



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.)

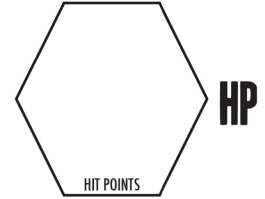
CH CHARISMA React. / Loyalty adj.: _____ Undead turning adj.: _____
 Maximum henchmen: _____ (Clerics et al.)

SAVING THROW

SV SAVING THROW

HIT DICE

HD HIT DIE TYPE

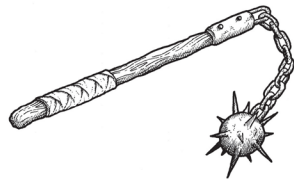


Saving Throw Modifiers:

- 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: _____

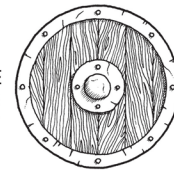
FIGHTING ABILITY



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

Unskilled Weapon Attack Penalty: _____

ARMOUR CLASS



MOVEMENT

(x2 if running / charging)



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.)

