



ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: _____

Class: _____

Character Name: _____

Race: _____

Level: _____

Align.: _____

HYPARBORAEA

Player Character Sheet

ATTRIBUTES

ST STRENGTH Attack mod.: _____ (Melee)
 Damage adj.: _____ Test of ST: _____ Feat of ST: _____

DX DEXTERITY Attack mod.: _____ (Missile)
 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 Willpwr. 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 DICE 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



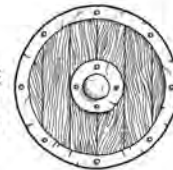
Weapon Masteries / New Weapon Skills: _____
(Fighters et al.) (Non-fighters)

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)
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.)



**CLASS
ABILITIES**

Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes

TURN UNDEAD
(Clerics et al.)



TURN UNDEAD MATRIX

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.)
(Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY

CASTING ABILITY
(Magicians, clerics, et al.)



Chance to Learn New Spell: _____
(See IN for magicians et al.; see WS for clerics et al.)

SPELLS CAST PER DAY

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1						
2						
3						
4						
5						
6						

(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.)



**SPELLS
KNOWN**



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 spell categories, note here; e.g., a bard might note DT for a level 1 druid spell.

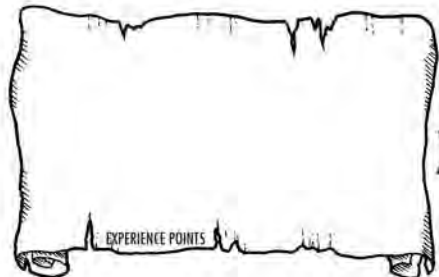


SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
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EXPERIENCE POINTS



XP

10% XP Bonus?
(Y) or (N):



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)

