ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA

Player Character Sheet

Name		Race		Class		Alignment		Level	

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):		
	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.)
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

BACKGROUND

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

APPEARANCE

Age		*Gender*	
Height		*Weight*	
Eyes		*Hair*	
Distinguishing Features:			

PORTRAIT / SYMBOL

MONEY

Platinum Pieces (pp)	
Gold Pieces (gp)	
Electrum Pieces (ep)	
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)*	
	☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	*Water / Wine*	☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐
	☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	*Rations*	☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐
	☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	*Animal Feed*	☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐

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.:										

CLASS ABILITIES *(also includes newly acquired weapon skills)*

Ability Name	*Brief Description of Ability, Success Chance, Saving Throw, etc.*

EXPERIENCE POINTS (XP)

Experience Points:	*Prime Attribute(s) +10% Bonus XP? (Yes or No)*	*XP Needed for Next Level:*

SORCERY

CASTING ABILITY (CA)		*Chance to Learn New Spell (int for magicians et al; wis for clerics et al)*	%
Spell Books (# of pages, etc.)			

SPELLS CAST PER DAY

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

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

** 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*