Character Name								PER	PA	
Class						<u> </u>	<u></u>			
Race					ı					ARACTER RECORD
Alignment						Level	Hi	t Dice (HD)		Points (hp)
Languages								d	TOTAL CURRENT	
Religion					_'	\sqsubseteq	י כ			
Secondary Skills					_	ender		Age	Height	Weight
Place of Origin					Ey	ye Colou	r	Hair Colour	Complexio	on / Other Traits
Attributes										
ST DX DEXTERITY		CN		INTELLIGE	NCE		WISD	S	CHARISMA	Misc. Notes
(ST) Attack Mod. (melee)		(CN) H	lit Point A	dj.			(WS) Willpower A	dj.	
(ST) Damage Adj.		(CN) P	oison/Radi	ation A	dj.		(WS) Bonus Spells	(clerics et al.)	
(ST) Test of Strength	/6	(CN) T	rauma Sur	vival		%	Lvl	1 □ Lvl 2 □	Lvl 3 🗆 Lvl 4	
(ST) Ex. Feat of Strength	%	(CN) T	est of Cons	stitutior	1	/6	(WS) Learn New S	pell	%
(DX) Attack Mod. (missile	?)	(CN) E	x. Feat of C	onstituti	ion	%	(СН) Reaction/Log	yalty Adj.	
(DX) Defence Adj.		(IN) La	anguages				(СН) Maximum H	enchmen	
(DX) Test of Dexterity	/6	(IN) Bo	onus Spells	(magici	ians	et al.)	(СН) Undead Turr	ning Adj.	
(DX) Ex. Feat of Dexterit	y %	Lvl 1	□ Lvl 2 □	Lvl 3 □	L	vl 4 □				
		(IN) L	earn New S	Spell		%	Oth	er Saving Thro	w Modifiers	
SV BASE SAVE (meet/exceed w/d20 roll)	g Throw N Death Transform	eation	Device Avoidan		4	orcery		ribute modifiers,	aproc. woulders, or	
Fighting Ability Unskill		our Class	Armou	ur and S	hie	ld			Damage	Movement
Weapon A Penalt	ttack	AC	Other	AC Mod	difi€	ers			Reduction DR	MV
	•	•	1	Weapor	ı Co	ombat				
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifier	Dama	ge	Other N	Notes (e.g., two-hande	$d\ damage,\ spe$	cial modifiers)
		/								
		/								
		/			_					
		1								
		/								
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifier	Dama	ge	Other N	Notes (e.g., point blan	k range, specie	al modifiers)
	/ /	/								
	/ /	/								
	/ /	/								
				Comba	t. IV	Iatrix				

0

1

-2

-1

-3

-4

8

7

6

5

4

3

2

Target AC

Modified d20 Attack Roll -8

-9

-7

-6

-5

REFEREE NAME

Class Abilities

			Ability	Name	(may	include	e chanc	e of suc	ccess, sa	wing t	hrow i	nforme	ution, a	nd othe	er note	s)	
										+							
										+							
//		\mathbb{N}								+							
1		1								+							
										+							
						-			-	+							
\\										1							
		//								$oxed{\bot}$							
	1									<u> </u>							
		3															
Character	Portrait / Syn	nbol															
			ad Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Turn Undead	TA RNING ABILITY	Cha	ance to Undead	U	1		9	4	9	0	-	8	ย	10	11	12	19
	(clerics et al.)		CH improv	es cha	nce-in-		-						1		<u> </u>	<u> </u>	
						Equ	ıipmeı	nt									
Weapons, Ai	rmour, Gear											N	Iagic l	ltems			
		$-\!\!\!\!+\!\!\!\!\!-$					+					\perp					
							+-										
		+					+					+					
		+					+					+					
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		\perp										\perp					
							4										
		Henc	chmen / I	Hir <u>el</u>	ings;]	Fam <u>il</u>	iar <u>; A</u>	nim <u>a</u> l	l/Unde	ad <u>C</u>	ompa	nions					
Name, Class	s, Species, etc.	Abilit	ties (AL; S	SZ; MV	V; DX; 1	AC; HI); hp; #	$\overline{A;D;S}$	SV; ML;	Speci	al; Geo	ır)					
		\prod															
Monetary T	reasure A	\mmun	ition (arr	rows, l	oolts, bi	ullets, d	larts, et	t c.)		Sı	ıpplie	es (per o	day: we				
Copper	ср				<u> </u>			<u> </u>	10000	┧┟							
Silver	sp									↓							
Electrum	ep								10000	JL							
Gold	gp							E	xperiei	nce F	oints	(XP)				XP Bon	
Platinum	pp						Γ							7	Yes [\square No	
Gems and Je	ewellery						1							1		Neede	
													1	١	for r	Next Le	evei
							- 1							\			

HYPERBOREA°

PLAYER CHARACTER SPELL TRACKER

Spell Caster's Name	
School(s) of Sorcery	



Chance to Learn New Spell

0%

IN (magicians, et al.)

%

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	agicians, et al.)	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

Spen and Tray of Books				
Name of Book	Pages			

^{*}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)

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

Spell Scrolls

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4	
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Spell and Scroll Research Notes

Known Spells

		Spens	
Level 1	Notes	Level 2	Notes
Level 1	Notes	Lievel 2	Notes
		 	
Level 3	Notes	Level 4	Notes
		_	
Level 5	Notes	Level 6	Notes
Level 5	Notes	Level 6	Notes
Level 5	Notes	Level 6	Notes
Level 5	Notes	Level 6	Notes
Level 5	Notes	Level 6	Notes
Level 5	Notes	Level 6	Notes
Level 5	Notes	Level 6	Notes
Level 5	Notes	Level 6	Notes
Level 5	Notes	Level 6	Notes
Level 5	Notes	Level 6	Notes
Level 5	Notes	Level 6	Notes
Level 5	Notes	Level 6	Notes
Level 5	Notes	Level 6	Notes
Level 5	Notes	Level 6	Notes
Level 5	Notes	Level 6	Notes