ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™

Player Character Sheet

Name			Race		Class		Level	
Height		Weight		Eyes		Hair		Age		Alignment	

ATTRIBUTES

	STRENGTH	"To Hit" adj. (melee):	Damage adj.:	STR test:	STR feat: %	
	DEXTERITY	"To Hit" adj. (missile):	Defence adj.:	DEX test:	DEX feat: %	
	CONSTITUTION	hp adj.:	Poison adj.:	Trauma: %	CON test:	CON feat: %
	INTELLIGENCE	Bonus Languages:	Bonus Spells (magicians, et al.):	Learn New Spell (magicians, et al.): %		
	WISDOM	Willpower adj.:	Bonus Spells (clerics, et al.):	Learn New Spell (clerics, et al.): %		
	CHARISMA	React./Loyalty adj.:	Max. # Henchmen:	Turn Undead adj. (clerics, et al.):		

SAVING THROW (SV) / HIT DICE (HD) / CHARACTER PORTRAIT / SYMBOL

	SAVING THROW (target number based on level)	Hit Die Type: d	
Saving Throw Modifiers		Hit Points (hp):	
	DEATH (death magic, death ray, paralysis, poison / radiation)		
	TRANSFORMATION (petrifaction, polymorph)		
	DEVICE (magic ring, rod, staff, wand)		
	AVOIDANCE (breath weapon, ray gun, traps)		
	SORCERY (spells, scroll spells, innate/supernatural abilities)	Injury Notes:	
Other Saving Throw Modifiers (abilities, attributes*, items, etc.):			

*DEX modifies avoidance saves, CON modifies poison / radiation saves, WIS modifies willpower (mind control) saves

ARMOUR CLASS (AC) / MOVEMENT (MV)

ARMOUR and SHIELD:		Damage Reduction (DR):		Standard MV	
AC (vs. Melee):	AC (vs. Missile):	AC (Shieldless):	AC (Unarmoured):	Run/Charge MV	
Other AC Modifiers (class abilities, magic items, etc.):				Encumbrance Notes:	

FIGHTING ABILITY (FA) / EXPERIENCE POINTS (XP)

Fighting Ability:	XP:	XP needed for next level:
Unskilled "To Hit" Penalty:		

FIGHTING 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	**Missile Range**	**# of Attacks**	**"To Hit" Modifier**	**Damage**	**Other Notes (range penalties, special modifiers, etc.)**

BACKGROUND

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

CLASS ABILITIES

Ability	Brief Description of Ability	Success Chance

POSSESSIONS

GEAR (weapons, armour, equipment, etc.)						MAGIC ITEMS		
Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.
						MONEY		
						Platinum Pieces		
AMMUNITION (arrows, bolts, bullets, darts, etc.)						Gold Pieces		
	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐					Electrum Pieces		
	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐					Silver Pieces		
	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐					Copper Pieces		
SUPPLIES (each checked box assumes a complete day's worth)						Gems and Jewellery:		
Water/Wine: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐								
Rations: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐								
Animal Feed: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐								

SPELLS

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

Spell takes up 1d4 + spell level in pages (applies to magicians and other subclasses that require spell books)

SPELL CASTING ABILITY		Chance to Learn New Spell (INT for magicians (et al.) and WIS for clerics (et al.)	%
Spell Books (# of pages, etc.)			

SPELLS CAST PER DAY

Spell Level	Base # of Spells Cast Per Day (Magician*)	Base # of Spells Cast Per Day (Cleric*)	Bonus # of Spells Cast Per Day (Magician**)	Bonus # of Spells Cast Per Day (Cleric**)	Total # of Spells Cast Per Day
Level 1					
Level 2					
Level 3					
Level 4			–	–	
Level 5			–	–	
Level 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 cast per day*

SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6

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.:										