

ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name:	Thy	双	A P	7	TM Class:Race:			
<u>Character Name</u> :			511		Level: Align.:			
Player Character Sheet								
DEXTERITY DX Attack mod.: (Missile) Defence adj.: CN HP adj.: Poison adj.: Languages: Learn spell: (Magicians et Willpwr. adj.: Learn spell: (Clerics et al.) CHARISMA CHARISMA CHARISMA	Bonus sp	DX:, survival: CN:, pells:, pells:, pells:	Feat of DX. Feat of CN:		SAVING THROW SV AUTHORITYPE AUTHORITYPE			
FIGHTING ABILITY FIGHTING ABILITY Weapon Masteries / New W (Fighters et al.) (Non-fig	Veapon Skills:	1		AC VS. ME	MELEE AC MISSILE (*2 if running / charging)			
I maki	II. d \\/	Hanale Damad	<u></u>	Damage	e Reduction Office AC Modifiers			
Unskil	led Wedpon Al	mack renai	·	PON COI	MBAT CONTINUE			
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 missi	lle weapons; e.g. da	gger, hand ax		 <u> </u>				

Modified d20



Ability Name		Brief Description of Ability, Chance of Success, Saving Throw, Other Notes														
			\	A	(
TURN (Clerics et	UNDEAD al.)	TURNING ABILITY		A	6	0										
			-		TU	RN U	NDE	AD M	ATRI	X						
	Undead Ty	pe 0	1	2	3	4	5	6	7	8	9	10	11	12	13	
	Chance to Turn Undec	ıd														

(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







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						



SPELLS KNOWN



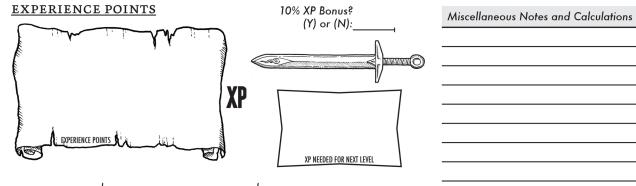
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
					No. of the last of



HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

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

ASTONISHING SW	ORDSMEN AND S	SORCERERS OF HY	'PERBOREA™ \
CHARA	CTER PORTRAIT	BACKGROUND	
		Secondary Skills:	
PHYSIQUE	The state of the s		
Gender:		<u>Languages Known</u> :	
Age:		\(\rightarrow\)	
Height:		·	
Weight:		Religion:	
Hair:]	
		Other Notes (e.g., homeland, cla	an, history):
Eyes:			
Distinguishing Features:	The state of the s		'
		a a	
	· I		
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	EQUIPAG	E	
Weapons, Armour, Gear		Magic Items	
COINAGE	Ammunition (arrows, b	valts hullets darts etc.)	
Copper (cp):	7.1111101111011 (011043)		
Silver (sp):	rid -		<i>[M</i>]
Gold (gp):	/		
Platinum (pp):			
Gems and Jewellery:	Supplies (p		
-		Wine: 000000000000	CON BINT
-		ations: 000000000000	
—	Animal	Feed: 00000000000000000000000000000000000	encolod Mande to congress and a state of the contract of the c