Class							W	P	Eb	》⊩	% ((\mathbb{R}	FA
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						Leve	1 TT	it Dia	e (HD)	PLAY			nts (h	
Alignment Languages						Leve	<u>`</u>	d		TOTAL	CURRE		iits (I	ι μ)
Religion					Ų			$oldsymbol{oldsymbol{oldsymbol{oldsymbol{\Box}}}$						
Secondary Skills					Ge	ender		Age		Heig	ght		Wei	ight
Place of Origin					Еу	e Colou	ır	Hair	r Colour	Con	nplexi	on / (Other	Traits
Attributes														
ST DX STRENGTH DEXTERITY		CN		INTELLIGE			Wis	7S		CHARISM			Mis	c. Notes
(ST) Attack Mod. (melee)		(CN) E	lit Point A	dj.			(WS	S) Will	power A	dj.			Ī	
(ST) Damage Adj.		(CN) P	oison/Radi	ation A	dj.		(WS	S) Bon	us Spells	s (cleric	es et al	l.)		
(ST) Test of Strength	/6	(CN) T	'rauma Sur	vival		%	Lv	11 🗆 🗆	Lvl 2 □	Lvl 3 □	Lvl	4 □		
(ST) Ex. Feat of Strength	%	(CN) T	est of Cons	stitutio	n	/6	(WS	S) Leai	rn New S	Spell		%]	
(DX) Attack Mod. (missile	;)	(CN) E	x. Feat of C	onstitut	ion	%	(CH) Reaction/Loyalty Adj.						1	
(DX) Defence Adj.	(IN) Languages					(CH) Maximum Henchm				en				
(DX) Test of Dexterity	/6	(IN) Bonus Spells (magic			ians	et al.)	(CH	I) Und	ead Turr	ning Ad	lj.			
(DX) Ex. Feat of Dexterit	у %	Lvl 1	□ Lvl 2 □	Lvl 3	L	vl 4 □							<u> </u>	
SV BASE SAVE (meet/exceed w/d20 roll)	g Throw M Death Transform	Iodifiers ation	Device Avoidan		4	orcery			ing Thro nodifiers,	spec. ab	ilities,		Move	ement
Fighting Ability Unskill Weapon A Penalt	ed ttack	AC	Other	AC Mo	difie	ers				Red	mage luction DR		_	N N N N N N N N N N N N N N N N N N N
Melee Weapon Skill	Weapon	Attack	Attack	Dama	ge	Other	Notes	(e.g., tr	wo-hande	ed dame	age. sr	pecial	modi	fiers)
	Class	Rate	Modifier		3-			· 9·, 00			g-, ∘ _I	0000		
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		/												
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifier	Dama	ge	Other :	Notes	(e.g., p	oint blan	k range	e, spec	ial m	odifie	rs)
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				Comba	at M	Iatrix								

PLAYER NAME

_ REFEREE NAME _

8

7

6

5

4

3

2

1

0

Target AC

Modified d20 Attack Roll -8

-9

-7

-6

-5

-2

-1

-3

-4

Class Abilities

											.0105						
			Ability	Name	e (may	include	e chanc	e of suc	ccess, sa	ving t	hrow i	nforme	ıtion, a	nd othe	er note:	s)	
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Character	Portrait / Syn	nbol															
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	TA NING ABILITY	Cha	ance to		_												
TOIL	(clerics et al.)		Undead CH improve	eha	maa in.	tanalara	of sales	.202)					<u></u>				
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Weapons, Ar	mour, Gear											IV.	Iagic l	tems			
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Name, Class,	, Species, etc.	ADIIIL	ties (AL; S	5Z; IVI v	$/;D\Lambda;P$	40; HD); np; #	A;D;S	SV; WLL,	Speci	ai; Geo	ir)					
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HYPERBOREA®

PLAYER CHARACTER SPELL TRACKER

LATER CHARACTER 31 LEE TRACKER						
Spell Caster's Name						
School(s) of Sorcery						



Chance to Learn New Spell

%

IN (magicians, et al.)

%
10

WS (clerics, et al.)

Thaumaturgical schools of sorcery include magician, cryomancer, illusionist, necromancer, pyromancer, and witch. Ecclesiastical schools of sorcery include cleric and druid.

Spells Cast Per Day

	Thaumaturgi	ical Spells (m	Ecclesiasti	cal Spells	(clerics, et al.)	
Spell Level	Base No. of Spells Cast per Day	Bonus Spells*	Total No. of Spells Cast per Day	Base No. of Spells Cast per Day	Bonus Spells*	Total No. of Spells Cast per Day
1						
2						
3						
4						
5						
6						

Spell and Prayer Books

<u> </u>	
Name of Book	Pages
	I

^{*}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.

Prepared Spells (check box if spell has been cast)

Spell Scrolls

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

Spell and Scroll Research Notes

Known Spells

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