

PLAYER NAME _____ REFEREE NAME _____

HYPERBOREA®

PLAYER CHARACTER RECORD

Character Name	
Class	
Race	
Alignment	
Languages	
Religion	
Secondary Skills	
Place of Origin	

Level Hit Dice (HD) Hit Points (hp)

<input type="text"/>	d	TOTAL	CURRENT
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Gender		Age		Height		Weight	
Eye Colour		Hair Colour		Complexion / Other Traits			

Attributes

ST STRENGTH	<input type="text"/>	DX DEXTERITY	<input type="text"/>	CN CONSTITUTION	<input type="text"/>	IN INTELLIGENCE	<input type="text"/>	WS WISDOM	<input type="text"/>	CH CHARISMA	<input type="text"/>	Misc. Notes <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
(ST) Attack Mod. (<i>melee</i>)		(CN) Hit Point Adj.		(WS) Willpower Adj.				(WS) Bonus Spells (<i>clerics et al.</i>)				
(ST) Damage Adj.		(CN) Poison/Radiation Adj.		(WS) Learn New Spell				Lvl 1 <input type="checkbox"/> Lvl 2 <input type="checkbox"/> Lvl 3 <input type="checkbox"/> Lvl 4 <input type="checkbox"/>				
(ST) Test of Strength	/6	(CN) Trauma Survival	%	(CH) Reaction/Loyalty Adj.				(CH) Maximum Henchmen				
(ST) Ex. Feat of Strength	%	(CN) Test of Constitution	/6	(CH) Undead Turning Adj.								
(DX) Attack Mod. (<i>missile</i>)		(CN) Ex. Feat of Constitution	%									
(DX) Defence Adj.		(IN) Languages										
(DX) Test of Dexterity	/6	(IN) Bonus Spells (<i>magicians et al.</i>)										
(DX) Ex. Feat of Dexterity	%	Lvl 1 <input type="checkbox"/> Lvl 2 <input type="checkbox"/> Lvl 3 <input type="checkbox"/> Lvl 4 <input type="checkbox"/>										
		(IN) Learn New Spell	%									

Saving Throw

SV
BASE SAVE

(meet/exceed w/d20 roll)

Saving Throw Modifiers

Death Device Sorcery
 Transformation Avoidance

Other Saving Throw Modifiers

(attribute modifiers, spec. abilities, etc.)

Fighting Ability

FA

Unskilled
Weapon Attack
Penalty

Armour Class

AC

Armour and Shield	
Other AC Modifiers	

Damage Reduction

DR

Movement

MV

Weapon Combat

Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifier	Damage	Other Notes (e.g., two-handed damage, special modifiers)
		/			
		/			
		/			
		/			
		/			
		/			
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifier	Damage	Other Notes (e.g., point blank range, special modifiers)
	/ /	/			
	/ /	/			
	/ /	/			

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)

