you against accidentally erasing (or even selecting) "smart" areas. Meanwhile, many fields offer pop-up help, and color alerts you when you've done something wrong (like choosing an "illegal" alignment, or entering an ability score that's too low for your chosen CLASS.)

Tip: Six extra "unlocked" fields in the left margin allow you to record "raw" dice rolls prior to any swaps or "two-for-one" action.

A recommended starter sequence might be: Abilities, Class, Alignment, Race, Sex, Name, Physique/Description, Hit Points, Armour, Weapons, Equipment, Spells.

Don't forget to insert your own name and the date in the top header.

Description and Sketch

The large "DESCRIPTION" field provides a freeform space for you to include any details not covered by the basic fields. Some players will compose short narratives; others may simply list details; a few will simply draw stick figures with swords dripping blood.

The label of the "HOMELAND" field is unlocked so you can change it to describe any other desired attribute (e.g. Diety, Clan, etc.).

If you temporarily UNLOCK the sheet, the "SKETCH or SYMBOL" field allows you to paste images. The ideal size is 863 × 1000 @300 dpi (or 207px × 240px @72 dpi).

First Class

Certain dependencies require that you select a CLASS before proceeding to Armour, Shield, Weapon, Equipment, or Spell selections. If you *change* the class while creating a character, you may need to re-select entries in these areas to clear errors.

> *Note: The Sheet may become non-responsive while changing CLASS. This is normal as the thralls within labor to re-organize its inner workings.*

Other dependencies are less rigid. You're free to enter height, weight, and hair or eye color at any time, but if you first select a RACE and SEX, the sheet's dropdowns make suggestions from *MASKS*, Colin Chapman's [excellent resource](#) on race-specific physical features in Hyperborea.

Languages & Secondary Skills

Languages and skills may be entered easily using the "helper" tools to the right of the first sheet page. It isn't recommended, but you may also forgo the use of these tools an type directly into the requisite areas.

Armour and Shield

The selection of ARMOUR and SHIELD *requires* you to use DROPDOWNS. Types "ALLOWED" for your class are marked with the "degrees" symbol° and the sheet indicates penalties for characters who don disallowed armor. It also indicates the effects of heavier armor on activities like

movement, thieving, spell casting, and the special abilities of some classes.

For magic armour or shields, you must manually enter any plusses or minuses in the columns to the right of armour or shield type. (While the adjustment towards Melee AC and Missile AC will typically be the same, the breakout is required for items like "Small Shield +1, +4 vs. Missiles.") You'll also find space for "OTHER" adjustments like magic items.

Here's a look at the Armour Class section:

A separate section automatically details the DAMAGE RESISTANCE capabilities of armour worn.

The Weapons Table

Weapons too must be selected from a dropdown, with favored weapons for your selected class marked with the "degrees" symbol° in the list. A character of any class can in fact list any weapon, with all penalties and bonuses calculated automatically. For magic weapons, you must individually list bonuses or penalties for To Hit and Damage under "OTHER."

The Combat Matrix and your character's Fighting Ability (FA) score are updated automatically as levels are added.

The checkboxes for counting ammunition are designed for use with a pencil, but the up to three projectile types may be entered on the sheet.

Weapon Skills

When you first select a weapon, your "Skill" should automatically appear as either an "F" for favored or a "U" for unskilled. Your skill level with a weapon can be improved, however, via "Weapon Mastery" or level advancement.

The "Addl. Weapon Skills Earned/Learned" field (above the Weapons table) shows how many weapons your character has *already* improved vs. how many your character is *entitled* to improve. If you have "points" to spend, the text here turns green. If you've spent too many, it turns red. Points are tallied automatically based on class and level. The dropdowns of the skill table offer only "legal" options for your character:

- Fighters (including subclasses) may change "F" to "M" for "Mastery."
- Fighters (but not fighter subclasses) of at least level four may change a single weapon from "M" to "G" for "Grand Mastery."
- Non-fighters may change one weapon from "U" to "F" for every four levels attained.

When a weapon has both "Melee" and "Launched" attack types, you may select and improve both forms "for the price of one" (Ex: "Rholvar the Ranger" opts for "Mastery" with "Hand Axe°" at level 1. Therefore "Hand Axe – Thrown°" may also be selected and mastered at Level 1 without "spending" an additional earned weapon skill.)

Class Abilities

The top of the second CHARACTER page lists class abilities. The concise summary data presented there is NO SUBSTITUTE for the rich prose of the AS&SH Players' Manual, and all are encouraged to read the full details of their class listing there.

"Smart" tables for Sorcery, Thieving, Assassination, and Turning are updated automatically as your character advances in level, as are the numbers for level-dependent class-specific abilities (e.g. Paladins' healing, Witches' potions per month, Shamans' treatments per day, etc.)

Select a Mounts or Familiars from the Type dropdown to populate its details. (*Roll hp on real dice!*) Again, Colin Chapman's definitive expansion has been integrated here, with all entries from *All Too Familiar* included.

Equipment & Magic Items

The second CHARACTER page also includes a section for detailing Equipment & Magic Items. The name and weight of each carried item must be entered manually, but the handy Equipment Lookup tool spares you from needing to flip pages to find weights and costs. Complex magic items should be detailed under NOTES.

> *IMPORTANT: Armour, Shield, and Weapons listed on the first page of the character sheet are NOT included in* total weight carried. *You must manually list in the equipment section all items worn or carried.*

If the total weight carried exceeds the limits determined by your strength score, your character will become encumbered to some degree and warnings will appear on the sheet. This effect will invoke a warning at your movement table, and any Class–related abilities that require you to be "unencumbered" will be disabled or penalized accordingly.

Treasure

This section is meant specifically to list treasure carried. Most players will probably prefer to leave this section blank and deal with treasure in pencil only. If you do type numbers in to the coin fields, their weight is automatically added in the equipment section.

Experience

The experience section is designed to track your character's progress towards the next level. When your DM/GM/referee awards points (whether during or after play) record them in the left section as long as space remains — or until you gain a level. Then, consolidate to the right section (or a single line in the left section) and start over.

The Experience bonus for high "Prime Requisite" ability score(s), if any, is displayed, with "total + 10%" calculated automatically beside the Current Subtotal.

The right section is designed to list each level's adventures, or summarize major campaign arcs.

When sufficient points to attain a new level are recorded correctly on the sheet, the "Experience Points Total" bar turns green.

Spells Known

A second worksheet contains two pages for recording "Spells Known". To list a spell, first select its class & level ("Lvl") and then choose it by name from the adjacent dropdown.

If your character class uses a spellbook (a note in your Sorcery section will indicate if it does *not*) you should also roll and record the number of pages per spell (1d4 + Spell Level).

Buttons atop the SPELLS worksheet allow you to sort spells alphabetically or clear them all. Should you require more than one spellbook for a single character, simply unhide the SPELLS (2) worksheet.

> *Note: As of this writing, MOST spells have not been summarized for the SPELLS KNOWN sheet. Work continues apace…*

Saving & Printing

When saving the sheet, use "Save As…" to create a copy instead of overwriting your original. Save As PDF in some Excel versions makes an attractive, sharable, printable copy suitable.

Printer margins and "fit to page" options are pre-set. The "CHARACTER" and "SPELLS" sheets each contain 2 pages in a single Excel worksheet, making it easy for those whose printers handle it to use automatic double-sided printing. If your printer does not, simply change "Pages:" from "ALL" to "1" or "2" in the print dialog and do manual duplex.

If you're going to print to 2 pages, please use the following process to convert the second page of your sheet for proper hole-punch margins:

1. Find "Sheet" options (under "Page Setup" or "Page Layout")
2. Change "Print area" from **F3:AB55,G59:AC397**
   to **F3:AB55,G59:AB397**
3. Click "OK"
4. Save a COPY of the sheet.

It is possible to manually clear ALL fields to produce a sheet suitable for pencil-and-dice-only character generation.

"CHARACTER" Page One Color Coded View

🟨 Yellow indicates "Master Fields" essential to other regions.

🟦 Blue indicates regions to be filled in during character creation.

🟪 Violet indicates regions intended for pencil once the sheet is printed.

All other sheet areas are "smart" or self-filling.

ASTONISHING SWORDSMEN & SORCERERS of HYPERBOREA

PLAYER | DATE CREATED

NAME		RACE		SEX	
CLASS	FIGHTER	LEVEL	1	ALIGNMENT	
AGE		BUILD			
EYES		HT		LANGUAGES	Common
HAIR		WT			

DESCRIPTION

HOMELAND | SECONDARY SKILLS

SKETCH OR SYMBOL

9	STR•	"To Hit" modifier (Melee)	0	Damage adj.	0	Test of STR 2:6 · Feat of STR 12%
9	DEX	"To Hit" modifier (Missile)	0	Defense adj.	0	Test of DEX 2:6 · Feat of DEX 4%
9	CON	hp adj. 0 · Poison adj.	0	Trauma Survival 75%		Test of CON 2:6 · Feat of CON 4%
9	INT	Bonus Languages	0	Learn Magic Spell --		Bonus Magic Spells --
9	WIS	Willpower adj.	0	Learn Cleric Spell --		Bonus Cleric Spells --
9	CHA	Reaction/Loyalty adj.	0	Max. Henchmen 4		Turn Undead adj. --

PRIME•

PRIME•			MOVEMENT (MV)		ARMOUR CLASS (AC)	MELEE/MISSILE
16	SAVING THROW (SV)	40	MOVEMENT (MV) (MV DOUBLES WHEN RUNNING/CHARGING)		CLASS ALLOWED°	9 · 9
+2	**Death:** Death Magic, Death Ray, Paralysis	30	Encumbered (51-100 lbs.)			MAGIC, ETC.
+2	Poison, Radiation	20	Heavily (101-150 lbs.)	Armour	Unarmored°	9
+2	**Transformation:** Petrifaction, Polymorph		(CURRENTLY NOT ENCUMBERED)	Shield	None°	0/0
0	**Device:** Magical Rings, Rods, Staves, Wands				other	
0	**Avoidance:** Breath, Rays, Some traps	10	HIT POINTS (hp)		other	
0	**Sorcery:** Spells, Scrolls, Spell-like abilities				other	
0	Dodgeable Spells (Fireball, Entangle, etc.)				other	
0	Willpower Spells, Mind control, etc.		TEMP:			

HIT DIE TYPE: D10 · 3 HP/LVL @ LVLS 9+

DAMAGE REDUCTION (DR)

BASE	BONUS	TOTAL
0		0

WEAPONS ⚔

Addl. Weapon Skills (Learned/Earned)	0/2
Unskilled Weapon Penalty	0

WEAPON (CLASS FAVORED°)	TYPE	SKILL*	CLASS OR RANGE**	ATK. RATE	"TO HIT" MODS			DAMAGE 1H (2H)	DAMAGE MODS			
					TOT.	ST/DX	SKILL	OTHER		TOT.	STR.	SKILL OTHER NOTE†

* U =Unskilled; F =Favored; M =Mastery; G =Grand Mastery   ** Missile weapons   -2 at Medium (M) range, and -5 at Long (L) range.

†: ↵ = Ignores shield | » = +1 vs. plate | ↔ = +1 AC vs. melee, 2H only | » = 2H only | # = Nat. 19–20 4:6 dismount foe | ^ = 2x Dmg. dice vs. charge | ∇ = 2x Dmg. dice from mounted charge

Fighting Ability	1	AC9	8	7	6	5	4	3	2	1	AC0	-1	-2	-3	-4	-5	-6	-7	-8	AC -9
		10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	27

NOTES		CRIT. HITS	1: +2 2: +2 3: x2
			4: x2 5: x3 5: x3

Page Two changes based on the CLASS chosen on Page One.
(The PURLOINER, shown, includes a wide variety of sections.)
Blue indicates regions to be filled in during character creation.
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All other sheet areas are "smart" or self-filling.

PURLOINER ABILITIES

Stats/Bonuses for marked abilities are calculated and applied automatically per level by this smart sheet.

Agile: +1 AC when unarmored/unencumbered;   **Magic Item Use:** Can use Cleric Items.   **Clandestine Tongue:** Thieves' Cant

Backstab: An attack from behind with a class 1 or 2 melee weapon. Victim must be unaware of the attack. +4 to hit, see below for damage.

Turn Undead: (See table below)   **Detect Secret Doors:** 3:6 chance   **Scribe Scroll:** 500 gp + 100 gp per spell level. Requires one week per spell level.

THIEVING

Climb	8:12	Discern Noise	4:12	Open Locks	3:12	Decipher Script	--	
Hide	5:12	Move Silently	5:12	Pick Pockets	4:12	Manipulate Traps	3:12	Backstab ×2 Dice

TURNING

UD = 1d6+6 destroyed. D = 2d6 undead destroyed. T = 2d6 undead or 1d4 dæmons turned. NT = not turned.

Turning Ability	0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	Turned creatures kept at bay 1 round(s) after turning ends.
		--	--	--	--	--	--	--	--	--	--	--	--	--	--	

SORCERY

			CLERIC SPELLS	1ST	2ND	3RD	NOTES	
Casting Ability	1	Spell Gain	Base/Bonus	1	--	--	Purloiners memorize spells from prayer books, sacred scrolls, or tablets.	
		2@L1+ 1/Lvl	Other					

EQUIPMENT & MAGIC ITEMS

Please enter weights in decimal form rather than as fractions.

ITEM	LBS	ITEM	LBS	ITEM	LBS	ITEM	LBS.
						Wt. of Treasure Carried	

Drink ☐☐☐☐☐☐ ☐☐☐☐☐☐   Food ☐☐☐☐☐☐ ☐☐☐☐☐☐ Feed   ☐☐☐☐☐☐ ☐☐☐☐☐☐   **Total Weight Carried**

(NOT ENCUMBERED)

TREASURE

Platinum		Gold		Electrum		Silver		Copper	

Gems, Jewels & Other Valuables:

EXPERIENCE

Current Subtotal   +0%   Level 2 Goal   2,750

EVENT	XP	EVENT	XP		PREVIOUS SUBTOTALS	XP
				1		
				2		
				3		
				4		
				5		
				6		
				7		
				8		
				9		
				10		
				11		
				Current running total (from left)		0
				EXPERIENCE POINTS TOTAL		

NOTES

♖ Stronghold (L9) Establish building/dungeon/tower HQ to attract thieves; stronghold w. 5-10 mi. rad. to attract men-at-arms.

"SPELLS" PAGE COLOR CODED VIEW

Here, a small section of the SPELLS page is shown.

■ Yellow indicates "Master Fields" essential to other regions.
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SPELLS KNOWN		FELUZHAR THE SILVER-TONGUED - MAGICIAN - LEVEL 3				
SPELL GAIN: 3@L1 +1/LVL		Silver-edged spellbook bound in fine cloth.			CASTING ABILITY (CA): 3	
#	LVL	SPELL NAME	RANGE	DURATION	PAGES 9 OF 100 USED	
1	M1	Alarm	10'	3ts/CA	3	□□□□□□□
		Passage of living creature of 3+ lbs. through door/gate/etc. causes a loud bell-like sound.				
2	M1	Burning Hands	5'	instant	4	□□□□□□□
		120° of flame jets horizontal causing 2 hp/CA. No SV. Flammables can ignite.				
3	M1	Charm Person	120'	special	2	□□□□□□□
		Human/oid/giant must SV:sor or be charmed. Suggestion possible. INT to re-check SV: 13-18 1/hr.; 9-12: 1/d 3-8/wk				

The "boxes" (far right) are designed to be used for
marking spells as they are memorized and then cast:

□	◻	⊠
Not Memorized	Memorized	Cast
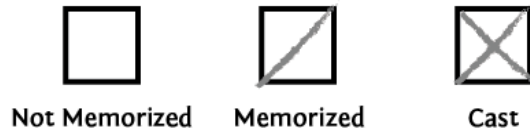
The same box type is used for "ammo" and "provisions" on other pages.

Feedback and Help

Questions, comments, or bug reports should be directed to Maezar via the official AS&SH forum. Join our conversation in the General Discussion area at http://hyperborea.boardhost.com/viewforum.php?id=3

Known Issues and "What's Next…"

① Once you have manually changed the "Skill" field for any row of the Weapons table, "auto-skill" no longer displays the correct default skill level if that row's weapon is subsequently changed. You can deal with this easily enough by manually entering "U" or "F", or you can restore the original function by copy/pasting any un-modified skill cell over the modified one.

② While the sheet is protected, it is not possible to manually type values into a field controlled with a dropdown. I've added convenient PROTECT/UNPROTECT buttons to the sheet for those not able to find these options in Excel.

③ MOST spell descriptions have not yet been condensed. Volunteers? Un-hide the "SPELL DATA" sheet and carry on…

④ I plan to add common entries in a dropdown for "Notes & Tactics" — things like 2-weapon fighting, rules for the "Whip," etc.

⑤ At present, it is recommended that you delete all equipment and magic items before changing your Class. If you don't, populated rows in the Equipment & Magic Items table may become hidden and falsely contribute to your Total Weight Carried. (Select the THIEF class to view and clear all rows.)

⑥ I may integrate "Starter Packs" with one-click action to add a set of basic equipment to your character based on class.

Farewell for now…

Thank you and enjoy the Character Sheet of Wondrous Automation, created that we might write new words instead of copying old numbers.

—Maezar