



ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: _____

Character Name: _____

HYPARBOREA™

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 Willprw. 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

HD HIT DIE TYPE

HP HIT POINTS

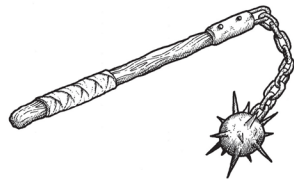
Saving Throw Modifiers:

- 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



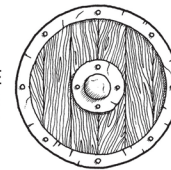
Weapon Masteries / New Weapon Skills: _____
(Fighters et al.) (Non-fighters)

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) |
|----------------------|---------------|-------------|------------------|--------|--|
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| 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.)

