

ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name:	TKVA	To the state of th	A P	7	TM Class:				
<u>Character Name:</u> Level: Align.:									
Player Character Sheet									
ATTRIBUTES				<u>;</u>	SAVING THROW HIT DICE				
SHEROM	Test of			2	SV d HD HP				
DX Attack mod.: (Missile) Defence adi:	Test of	DX:	Feat of DX	:	Saving Throw Modifiers:				
LID and it					DEATH (death magic, death ray, paralysis, poison, radiation) TRANSFORMATION (petrifaction, polymorph)				
	: Test of (Feat of CN	:	TRANSFORMATION (petrifaction, polymorph)				
Languages: Learn spell:	Bonus s (Magicia	pells:			DEVICE (magical rings, rods, staves, wands)				
1400					AVOIDANCE (breath wpns., ray guns, some spells, some traps)				
WISDOM (Clerics et al.)	Bonus s (Clerics o	et al.)			SORCERY (spells, scroll spells, supernatural / spell-like abilities)				
CHARISMA CHARISMA	ty adj.: chmen:	Indead turi (Clerics et al.)	ning adj.:	—	Other Saving Throw modifiers:				
FIGHTING ABILITY				ARMOU	UR CLASS MOVEMENT (×2 if running / charging)				
FIGHTING ABILITY Weapon Masteries / New W	/eapon Skills:_	A.		ACVS. ME	AC AC MISSILE MY				
(Fighters et al.) (Non-fig	(hters)			Damage	Reduction: Other AC Modifiers:				
Unski	lled Weapon A	ttack Penal	lty:						
<u>Ommy</u>			➤ <u>WEA</u>	PON COI	MBAT CONTRACTOR				
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 miss	ile weapons; e.g. da	gger, hand ax		' IBAT MA	TRIX				
Target AC 0 8	7 6	5 /	1 2	2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9				

Modified d20



Ability Name		Brief De	cription	of Abi	lity, Ch	ance o	f Succe	ss, Sav	ing Thr	ow, Otl	her No	tes				
	I	^									_					
TURN (Clerics et	UNDEAD	TURNING)T	A					ATIDI	V						
		١.				RN U					۱ ۵	١,,	۱	۱ ,,	۱.,	
	Undead Typ	pe 0	1	2	3	4	5	6	7	8	9	10	11	12	13	
	Chance to Turn Undea	d														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY







Chance to Learn New Spell:______ (See IN for magicians et al.; see WS for clerics et al.)

SPELLS CAST PER DAY

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1						
2						
3						
4						
5						
6						



SPELLS KNOWN



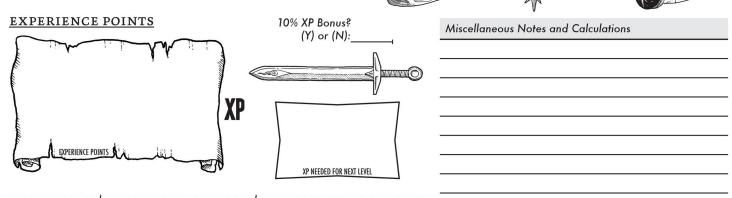
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)
,					
,					

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



SPELLS MEMORIZED

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



HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)

ASTONISHI	NG SWORDSMEN AND	SORCERERS OF HY	'PERBOREA™
	CHARACTER PORTRAIT	BACKGROUND	
		Secondary Skills:	
		<u> </u>	
PHYSIQUE 7	33	\	
Gender:		Languages Known:	
Age:		\\ \hat{\chi}	
Height:			
Weight:		Religion:	
Hair:			
Eyes:		Other Notes (e.g., homeland, c	an, history):
Distinguishing Features:	The state of the s	-	
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The second contract of	EQUIPA	AGE	Kangar Asaran anan aran aran aran aran aran aran
Weapons, Armour, Gear		Magic Item	
COINAGE	Ammunition (arrows	, bolts, bullets, darts, etc.)	
Copper (cp): Silver (sp):			
Electrum (ep):		000000000000000000000000000000000000000	
Gold (gp):			
Platinum (pp):		. /	
Gems and Jewellery:		(per day)	
		Rations:	
-		ad Feed:	
-			