		A	STC)NIS	SHIN	IG S	SWOR	DSM	EN	AN	ID S	SOR	CER	ERS	OF				
Player Name:			Sy 2	7		771		通				G	T	R	1	Rae Lev	ce: rel:		
F						1	Player	Charc	icte	er Sh	eet								
							Feat of Si			SAVII SAVING THRO Saving	S	ľ		HIT I d HIT DIE TYP	HD		HIT POI	NTS	> HP
	HP a son a	ıdj.: ıdj.:	, 1 , 1	Trauma Test of	survivo CN:	al:	Feat of D> Feat of CN				\int	RANSF	ORMA	TION	petrifac	tion, po	ysis, poi	ison, rad	iation)
	owr. a arn sp lerics et	dj.: ell:		Bonus s (Clerics	spells: ans et al.) spells: et al.)						Ž 4	VOIDA	NCE (I	breath v		ıy guns,	some s		ne traps) abilities)
CHARISMA CH Maxin FIGHTING ABI			men:_		Jndeac (Clerics		ng adj.:	<u>arm</u>		R CL	-	Throw	MIS	6			$\frac{MO}{(\times 2 if}$	VEME	(<u>NT</u> charging)
Weapon Masteries (Fighters et al.)	/ Nev (No	w Wea on-fighte	apon S rs)	Skills:						and Sh									
I								Dam	age	Reduc	tion:		Other	AC M	odifiers				
, OI		nskille N	d Weo	apon A	ttack P	enalty		APON (201	ИВАТ		Carlos Provide				<u></u>	XO		1
Melee Weapon Skil	I		Wea Clo		Atta Rat		Attack Modifiers	Dama	ge	Other	r Note:	s (e.g.,	two-han	ded da	mage, s	pecial n	nodifiers	s)	
		-				_													
Missile Weapon Ski	11		Ran (S/N		Atta Rat		Attack Modifiers	Dama	ge	Other	r Note:	s (e.g.,	point bl	lank ran	ge, spe	cial moc	lifiers)		
(Some melee weapons a	lso are	missile	weapon	s; e.g. do	agger, ha	nd axe		 <u>/BAT 1</u>	MA'	 TRIX									
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	Modifi	ier″ to c	120 atta	ck roll.)												© 2	2017 North	Wind Adve	entures, LLC

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	R	anna) ann an Allana					ABILI										
Ability Name		Brief De	scriptior	of Ab	ility, Cł	nance o	f Succe	ss, Savi	ng Thre	ow, Ot	her No	tes				•	
												~	~~~~				
<u>TURN</u> (Clerics e	UNDEAD		, ) <b>T</b> /	A	(												3
		ABILITY			<u>TU</u>	<u>IRN U</u>	INDE.	AD M	ATRI	x							
	Undead Ty Chance to	rpe 0	1	2	3	4	5	6	7	8	9	10	11	12	13		
	Turn Unde	ad n-twelve ratic s of 15+ CH	); or, "NT"	for not tu	urned, "T	for turne	 ∍d, ″₽″ fo	r destroye	d, "UD"	for ultime	ate destru	ction.)					
	(Sorcerer:	s of 15+ CH	are more c	ommandi	ng, hence	e fheir cho	ance-in-fwe	elve of suc	cess is im	nproved k	oy one.)						
(L			<u>uuuuuma</u>				SORC	<u>ERY</u>	V			anominan	WALL REVENCE			J)	
			<u>CAS</u>	<u>ring</u>	ABIL	<u>.ITY</u>	$\int$		A	Cha	nce to	Learn	New Sp = et al.; se	ell:			
SPELLS CAS	ר אם ד	Ŷ	(Magi	cians, cle	rics, et al	.)	CASTI ABILI	NG 🖊		(Se	e IN tor n	nagicians	: et al.; se	e WS for	clerics e	et al.)	
Spell Level	Base No. o Cast Per (Magio	of Spells r Day	Boi (N	nus Spe Iagicia	ells n)	Co	No. of ast Per l Magicic	Day	Base C	e No. o ast Per (Cleri	f Spells Day c)	;	Bonus S (Clei	Spells ric)	T	otal No. o Cast Per (Cleri	Day
1	,	/					gran	.,		12.0.1	,					1 31011	
2												_					
4																	
5																	

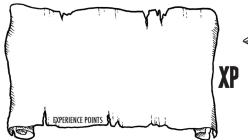
(Magician categories include cryomancer, illusionist, necromancer, pyromancer, and witch spell lists; cleric categories include druid spell list.) (Bonus spells may come from high IN [magicians et al.] and/or high WS [clerics et al.], but not all sorcerer classes gain bonus spells; also, magicians can gain bonus spells through familiars.)

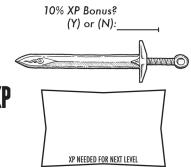
	×1	33	<u>DWN</u>		
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)
1. If a sorcerer casts from multiple s	l pell categoi	 ries, note here; e.g., a bard might note D1 for a	II 1 level 1 druid spell.	I	

## SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
					Contraction of the second seco

## **EXPERIENCE POINTS**





Miscellaneous Notes and Calculations

## HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)

CHARACTER PORTRAIT       EACKGROUND         PHYSIQUE       Secondary Skill:         Gender:       Age:         Height:       Registrice         Datinguishing features:       Other Notes (e.g., honeland, clan, history):         Datinguishing features:       Other Notes (e.g., honeland, clan, history):         Vecipons, Armour, Gear       Magic Items         Imaginguishing features:       Imaginguishing features:         Vecipons, Armour, Gear       Magic Items         Imaginguishing features:       Imaginguishing features:         Vecipons, Armour, Gear       Magic Items         Imaginguishing features:       Imaginguishing features:         Vecipons, Armour, Gear       Magic Items         Imaginguishing features:       Imaginguishing features:         Imaginguishing features:       Imaginguishing features:	ASTONISH	ING SWORDSMEN AND	SORCERERS OF HY	PERBOREA [™]
Gender:		<u>CHARACTER PORTRAIT</u>		
Weight:	Gender: Age:			
Weapons, Armour, Gear       Magic Items	Hair:		]	n, history):
Weapons, Armour, Gear       Magic Items	<ul> <li>∅</li> <li></li> </ul>			Ŵ
	- Marianan and a second se	EQUIPAC		nnan 25 communication ann an a
	Weapons, Armour, Gear		Magic Items	
COINAGE				
	COINAGE			

Copper (cp):_____ Silver (sp):_____ Electrum (ep):_____ Gold (gp):_____ Platinum (pp):_____ Gems and Jewellery:_____



Supplies (per day)

Rations:

Animal Feed: ______

