

ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name:	Thy	双	A P	7	TM Class:				
<u>Character Name</u> :			511		Level:				
Player Character Sheet									
DEXTERITY DX Attack mod.: (Missile) Defence adj.: HP adj.: Poison adj.: Languages: Learn spell: (Magicians et Willpwr. adj.: Learn spell: (Clerics et al.) CHARISMA CHARISMA	Bonus s (Clerics e	DX:survival: CN: pells: pells: pells:	Feat of DX. Feat of CN:		SAVING THROW SV Add HD Saving Throw Modifiers: DEATH (death magic, death ray, paralysis, poison, radiation) TRANSFORMATION (petrifaction, polymorph) DEVICE (magical rings, rods, staves, wands) AVOIDANCE (breath wpns., ray guns, some spells, some traps) SORCERY (spells, scroll spells, supernatural / spell-like abilities) Other Saving Throw modifiers: DR CLASS MOVEMENT				
FIGHTING ABILITY FIGHTING ABILITY Weapon Masteries / New W (Fighters et al.) (Non-fig	Veapon Skills:	J.		AC VS. ME	MELEE AC (*2 if running / charging) MSSILE (**) MV				
H 15	II 1347 A			Damage	e Reduction: Other AC Modifiers:				
Unski	lled Wedpon Al	Tack Penal	·	PON COI	MBAT COMPANY				
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 miss	l ile weapons; e.g. da	gger, hand ax		 <u> </u>	 <u> </u>				

Modified d20



Ability Name		Brief De	scription	of Abi	lity, Ch	ance o	f Succe	ss, Sav	ing Thr	ow, Ot	her No	tes				
			\	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



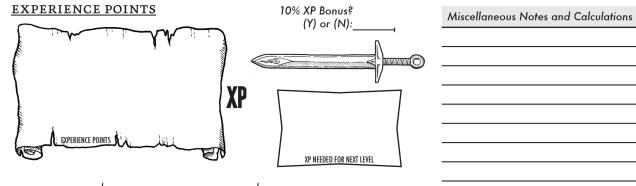
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)

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)

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Wedpons, Armour, Gear Height: Weight: Cither Notes (e.g., homeland, dan, history):				
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