

A Role-Playing Game of Swords, Sorcery, and Weird Fantasy

ROGUES GALLERY II

Being a collection of seven characters in Hyperborea presented at 1st, 4th, and 7th levels

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ROGUES GALLERY II

The following cast of characters typifies yet more thriving adventurers of Hyperborea, such as those in APPENDIX C of Astonishing Swordsmen & Sorcerers of HyperboreaTM Second Edition. These characters can be used by the referee as NPCs, or (with referee approval) by the players as pre-generated PCs. This septet has been featured as class illustrations in $ASEOSH^{TM}$ and as interior art in the adventure modules The Anthropophagi of XambaalaTM and The Beasts of Kraggoth ManorTM.

These seven characters exhibit the diverse array of subclasses available for play in *ASOSH*. Each is presented with a brief background, as well as statistics at low, middle, and upper-middle level. The referee is encouraged to expand, modify, or ignore any of this information.



GROUP THREE

This septet is led by the dauntless Andromeda Hippolytedoros. Accompanied by Nikomedes the Lawgiver and Deishu Seet, Andromeda recently ventured out from the bowels of Khromarium to the frontier town of Swampgate. Her Law cult has ordered her to investigate the veracity of the barbarian threat beyond Slade's Creek, in the Fields of Vol. In Swampgate, her original trio were joined by Gregor Kravinsson, Attor Buhr, Zotis Pontos, and Hrolf Styrsson. These four men are wilder and more feral than Andromeda is accustomed to commanding, but their knowledge of the region and mettle in battle are indisputable.

Andromeda Hippolytedoros (Amazon female paladin)	3
Nikomedes the Lawgiver (Kimmerian male cataphract)	
Deishu Seet (Half-blood Pictish male cryomancer)	29
Attor Buhr (Saxon male barbarian)	42
Gregor Kravinsson (Common male huntsman)	55
Zotis Pontos (Atlantean male purloiner)	
Hrolf Styrsson (Viking male runegraver)	



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Player Name: Character Name Andromeda Hippo		- L ros	Ŋ	7	7	71		元	3			1	R	R	1	Leve	e: <u>Ama</u> el: <u>1</u>		
ATTRIBUTES	<u>5</u> (Melee amage Attack (Missile, Defence HI	mod.: <u>.</u> adj.: <u>.</u> mod.: <u>.</u> adj.: <u>.</u> adj.: <u>.</u>	+1	Test of Trauma	DX: survivo	3:6 3:6 al:{		<u>24%</u> <u>16%</u>	SAY	VINC L6 G THROW Ving Th (+2	STH SV hrow	Modif ATH (a	<u>iers</u> : Jeath m		HD eath ray,			ison, radi	> HP
10 INTELLIGENCE 14 WISDOM	Langu Learn (Magi Villpwr Learn (Cleric	spell: spell: cians et c adj.: spell: s et al.)		Bonus s (Magicia Bonus s (Clerics	pells: ans et al.) pells: et al.)	_	Feat of CN	+1) DE) AV) SC ving 1	VICE (OIDA) RCER	magica NCE (b Y (spell	l rings, preath w s, scroll		aves, wa y guns, upernat	unds) some sp ural / sp 1+1	oells, son oell-like (abilities)
FIGHTING A 1 F/ F/ Weapon Master (Fighters et al.)	ies / N		eapon S iters)	Skills: lo	ong swot	rd (ma	astery)	Armou	5 . MELEE	AC AC	d: sca				odifiers	+1 vs.	(×2 if a	30	
,	•	Unskill	led Wee	apon A	ttack P	enalt	y: ▶ <u>WEA</u>	+1 me		off-han	nd par	rry							
Melee Weapon	Skill		Wea Cla		Atta Rat	26.40.22	Attack Modifiers	Damage	, 0	ther N	lotes	(e.g., t	wo-han	ded dar	nage, sp	oecial m	odifiers,)	
long sword long sword dagger dagger			2 2 1 1		3/2 3/2 1/1 1/1	2	+2 -1 -3 +1	1d8+2 1d8+2 1d4+1 1d4+1	tw	*	oon fig	hting (j	primary seconda						
Missile Weapon	Skill		Rar (S/M 10/20	⊼/L)	Atta Rat 3/2	e	Attack Modifiers +1	Damage 1d4+1	• 0	ther N	lotes	(e.g., p	ooint bl	ank ranş	ge, spec	ial mod	ifiers)		
(Some melee weapo	ons also e	are missil	e weapor	ıs; e.g. da	agger, ha	nd axe		IBAT M		<u>1X</u>									
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 "A	10 Ittack Mo	11 odifier" to	12 d20 atto	13 ick roll.)	14	15	16	17 18	1	9 2	20	21	22	23	24	25 © 20	26	27 Wind Adver	28 Intures, LLC

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Construction of the other	K					ABILI	TIES						Ž		<u> </u>
Ability Name	Bri	ef Des	scriptior	of Ability,	Chance	of Succe	ess, Savi	ng Thro	ow, Ot	her No	tes			2	
Attack rate				ite; improves				-							
Divine protection				l diseases, +2			+1 AC vs	s. Evil cr	eatures						
Healing hands				ay, cure disea											
Honour				ode of honou			hood								
Horsemanship			-	saddle, can u		-		n the ba	ttlefield	l, and is	experie	nced in c	lose-orde	ered charges	
Sense Evil	60	-													
Valiant resolve	imı	nune te	o magica	lly induced f	ear										
Weapon mastery	lon	g swore	d												
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	Chance to			2 .				-	0		10		12	10	
	Turn Undead														
	(Chance-in-twe (Sorcerers of 1	ve ratio, 5+ CH a	; or, "NT" are more c	for not turned, ommanding, h	"T" for tu ence their	rned, "D" fo chance-in-tw	or destroye elve of suc	d, "UD" I cess is im	for ultime proved b	ate destru by one.)	ction.)				
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C						SORC	ERY								
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				TING AB		: [A	Cha	ince to	Learn I	New Spe	ell:	erics et al.)	
			(Magi	icians, clerics, e	et al.)	CAST	ING /		(Se	e in for n	agicians	er al.; see	ws for cl	erics er al.)	
SPELLS CAS	T PER DAY						_								
Spell Level	Base No. of Sp Cast Per Da (Magician)	y	Boi (N	nus Spells 1agician)	Tot	al No. of Cast Per (Magicio	Day	Base Co	No. o ast Per (Cleri	f Spells Day c)		Bonus S (Cleri	pells c)	Total No. of Cast Per L (Cleric,	Day
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2			0												
3			2												
4					-						+				
5			ŝ		8		5				-				
6											+				
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(Magician categories include cryomancer, illusionist, necromancer, pyromancer, and witch spell lists; cleric categories include druid spell list.) (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.)

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Spell	Level	Other Not	tes (e.g., range, duration)	Spell		Level	Other Not	es (e.g., range, duration)
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8				-				
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20 20							5 5	
12 1								
0 0								
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1. If a consistent works from more	 	 vian anda harra	e.g., a bard might note D1 for a	loval 1 devid anall				
	inple spell calego	nes, note nete,	e.g., a bara mgin nore bi tor a	never i droid spen.			E	OL IN
			SPELLS M	EMORIZED			0.11445	20
Level 1	Level 2		Level 3	Level 4	1 	Level 5		Level 6
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EXPERIENCE POI	<u>NTS</u>	Antonia	10% XP Bonus? (Y) or (N): <u>N</u>	0	Miscellane	eous Notes a	nd Calculat	ons
1 - The Party	- AM		0 8 8 1 8	<u></u> ∩ -				
			(. Owwell				
		VD		<u> </u>				
0		XP						
A: EXPERIENCE POINTS A'	Erec	1111	2,750					
CENTERIENCE POINTS ON	i-wi	- Col	XP NEEDED FOR NEXT LEV					

<u>HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS</u>

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

ASTONISHI	NG SWORDSM	EN AND SORCI	RERS OF HYPER	BOREA™
PHYSIQUE Gender: Female Age: 19 Height: 5'8" Weight: 145 Hair: auburn Eyes: blue Distinguishing Features: clear eyes, lustrous hair	CHARACTER POP	Second navigat Langua Commu Artemi Other I noblewoma amongst crew of assailed by winged dæmons	ges Known: on, Hellenic (Amazon)	d: n yperborea
Weapons, Armour, Gear	- Ab-		Magic Items	
scale armour	(25 lbs.)			
dagger	(1 lb.)		- 2 - 2 - 2 - 2 - 2 - 2	
long sword	(4 lbs.)			
backpack	(2 lbs.)			10
soft leather pouch				19
tinderbox	(1 lb.)			1
torches ×2	(2 lbs.)			
wineskin (full)	(4 lbs.)			
belt				3
normal boots	(1 lb.)			4
cloth cloak	(2 lbs.)			
normal clothing	(3 lbs.)			
tabard				2
iron rations	(5 lbs.)			
wooden holy symbol of Artemis				1 5
COINAGE		nunition (arrows, bolts, bullets	Total Calculated Encur	nbrance: 50 lbs.

Copper (cp):	
Silver (sp):	
Electrum (ep):	
Gold (gp):	14
Platinum (pp):	
Gems and Jewellery	



Supplies (per day)

Animal Feed: ______



	ASTONIS	SHING	i SWO	RDS	MEN	AN	ID S	OR	CER	ERS	OF				
Player Name:	37	Ŋ	T	D		X		5	I	F	<u>ה</u>	Leve	e: <u>Amaz</u> l: <u>4</u>	on	
Andromeda Hippolytedoros		~	Playe	r Cha	racte	r Sh	eet	L	1	-		Align	.: Lawfu	ıl Good	
	<u>+1</u> <u>+1</u> Test o		- Feat of	ST: 249	<u>s</u>	AVII 15 Gaving three	NG TI	I		HIT DIE TYPE	HD		32	$\left.\right\rangle$	HP
16 CN HP adj.:	<u>+1</u> +1 Test of <u>+1</u> Trauma +1 Test of	a survival:_	85%				+2) D	EATH (a	leath m		eath ray, petrifact				ation)
10 INTELLGERKE	Bonus (Magic	spells: ians et al.)			-		\prec		N 1513	105304	rods, sta pns., ray			ells, som	e traps)
14 WS Willpwr. adj.: WISDOM Learn spell: (Clerics et al.) 17 React. / Loyalt (HARISMA Maximum hence	Bonus (Clerics by adj.:+2 chmen:10	spells: <u>—</u> et al.) Undead tu (Clerics et a	rning adj.:.)				 Saving		2		spells, so er dodging	12		ell-like a	ıbilities) ——
FIGHTING ABILITY 4 FIGHTING ABILITY FIGHTING ABILITY Weapon Masteries / New W		ong sword (mastery),	L		EE ME		2 AC VS. MISSI ate mai		- D.000		· ·	$\left(2\right)$	EMEI Inning / c	
(Fighters et al.) (Non-fig composite short bow (<i>mastery</i>)	hters)			De	amage	Reduc	tion:	2	Other	AC Mo	odifiers:	+1 vs. 1	Evil,		
unski	lled Weapon A	Attack Pen	alty: <u> </u>	,+ -	1 melee	w/ off-	-hand pa	ırry			~				
ONITTER	}		> <u>wi</u>	EAPON	COM	<u>1BAT</u>		<			=	777777			
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifie		nage	Other	r Notes	(e.g., t	wo-hand	ded dan	nage, sp	ecial mo	odifiers)		
+1 long sword	2	3/2	+3	1d	8+3	1d10+	3 two-h	anded,	casts lig	ht in 20	-ft. radiı	15			
+1 long sword	2	3/2	±0	1d	8+3	two-w	eapon fi	ghting (primary	r), casts	light in 2	20-ft. ra	dius		
silver dagger	1	1/1	-3	1d	4+1	two-w	eapon fi	ghting (seconda	ıry)					
silver dagger	1	1/1	+1	1d	4+1										
ä				_		2									
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifie		nage	Othe	r Notes	(e.g., j	ooint blo	ank rang	ge, speci	ial modi	fiers)		
silver dagger	10/20/30	3/2	+1	1d	4+1										
composite short bow	60/120/180	2/1	+2	-		+1 atta	ack bon	is at po	int-blan	k range	(6-30 fe	eet)			
(Some melee weapons also are miss	ile weapons; e.g. d	agger, hand e	zxe.)	MBAT		1									
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 7 8	9 10		12 13	14	15	16	17	18	19	20	21	22	23	24	25

Marine Marine	1. Same	_			\supset	CLAS	s .							Des -	STONE OF STORE
	.Ca				I	BILIT	IES								Ĭ
Ability Name	Bri	ef Des	ription	of Ability, C	hance o	f Success,	, Savii	ng Thre	ow, Ot	her No	tes			4	
Attack rate				te; improves to											
Divine protection				diseases, +2 bo			AC vs	. Evil ci	reatures						
Healing hands	hea	l 8 hp ×	1 per da	y, cure disease	×1 per w	eek									
Honour			_	ode of honour o			od								
Iorsemanship		-		saddle, can urg		-		n the ba	attlefield	l, and is	experie	nced in o	close-or	dered	charges
ense Evil	60 1	-									-				
/aliant resolve	imı	nune to	magical	lly induced fear	r										
Veapon mastery			-	site short bow											
Righteous wrath		-		ge attack vs. Ev	ril foes										
				0											
			\ -							Æ					
)t/	A											
<u>TURN</u> (Clerics e		3 TURNING ABILITY)t <i>i</i>	A					Ź	£					
		TURNING)1/	A TU	JRN U	Deal NDEAL	D M/	ATRI	X	J					
		TURNING		<u>TU</u> 2 3	JRN U	NDEAI	D M/	ATRI 7	<u>X</u> 8	9	10	11	12	13	
	Undead Type	TURNING ABILITY		2 3	4	5	6	7	8						
	Undead Type Chance to Turn Undead	TURNING ABILITY O T		2 3 11:12 8:12	4 5:12	5 2:12	6 NT	7 NT	8 NT	NT	NT	11 NT	12 NT	13 NT	
	Undead Type Chance to Turn Undead	TURNING ABILITY O T		2 3 11:12 8:12	4 5:12	5 2:12	6 NT	7 NT	8 NT	NT	NT				
	Undead Type Chance to Turn Undead	TURNING ABILITY O T		2 3	4 5:12	5 2:12	6 NT	7 NT	8 NT	NT	NT				
	Undead Type Chance to Turn Undead	TURNING ABILITY O T		2 3 11:12 8:12	4 5:12 " for turne e their cha	5 2:12 d, "D" for d nce-in-twelve	6 NT lestroyet e of succ	7 NT	8 NT	NT	NT				
	Undead Type Chance to Turn Undead	TURNING ABILITY O T		2 3 11:12 8:12	4 5:12 " for turne e their cha	5 2:12	6 NT lestroyet e of succ	7 NT	8 NT	NT	NT				
	Undead Type Chance to Turn Undead	TURNING ABILITY O T		2 3 11:12 8:12	4 5:12 " for turne e their cha	5 2:12 d, "D" for d nce-in-twelve	6 NT lestroyet e of succ	7 NT	8 NT	NT	NT				
	Undead Type Chance to Turn Undead	TURNING ABILITY O T	or, "NT" e more co	2 3 11:12 8:12 for not turned, "T ommanding, hence	4 5:12 " for turne e their cho	5 2:12 d, "D" for d nce-in-twelve	6 NT lestroye e of succ RY	7 NT d, "UD" cess is im	8 NT for ultimo proved b	NT ate destro by one.}	NT	NT	NT	NT	2
	Undead Type Chance to Turn Undead	TURNING ABILITY O T	cast	2 3 11:12 8:12	4 5:12 " for turne e their cho	5 2:12 d, "D" for d nce-in-twelve	6 NT lestroye e of succ RY	7 NT	8 NT for ultimo proved b	NT ate destro by one.}	NT		NT	NT	2
(Clerics e	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	TURNING ABILITY O T	cast	2 3 11:12 8:12 for not turned, "T ommanding, hence CING ABII	4 5:12 " for turne e their cho	5 2:12 d, "D" for d nce-in-twelve	6 NT lestroye e of succ RY	7 NT d, "UD" cess is im	8 NT for ultimo proved b	NT ate destro by one.}	NT	NT	NT	NT	2
	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	TURNING ABILITY O T	cast	2 3 11:12 8:12 for not turned, "T ommanding, hence CING ABII	4 5:12 " for turne e their cho	5 2:12 d, "D" for d nce-in-twelve	6 NT lestroye e of succ RY	7 NT d, "UD" cess is im	8 NT for ultimo proved b	NT ate destro by one.) ance to e IN for r	NT uction.) Learn I magicians	NT	NT	NT	2
(Clerics e	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	TURNING ABILITY 0 T T Ver ratio; 5+ CH ar	or, "NT" e more co <u>CAS1</u> (Magin	2 3 11:12 8:12 for not turned, "T ommanding, hence CING ABID cians, clerics, et a	4 5:12 " for turne e their cha LITY I.)	5 2:12 d, "D" for d nce-in-twelve SORCE	6 NT destroye e of succ RY C	7 NT d, "UD" cess is im	8 NT for ultimo proved b Cha (See	NT ate destru by one.) ince to e IN for r	NT uction.) Learn I magicians	NT New Sp et al.; see Bonus S	NT ell: e WS for	NT	et al.) Total No. of Sp
(Clerics e	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	TURNING ABILITY O T Ver ratio; 5+ CH ar	or, "NT" e more co <u>CAST</u> (Magin Bor	2 3 11:12 8:12 for not turned, "T ommanding, hence CING ABII	4 5:12 " for turne e their cha LITY I.) Total Ca	5 2:12 d, "D" for d nce-in-twelve SORCE CASTING ABILITY No. of Sp st Per Da	6 NT destroye e of succ RY C pells by	7 NT d, "UD" cess is im	8 NT for ultimo proved b Cha (See No. o ast Per	NT ate destru- by one.) ince to e IN for r f Spell: Day	NT uction.) Learn I magicians	NT	NT ell: e WS for	NT	et al.) Total No. of Sp Cast Per Da
(Clerics e PELLS CAS Spell Level	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	TURNING ABILITY O T Ver ratio; 5+ CH ar	or, "NT" e more co <u>CAST</u> (Magin Bor	2 3 11:12 8:12 for not turned, "T ommanding, hence CING ABID cians, clerics, et a nus Spells	4 5:12 " for turne e their cha LITY I.) Total Ca	5 2:12 d, "D" for d nce-in-twelve SORCE	6 NT destroye e of succ RY C pells by	7 NT d, "UD" cess is im	8 NT for ultimo proved b Cha (See	NT ate destru- by one.) ince to e IN for r f Spell: Day	NT uction.) Learn I magicians	NT New Sp et al.; see Bonus S	NT ell: e WS for	NT	et al.) Total No. of Sp
(Clerics e PELLS CAS Spell Level 1	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	TURNING ABILITY O T Ver ratio; 5+ CH ar	or, "NT" e more co <u>CAST</u> (Magin Bor	2 3 11:12 8:12 for not turned, "T ommanding, hence CING ABID cians, clerics, et a nus Spells	4 5:12 " for turne e their cha LITY I.) Total Ca	5 2:12 d, "D" for d nce-in-twelve SORCE CASTING ABILITY No. of Sp st Per Da	6 NT destroye e of succ RY C pells by	7 NT d, "UD" cess is im	8 NT for ultimo proved b Cha (See No. o ast Per	NT ate destru- by one.) ince to e IN for r f Spell: Day	NT uction.) Learn I magicians	NT New Sp et al.; see Bonus S	NT ell: e WS for	NT	et al.) Total No. of Sp Cast Per Da
(Clerics e PELLS CAS' Spell Level 1 2	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	TURNING ABILITY O T Ver ratio; 5+ CH ar	or, "NT" e more co <u>CAST</u> (Magin Bor	2 3 11:12 8:12 for not turned, "T ommanding, hence CING ABID cians, clerics, et a nus Spells	4 5:12 " for turne e their cha LITY I.) Total Ca	5 2:12 d, "D" for d nce-in-twelve SORCE CASTING ABILITY No. of Sp st Per Da	6 NT destroye e of succ RY C pells by	7 NT d, "UD" cess is im	8 NT for ultimo proved b Cha (See No. o ast Per	NT ate destru- by one.) ince to e IN for r f Spell: Day	NT uction.) Learn I magicians	NT New Sp et al.; see Bonus S	NT ell: e WS for	NT	et al.) Total No. of Sp Cast Per Da
(Clerics e PELLS CAS' Spell Level 1 2 3	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	TURNING ABILITY 0 T T Ver ratio; 5+ CH ar	or, "NT" e more co <u>CAST</u> (Magin Bor	2 3 11:12 8:12 for not turned, "T ommanding, hence CING ABID cians, clerics, et a nus Spells	4 5:12 " for turne e their cha LITY I.) Total Ca	5 2:12 d, "D" for d nce-in-twelve SORCE CASTING ABILITY No. of Sp st Per Da	6 NT destroye e of succ RY C pells by	7 NT d, "UD" cess is im	8 NT for ultimo proved b Cha (See No. o ast Per	NT ate destru- by one.) ince to e IN for r f Spell: Day	NT uction.) Learn I magicians	NT New Sp et al.; see Bonus S	NT ell: e WS for	NT	et al.) Total No. of Sp Cast Per Da
(Clerics e PELLS CAS' Spell Level 1 2 3 4	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	TURNING ABILITY 0 T T Ver ratio; 5+ CH ar	or, "NT" e more co <u>CAST</u> (Magin Bor	2 3 11:12 8:12 for not turned, "T ommanding, hence CING ABID cians, clerics, et a nus Spells	4 5:12 " for turne e their cha LITY I.) Total Ca	5 2:12 d, "D" for d nce-in-twelve SORCE CASTING ABILITY No. of Sp st Per Da	6 NT destroye e of succ RY C pells by	7 NT d, "UD" cess is im	8 NT for ultimo proved b Cha (See No. o ast Per	NT ate destru- by one.) ince to e IN for r f Spell: Day	NT uction.) Learn I magicians	NT New Sp et al.; see Bonus S	NT ell: e WS for	NT	et al.) Total No. of Sp Cast Per Da
(Clerics e PELLS CAS Spell Level 1 2 3	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	TURNING ABILITY 0 T T Ver ratio; 5+ CH ar	or, "NT" e more co <u>CAST</u> (Magin Bor	2 3 11:12 8:12 for not turned, "T ommanding, hence CING ABID cians, clerics, et a nus Spells	4 5:12 " for turne e their cha LITY I.) Total Ca	5 2:12 d, "D" for d nce-in-twelve SORCE CASTING ABILITY No. of Sp st Per Da	6 NT destroye e of succ RY C pells by	7 NT d, "UD" cess is im	8 NT for ultimo proved b Cha (See No. o ast Per	NT ate destru- by one.) ince to e IN for r f Spell: Day	NT uction.) Learn I magicians	NT New Sp et al.; see Bonus S	NT ell: e WS for	NT	et al.) Total No. of Sp Cast Per Da

(Magician categories include cryomancer, illusionist, necromancer, pyromancer, and witch spell lists; cleric categories include druid spell list.) (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.)

	<u>[}</u>]			LLS DWN	20 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		
Spell	Level	Other No	tes (e.g., range, duration)	Spell	Level	Other Not	es (e.g., range, duration)
			, ,, ,, ,, ,, ,,				
92. 1							
.				10	-		
9 <u>2</u> 97							
-							
					_		
1 <u>0</u> 27						15 5	
2 2							
	_						
8				-			
đ. 12							
1. If a sorcerer casts from mu	 tiple spell catego	 ries, note here;	e.g., a bard might note D1 for a	level 1 druid spell. EMORIZED		E	9.0
Level 1	Level 2				Level 5		Level 6
	Level 2	0	Level 3	Level 4	Level 5		Level o
					<i></i>		
			٥	٥			
					0		
					<i>.</i>		
					Salt		*
	 NTS		10% XP Bonus?		St.		
EXPERIENCE POI	 <u>NTS</u>		10% XP Bonus? (Y) or (N):_Y6	es Miscella	neous Notes o	and Calculat	ions
	 		10% XP Bonus? (Y) or (N):_Ye	es Miscella	neous Notes o	and Calculat	ions
			10% XP Bonus? (Y) or (N): Ye		neous Notes o	and Calculat	ions

<u>HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS</u>

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

ASTONISH	ING SWORD	SMEN AND SORCERER	S OF HYPERBOREA [™]
	CHARACTER	PORTRAIT BACKGROU	
PHYSIQUE Gender: Female Age: 21 Height: 5'8" Weight: 145 Hair: auburn Eyes: blue Distinguishing Features: clear eyes, lustrous hair		Other Notes (e.g. noblewoman from Fle	
		assailed by winged dæmons from Tro	gos, sky ship crashed, and crew killed
*		travelled to Khromarium, where she f	ound a home with cult of Apollo and Artemis
Weapons, Armour, Gear	J.~	¢ ((Magic Items
plate mail	(40 lbs.) iron rati		
silver dagger	1	bly symbol of Artemis	amulet of undead turning (TA 3) (1 lb
composite short bow	(2 lbs.)		
arrow quiver	(1 lb.)		
arrows ×12	(1 lb.)		
backpack	(2 lbs.)		
soft leather pouch	(3 lbs.)		
pry bar large sack	(3 105.)		
tinderbox	(1 lb.)		
torches ×3	(1 lb.) (3 lbs.)		
wineskin (full)	(3 lbs.)		
belt	(1.00.)		
riding boots	(1 lb.)		2
fine cape	(1 lb.)		
normal clothing	(3 lbs.)		
tabard			
2000 100			Total Calculated Encumbrance: 74 ll





66

Platinum (pp):_

Gems and Jewellery: <u>100-gp</u> sapphire

arrows

Supplies (per day)

Water / Wine:



		A	STO	ONIS	HIN	G	SWO	RDS	ME	A	ND S	OR	CER	ERS	OF				
Player Name:			ß	7	7	7	F	T	-	3	$\langle \rangle$		I	Z	ר <u>ו</u>		s: <u>Palad</u> e: <u>Amaz</u> l: <u>7</u>		
<u>Character Name</u> :	doros		4	, -		-		ליש	/		- ,		1-		U	Align	.: Lawfu	ıl Good	
15 DX Attace 15 DX Chiss 16 CN Pois 10 IN Lan 14 WS Willp 14 WS Willp 17 CH React. 17 CH Maxim	ck mo lee) age ac sile) nce ac sile) nce ac son ac agician agi	od.:_ dj.:_ dj.:_ dj.:_ ell:_ al: yalty ench	+1 +1 +1 +1 +1 1 ±0 E	Test of Frauma Test of P Bonus s (Magicic Bonus s (Clerics o	DX: survive CN: pells: pells: et al.)	<u>3:6</u> <u>3:6</u> <u>-</u>	Player Feat of 3 Feat of C S5% Feat of C	ST: DX: N: +1	4% 5% 	SAVING TH Saving TH Saving (((((((((((((((((((NG T Solution (1) S (1) S (Modii EATH (A RANSF(EVICE VOIDA ORCER	f <u>iers</u> : death m DRMA MCE (b Y (spell: modifie	TION (f I rings, f reath w s, scroll ers: <u>othe</u>	HD eath ray, petrifacti rods, sta pns., ray spells, su	ion, poly ves, wa v guns, s upernate	rmorph) nds) come spe ural / sp +1 <u>MOV</u> (×2 if r	ells, som ell-like c <u>EME</u>	e traps) ibilities) <u>NT</u> iharging)
7 FIGHTING ABILITY Weapon Masteries /				Skills: lo	ng swor	rd (mi	astery),	Z	2 ACVS. MI Armour		hield: \underline{P}	2 AC VS. MISSI late mai			÷			20 Ement	MV
(Fighters et al.) composite short bow (n		n-fight y)	ers)					L	Damage	e Redu	ction:	2	Other	AC Mo	difiers:	+1 vs.]	Evil,		
	_ Un	skille	ed Wea	apon A	ttack Pe	enalt	y:	,	+1 mele	ee w/ of	f-hand p	arry							
			 				> <u>WE</u>	APO	N CO	MBA	<u>r</u> <	~			Ð	//////	Ø		
Melee Weapon Skill	i -		Wea		Atta	S240 22	Attack Modifier	s Do	mage	Othe	er Note:	s (e.g., 1	wo-hand	ded dan	nage, sp	ecial mo	odifiers)		
+1 long sword			2		2/1		+3	1	d8+3	1d10	+3 two-h	anded,	casts lig	ht in 20	-ft. radiu	15			
+1 long sword			2		2/1		±0	1	d8+3	two-1	veapon fi	ighting (primary	r), casts	light in 2	20-ft. ra	dius		
+1 dagger			1		3/2		-2	1	d4+2	two-1	veapon fi	ighting (seconda	ry), cas	ts light i	n 10-ft.	radius		
+1 dagger			1		3/2		+2	1	d4+2	casts	light in 1	0-ft. rad	lius						
3-					<u></u>	_		-											
Missile Weapon Skil	II		Ran (S/N		Atta Rate	3672	Attack Modifier	s Do	ımage	Othe	er Note:	s (e.g.,	point bla	ank rang	ge, speci	al modi	fiers)		
+1 dagger			10/20)/30	3/2		+2	1	d4+2	casts	light in 1	0-ft. rad	lius						
composite short bow			60/120	0/180	5/2		+2	1	d6+1	+1 at	tack bon	us at po	int-blan	k range	(6-30 fe	eet),			
(Some melee weapons als	so are i	missile	weapon	s; e.g. do	gger, hai	nd axe		MBA	T MA	£	tack and K	damage	with +2	2 arrow	s				
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 4		5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22

(Apply weapon's "Attack Modifier" to d20 attack roll.)

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Line and the second				\supset	CLA							
				8	ABILI	<u>IIES</u>						
Ability Name	Brief	Descriptio	n of Ability, (Chance o	of Succes	s, Savi	ng Thre	ow, Oth	er Note	s		24
Attack rate		elee attack r										
Divine protection	immu	ine to natura	l diseases, +2 b	onus to a	ll saves, +	-1 AC vs	. Evil ci	reatures				
Healing hands	heal 1	4 hp ×1 per	day, cure disea	se ×1 per	week							
Honour			code of honour	_		nood						
Horsemanship	can fig	ght from the	saddle, can ur	ge mount	to nimbl	e feats o	n the ba	attlefield,	and is ex	perienced	in close-ord	lered charges
Sense Evil	60 ft.	-		-						_		-
Valiant resolve	immu	ine to magic	ally induced fea	ır								
Neapon mastery	long s	word, comp	osite short bow	7								
Righteous wrath	+7 da	mage on cha	rge attack vs. E	vil foes								
Sacred mount			f superior heal		ceptional	wisdom						
Turn undead	×3 per		-		-							
Sorcery	cleric											
<u>TURN</u> (Clerics e		3 URNING ABILITY	A					<i></i>				
	t al.)		<u> </u>		1 1					10		
	Undead Type	URNING		URN L	UNDEA 5	AD MA	ATRI 7	X 8	9	10 11	12	13
	t al.)		<u> </u>	4	1 1				9 NT	10 11 NT NT		13 NT
	Undead Type Chance to Turn Undead	0 1 T T	T 2 3 11:12 8:12	4 2 5:12	5 2:12	6 NT	7 NT	8 NT	NT	NT NT		13
	Undead Type Chance to	0 1 T T	T 2 3 11:12 8:12	4 2 5:12	5 2:12	6 NT	7 NT	8 NT	NT	NT NT		13
	Undead Type Chance to Turn Undead	0 1 T T	T 2 3 11:12 8:12	4 2 5:12 T" for turning their characteristics	5 2:12 ed, "D" for ance-in-twe	6 NT destroye lve of suc	7 NT	8 NT	NT	NT NT		13
	Undead Type Chance to Turn Undead	0 1 T T	T 2 3 11:12 8:12	4 2 5:12 T" for turning their characteristics	5 2:12	6 NT destroye lve of suc	7 NT	8 NT	NT	NT NT		.6
(Clerics e	t al.) Undead Type Chance to Turn Undead (Chance-in-twelve (Sorcerers of 15+	0 1 T T T ratio; or, "NT CH are more CAS	T 2 3 11:12 8:12	4 2 5:12 T ^e for turnice their che	5 2:12 ed, "D" for ance-in-twe	6 NT destroye live of suc	7 NT	8 NT for ultimati proved by	NT e destruct one.)	NT NT		NT
	t al.) Undead Type Chance to Turn Undead (Chance-in-twelve (Sorcerers of 15+	0 1 T T ratio; or, "NT CH are more <u>CAS</u> (Mag	T 2 3 11:12 2:12 3:12 2:	4 2 5:12 T" for turnice their cho LITY al.)	5 2:12 ed, "D" for ance-in-twe SORC	6 NT destroye live of suc	7 NT d, "UD" cess is im	8 NT for ultimat proved by Chan (See	NT e destruct one.) ce to Le IN for ma	NT NT	T NT	NT
(Clerics e	t al.) Undead Type Chance to Turn Undead (Chance-in-twelve (Sorcerers of 15+	0 1 T T T T T T CAS (Mag	T 2 3 11:12 2:12 3:12 2:	4 2 5:12 T" for turnice their chi LITY al.)	5 2:12 ad, "D" for ance-in-twe SORC:	6 NT destroye live of suc ERY 6 Spells Day	7 NT d, "UD" cess is im	8 NT for ultimati proved by	NT e destruct one.) ce to Le IN for ma Spells Day	NT NT ion.) earn New gicians et al., Bonu	T NT	NT

(Magician categories include cryomancer, illusionist, necromancer, pyromancer, and witch spell lists; cleric categories include druid spell list.) (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.)

	<u> </u>			PELLS NOWN				
Spell	Leve	I ¹ Other No	otes (e.g., range, duration	n) Spell	Level	Other Not	es (e.g., range, d	luration)
light	1	R 120 ft., D						
57. 12.								
		_		_				
왕				_	 			
200 		_		_	_			
3 6		_		_				
		_		_	 	1.00		
25 97					-			
17		-		_				
8					 			
1 								
				_				
3								
19								
2 2								
1. If a sorcerer casts from	multiple spell cate	gories, note here,	e.g., a bard might note D1 f	or a level 1 druid s MEMORIZI			9)
Level 1	Level 2		Level 3	Level 4	Level 5		Level 6	
					Level 3		Level O	
*								
30			-					
00								
3 								~
<i>1</i> 0					(C)	· · · ·	S	

EXPERIENCE POINTS

EXPERIENCE POINTS

108,800



Miscellaneous Notes and Calculations

HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS T.

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
Heavy Warhorse	AL N; SZ L; MV 20; DX 8; AC 6; DR 1; HD 3+3 (hp 27); #A 3/1 (hoof/hoof/bite); D 1d8/1d8/1d3; SV 15; ML 12; XP 90.
(sacred mount)	Special: Can treble MV in short bursts. Gear: bit and bridle, war saddle, saddle bags, saddle blanket, horseshoes ×4.
5 9	

ASTONIS	IING SWOR	DSMEN AND	SORCERER	S OF HYPERBOREA [™]	I
PHYSIQUE Gender: Female Age: 24 Height: 5'8" Weight: 145 Hair: auburn Eyes: blue Distinguishing Features: clear eyes, lustrous hair		ER PORTRAIT	BACKGROU Secondary Skill navigator Languages Kno Common, Heller Religion: Artemis (Dyadic Other Notes (e., noblewoman from Flu- nongst crew of a sky ship inged dæmons from Tro	ND s: win: ic (Amazon) Cult of Consanguine Divinity) g., homeland, clan, history): pating Island of Paradoxon o destined for mainland Hyperborea gos, sky ship crashed, and crew killed	
	- A	EQUIPA		iound a home with cult of Apollo and Artem	is
Weapons, Armour, Gear				Magic Items	
plate mail		r holy symbol of Artemis		+1 dagger	(1 lb.)
composite short bow	(2 lbs.)			+1 long sword	(4 lbs.)
arrow quiver	(1 lb.)			+2 arrows ×5	
arrows ×7				potion of invincibility	18
backpack	(2 lbs.)				
soft leather pouch					12
pry bar	(3 lbs.)				
large sack					
tinderbox	(1 lb.)			2	
torches ×2	(2 lbs.)				
wineskin (full)	(4 lbs.)				
belt					
riding boots	(1 lb.)				15
fine cape	(1 lb.)				73 10
normal clothing	(3 lbs.)				
tabard					1.0
iron rations	(5 lbs.)				15
COINAGE Copper (cp): 9 Silver (sp): 16		Ammunition (arrows	s, bolts, bullets, darts, et	Total Calculated Encumbrance:	75 lbs.
Electrum (ep):6	Ne. J.Men	+2 arrows			
Gold (ap): 430	MAR MAN	<u>.</u>			HIL

Supplies (per day)

Water / Wine: Rations: 00000000000000 Animal Feed: ______



10-gp hematites ×4, **10-gp moss agates** ×2,

Gold (gp):_

Platinum (pp):_

430

62

Gems and Jewellery: 10-gp eye agates ×3,

10-gp rhodochrosites ×3



		ļ	STC	ONIS	SHIN	IG S	SWO	RDS	ME	N AI	ND S	SOR	CER	ERS	OF				
<u>Player Name</u> : <u> Character Name</u>		ſ	<i>\$</i>	7	7	7	Ĩ	1		3	$\langle \rangle$		I	F	<u>ה</u>	м Clas Raci Leve	e: <u>Kimn</u>		/
Nikomedes the La			4	1						~	_ /	L]			Align	.: <u>Lawf</u> u	ıl Good	
ATTRIBUTES 16 STEENGTH ST C 16 DEXTERITY DX C 12 CONSTITUTION 12 INTELLIGENCE IN 14 WISDOM WS V	<u>S</u> Attack (Melee) Damage Attack (Missile) Defence HF Poisor Langu Learn (Magid Villpwr. Learn (Cleric eact. / aximun	mod.:_ a adj.:_ a adj.:_ a adj.:_ a adj.:_ spell: spell: spel	+1 +1 ±0 1 ±0 ±0 ± ± ; `` ± ``` ± ````` ``````````	Test of Trauma Test of Bonus s (Clerics +1 8	DX: surviva CN: pells: et al.) Jndeaco (Clerics	3:6 3:6 11: 7: 2:6 F - - - - - - - - - - - - -	ng adj.:_	ST: DX:1 N: A1	4% 6%	SAVI 16 Saving Saving (((((((((((((NG T S Throw (1) (1) (1) (1) (1) (1) (1) (1)	Modi EATH (RANSF EVICE VOIDA ORCER Throw	fiers: death m ORMA (magica NCE (b Y (spell modifi	TION (_I I rings, I oreath w s, scroll ers: <u>othe</u>	HD eath ray, oetrifact rods, sta pns., ray spells, si	upernat	vmorph) nds) some spo ural / sp <u>MOV</u> (×2 if ro	ells, som	e traps) abilities) <u>NT</u>
(Fighters et al.) bastard sword (ma		Non-figh	ters)					I	Damage	e Redu	ction:	1	Other	AC Mo	difiers	+1 mel	ee w/ <i>of</i>	f-hand p	arry
		Unskill	ed Wed	apon A	ttack P	enalty	\$2	APO	N CO.	MBA	<u>r</u> «	Contraction of the last of the					Ø		
Melee Weapon	Skill		Wea		Atta Rat		Attack Modifier	s Do	amage	Othe	r Note	<mark>s (</mark> e.g., 1	wo-han	ded dan	nage, sp	oecial mo	odifiers)		
bastard sword			3		3/2		+2	1	d8+2	2d6+2	2 two ha	nded							
			1		1/1		+1		d4+1										
Missile Weapon	Skill		Ran		Atta		Attack Modifier	Do	amage	Othe	r Note:	s (e.g., j	point ble	ank rang	ge, spec	ial modi	fiers)		
dagger			(S/A 10/20		Rat 3/2		+1	5	d4+1										
			_ 5, 20																
(Some melee weap	ons also c	ıre missil	e weapon	ıs; e.g. da	ngger, ha	nd axe.		MBA	T MA	TRIX	5								
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	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

(Apply weapon's "Attack Modifier" to d20 attack roll.)

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particular produces	Ray Contraction					A	BILITII	ES			Marking and an		2	Ì	Territoria (Territoria
Ability Name	Bri	ief Desc	ription	of Abi	ility, Ch	ance of	Success, S	aving Th	row, Ot	her No	tes				
ttack rate						3/2 at 7 th 1									
Iorsemanship							o nimble fea	ats on the l	oattlefield	d, and is	experie	nced in c	close-ord	ered cha	arges
Iounted charge		-			-		roll (+3 vs.				-				0
kilful defender	+1	AC whe	n clad ii	n mediu	m or he	avy armo	ur								
nbreakable willpo	wer imi	nune to	the effe	cts of m	agically	induced j	fear								
Veapon mastery	lan	ce, basta	rd swor	ď											
<u>TURN I</u> (Clerics et		TURNING)T/	4	(
		TURNING ABILITY)1/	A	(<u>TU</u>		NDEAD	MATR	IX	×					
				2	(<u>TU</u> 3	RN UN	NDEAD 5 6	I -	<u>IX</u> 8	9	10	11	12	13	
	undead Type Chance to	ABILITY		2		Î	1	I -	1	9	10	11	12	13	
	Undead Type Chance to Turn Undead	ABILITY			3	4	5 6	7	8			11	12	13	
	undead Type Chance to	ABILITY			3	4	5 6	7	8			11	12	13	
	Undead Type Chance to Turn Undead	ABILITY			3	4 for turned,	5 6 , "D" for desi ce-in-twelve o	troyed, "UD f success is i	8			11	12	13	
	Undead Type Chance to Turn Undead	ABILITY			3	4 for turned,	5 6	troyed, "UD f success is i	8			11	12	13	
	Undead Type Chance to Turn Undead	ABILITY 0 Ive ratio; t 5+ CH arc	or, "NT" e more co	for not tu ommandii	3 rrned, "T" ng, hence	4 for turned, their chan S <u>ITY</u>	5 6 , "D" for desi ce-in-twelve o	Troyed, "UD f success is i	8 " for ultimm mproved b	ate destru by one.)	ction.)				
	Undead Type Chance to Turn Undead	ABILITY 0 Ive ratio; t 5+ CH arc	or, "NT" e more co	for not tu ommandii	3 rrned, "T" ng, hence	4 for turned, their chan S <u>ITY</u>	5 6 , "D" for desi ce-in-twelve o	troyed, "UD f success is i	8 " for ultimm mproved b	ate destru by one.)	ction.)		12 ell:		
	al.) Undead Type Chance to Turn Undead (Chance-in-twei (Sorcerers of 1	ABILITY 0 Ive ratio; t 5+ CH arc	or, "NT" e more co	for not tu ommandii	3 rrned, "T" ng, hence	4 for turned, their chan S <u>ITY</u>	5 6 , "D" for dest ce-in-twelve o ORCER	Troyed, "UD f success is i	8 " for ultimm mproved b	ate destru by one.)	ction.)				
(Clerics et	al.) Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	ABILITY 0 Ive ratio; 5+ CH arc	or, "NT" e more co <u>CAST</u> (Magi	for not tu ommandii	ABIL rrics, et al	4 for turned their chan S <u>S</u> <u>LITY</u> Total N Cas	5 6 , "D" for desl ce-in-twelve o ORCER (ASTING ABILITY No. of Spe t Per Day	rroyed, "UD f success is i Y CA	" for ultim mproved I Cha (Se e No. o Cast Per	ate destru by one.) ince to e IN for n f Spells Day	ction.) Learn N nagicians		ell:	lerics et a	al No. of Spel Cast Per Day
(Clerics et (Clerics et (Clerics et Clerics et (Clerics et (Cleri	al.) Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	ABILITY 0 Ive ratio; 5+ CH arc	or, "NT" e more co <u>CAST</u> (Magi	for not tu ommandii CING cians, clei	ABIL rrics, et al	4 for turned their chan S <u>S</u> <u>LITY</u> Total N Cas	5 6 , "D" for desi ce-in-twelve o ORCER (ASTING ABILITY No. of Spe	rroyed, "UD f success is i Y CA	" for ultim mproved I Cha (Se e No. o	ate destru by one.) ince to e IN for n f Spells Day	ction.) Learn N nagicians	New Spo et al.; see Bonus S	ell:	lerics et a	al No. of Spel
(Clerics et (Clerics et C C C C C C C C C C C C C	al.) Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	ABILITY 0 Ive ratio; 5+ CH arc	or, "NT" e more co <u>CAST</u> (Magi	for not tu ommandii CING cians, clei	ABIL rrics, et al	4 for turned their chan S <u>S</u> <u>LITY</u> Total N Cas	5 6 , "D" for desl ce-in-twelve o ORCER (ASTING ABILITY No. of Spe t Per Day	rroyed, "UD f success is i Y CA	" for ultim mproved I Cha (Se e No. o Cast Per	ate destru by one.) ince to e IN for n f Spells Day	ction.) Learn N nagicians	New Spo et al.; see Bonus S	ell:	lerics et a	al No. of Spel Cast Per Day
(Clerics et (Clerics et PELLS CAST Spell Level 1 2	al.) Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	ABILITY 0 Ive ratio; 5+ CH arc	or, "NT" e more co <u>CAST</u> (Magi	for not tu ommandii CING cians, clei	ABIL rrics, et al	4 for turned their chan S <u>S</u> <u>LITY</u> Total N Cas	5 6 , "D" for desl ce-in-twelve o ORCER (ASTING ABILITY No. of Spe t Per Day	rroyed, "UD f success is i Y CA	" for ultim mproved I Cha (Se e No. o Cast Per	ate destru by one.) ince to e IN for n f Spells Day	ction.) Learn N nagicians	New Spo et al.; see Bonus S	ell:	lerics et a	al No. of Spel Cast Per Day
(Clerics et (Clerics et Spell Level 1 2 3	al.) Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	ABILITY 0 Ive ratio; 5+ CH arc	or, "NT" e more co <u>CAST</u> (Magi	for not tu ommandii CING cians, clei	ABIL rrics, et al	4 for turned their chan S <u>S</u> <u>LITY</u> Total N Cas	5 6 , "D" for desl ce-in-twelve o ORCER (ASTING ABILITY No. of Spe t Per Day	rroyed, "UD f success is i Y CA	" for ultim mproved I Cha (Se e No. o Cast Per	ate destru by one.) ince to e IN for n f Spells Day	ction.) Learn N nagicians	New Spo et al.; see Bonus S	ell:	lerics et a	al No. of Spel Cast Per Day
(Clerics et PELLS CAST Spell Level 1 2	al.) Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	ABILITY 0 Ive ratio; 5+ CH arc	or, "NT" e more co <u>CAST</u> (Magi	for not tu ommandii CING cians, clei	ABIL rrics, et al	4 for turned their chan S <u>S</u> <u>LITY</u> Total N Cas	5 6 , "D" for desl ce-in-twelve o ORCER (ASTING ABILITY No. of Spe t Per Day	rroyed, "UD f success is i Y CA	" for ultim mproved I Cha (Se e No. o Cast Per	ate destru by one.) ince to e IN for n f Spells Day	ction.) Learn N nagicians	New Spo et al.; see Bonus S	ell:	lerics et a	al No. of Spe Cast Per Day

(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.)

	1 0 <u>-</u>				ells own		2 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		3 9 3	
Spell		Level	Other No	tes (e.g., range, duration)	Spell		Level	Other No	tes (e.g., range	duration)
open		Lever	Officer Pro-	les (e.g., runge, undion)	open		Lever	Onler Ho	les (e.g., runge	durantity
-							_			
2										
								<u>.</u>		
;					-		-			
n										
9								0		
5							_			
6 7 7		-						85 15		
27 27								<u>.</u>		
5										
2										
1. If a sorcerer cas	ts from mul	tiple spell categoi	ries, note here;	e.g., a bard might note D1 for <u>SPELLS M</u>				E	D	D
Level 1	2	Level 2		Level 3	Level 4		Level 5		Level 6	
2					-		-	0		
			0				1			
7- 9					1		5			
					-		(C)		CT	
ž						- P	Stor		*	
EXPERIENC	E POII	<u>NTS</u>		10% XP Bonus? (Y) or (N): <u>Y</u>	es Auto	Miscellan	eous Notes c	ınd Calcula	tions	
1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1	0		XP	2,250						

HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

bes

A EXPERIENCE POINTS A Line Line

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

XP NEEDED FOR NEXT LEVEL

ASIUNIS	SHING SWORD	SMEN AND SO	RCERERS OF HYPE	KBUKEA
ASIUNIS PHYSIQUE Gender: Male Age: 40 Height: 6'1" Weight: 180 lbs. Hair: black	CHARACTER	PORTRAIT BA	ACKGROUND condary Skills: uard nguages Known: ommon, Hellenic (Kimmerian)	
Eyes: grey Distinguishing Features: resonant voice		comm Nikomede did not travel far befo	ther Notes (e.g., homeland, clan, hi anding officer's son banished from K s, who passed judgment, assigned to a re criminal attacked lawgiver, resultir carousing as city guard in Khromarium	immerian Steppe ccompany the exile g in exile's death
-W		EQUIPAGE		
Weapons, Armour, Gear		EQUIPAGE	Magic Items	
Weapons, Armour, Gear scale armour	(25 lbs.)	<u>EQUIPAGE</u>	Magic Items	
	(25 lbs.) (1 lb.)	EQUIPAGE	Magic Items	
scale armour dagger		EQUIPAGE	Magic Items	
scale armour dagger bastard sword	(1 lb.)	EQUIPAGE	Magic Items	
scale armour dagger bastard sword backpack	(1 lb.) (5 lbs.)	EQUIPAGE	Magic Items	
scale armour dagger bastard sword backpack bandages	(1 lb.) (5 lbs.)	EQUIPAGE	Magic Items	
scale armour dagger bastard sword backpack bandages hooded lantern	(1 lb.) (5 lbs.) (2 lbs.)	EQUIPAGE	Magic Items	
scale armour dagger bastard sword backpack bandages hooded lantern lamp oil	(1 lb.) (5 lbs.) (2 lbs.) (2 lbs.)	EQUIPAGE	Magic Items	
scale armour dagger bastard sword backpack bandages hooded lantern lamp oil soft leather pouch	(1 lb.) (5 lbs.) (2 lbs.) (2 lbs.)	EQUIPAGE	Magic Items	
scale armour dagger bastard sword backpack bandages hooded lantern lamp oil soft leather pouch tinderbox	(1 lb.) (5 lbs.) (2 lbs.) (2 lbs.) (1 lb.)	EQUIPAGE	Magic Items	
scale armour dagger bastard sword backpack bandages hooded lantern lamp oil soft leather pouch tinderbox wineskin (full)	(1 lb.) (5 lbs.) (2 lbs.) (2 lbs.) (1 lb.) (1 lb.)	EQUIPAGE	Magic Items	
scale armour dagger bastard sword backpack bandages hooded lantern lamp oil soft leather pouch tinderbox wineskin (full) belt	(1 lb.) (5 lbs.) (2 lbs.) (2 lbs.) (1 lb.) (1 lb.)	EQUIPAGE	Magic Items - <td< td=""><td></td></td<>	
scale armour dagger bastard sword backpack bandages hooded lantern lamp oil soft leather pouch tinderbox wineskin (full) belt normal boots	(1 lb.) (5 lbs.) (2 lbs.) (2 lbs.) (1 lb.) (1 lb.) (4 lbs.) (1 lb.)	EQUIPAGE	Magic Items	
scale armour dagger bastard sword backpack bandages hooded lantern lamp oil soft leather pouch tinderbox wineskin (full) belt normal boots normal clothing	(1 lb.) (5 lbs.) (2 lbs.) (2 lbs.) (1 lb.) (1 lb.) (4 lbs.) (1 lb.) (1 lb.) (3 lbs.)	EQUIPAGE	Magic Items	
scale armour dagger bastard sword backpack bandages hooded lantern lamp oil soft leather pouch tinderbox wineskin (full) belt normal boots	(1 lb.) (5 lbs.) (2 lbs.) (2 lbs.) (1 lb.) (1 lb.) (4 lbs.) (1 lb.)	EQUIPAGE	Magic Items	
scale armour dagger bastard sword backpack bandages hooded lantern lamp oil soft leather pouch tinderbox wineskin (full) belt normal boots normal clothing	(1 lb.) (5 lbs.) (2 lbs.) (2 lbs.) (1 lb.) (1 lb.) (4 lbs.) (1 lb.) (1 lb.) (3 lbs.)	EQUIPAGE	Magic Items	
scale armour dagger bastard sword backpack bandages hooded lantern lamp oil soft leather pouch tinderbox wineskin (full) belt normal boots normal clothing	(1 lb.) (5 lbs.) (2 lbs.) (2 lbs.) (1 lb.) (1 lb.) (4 lbs.) (1 lb.) (1 lb.) (3 lbs.)	EQUIPAGE	Magic Items	

Copper (cp):	
Silver (sp):	1
Electrum (ep):	
Gold (gp):	
Platinum (pp):	

Gems and Jewellery:



Ammunition (arrows, bolts, bullets, darts, etc.)

Supplies (per day)

Water / Wine: Rations: 00000000000000

Animal Feed: ______



	ASTONIS	SHIN	IG S	WOR	DS	MEN	I AN	ID S	OR	CER	ERS	OF				ž
Player Name: Character Name: Nikomedes the Lawgiver		7							I I	T	R	1	Leve	e: <u>Kim</u> el: <u>4</u>		
ATTRIBUTES 16 ST Attack mod.: (Melee) Damage adj.: 16 DX Attack mod.: (Missile) Defence adj.: 13 CN HP adj.: 12 IN Languages: (Magicians et al.)	+1 +1 Test of +1 Test of +1 Trauma ±0 Test of ±0 Bonus s (Magicia ±0 - Bonus s (Clerics	DX: survive CN: spells: ans et al.)	3:6 F 3:6 F 3:6 F 3:6 F	eat of DX	: <u>24</u> :_16	<u>%</u> (15 SAVING THR	HIGTH Throw Throw +2 DI +2 TR DI +1 AV	<u>Modif</u> EATH (d PANSFO EVICE (/OIDA)	f <u>iers</u> : death m ORMA [:] magica NCE (b	TION (F I rings, i reath w	HD eath ray, petrifact rods, sta pns., ray	ion, pol aves, wa y guns,	ymorph nds) some sp	s	ie traps)
16 (HARISMA CH React. / Loyalt Maximum hence FIGHTING ABILITY 4 FGHTING ABILITY 4 FGHTING ABILITY Weapon Masteries / New W (Fighters et al.) (Non-fighters et al.) (Non-fighters) bastard sword (mastery), compose	y adj.: <u>+1</u> hmen: <u>8</u> veapon Skills: <u>h</u>	Undead (Clerics of ance (ma nastery)	turnin et al.)				IR CL	ield: ba	2 AC VS. MISSII Inded m	MISS Al				(×2 if r	TEME Uunning / C 30 VEMENT ff-hand p	harging) MV
Melee Weapon Skill	Weapon Class	Atta Rat	5 A 1 8	Attack Aodifiers	Dai	mage	Othe	r Notes	(e.g., t	wo-hand	ded dan	nage, sp	oecial m	odifiers)	I	
bastard sword dagger lance	3 1 5	3/2 1/1 3/2		+2 +1 +2	1d	18+2 14+1 18+2		two har e damag		set vs. c	harge at	ttack, tre	eble fror	n charg	ing mou	nt
Missile Weapon Skill dagger composite short bow	Range (S/M/L) 10/20/30 60/120/180	Atta Rat 3/2 2/1	e A	Attack Aodifiers +1 +2	10	mage 14+1 16+1		r Notes ack bonu						ifiers)		
(Some melee weapons also are missi	le weapons; e.g. de	 agger, ha	nd axe.)	CON	 /IBA'	ΓΜΑ	 TRIX									
				Participation and a second	21 - D.	No statistica de la composición de la c										

TREASES AND REAL TREASE	Sal-						CLAS	s	C						Del.	PROVING RESERVED
	R.					A	BILIT	IES								/
bility Name	Bri	ief Desc	ription	of Abi	ility, Ch	ance of	Success,	. Savin	ng Thro	ow, Ot	her No	tes			23	
ttack rate						3/2 at 7 th										
orsemanship							o nimble f	feats on	1 the ba	attlefield	l, and is	experie	nced in	close-ord	dered c	harges
lounted charge	lan	ce charge	e from l	norsebad	ck at +2	to attack	roll (+3 v	vs. footr	men) a	nd trebl	e dama	ge dice				
kilful defender		-				avy armo						-				
nbreakable willpow	ver imr	mune to	the effe	cts of m	agically	induced	fear									
Veapon mastery		ce, basta					,									
<u>TURN U</u> (Clerics et c		TURNING ABILITY)1/	4	(ý	5					
	al.))1/	A	(<u>TU</u>			D MA	ATRI	x	5					
) T /	2	<u>TU</u> 3	IRN UI	NDEAI 5	D MA 6	ATRI 7	<u>X</u> 8	9	10	11	12	13	
	Undead Type Chance to	ABILITY	T	2		Î	1	. I	3		9	10	11	12	13	
	Undead Type	ABILITY	T 1 or, "NT" e more co		3	4	5	6	7	8			11	12	13	
	Undead Type Chance to Turn Undead	ABILITY	T/		3	4 for turned their char	5	6 estroyed	7	8			11	12	13	
	Undead Type Chance to Turn Undead	ABILITY		for not tu ommandii	3 rrned, "T" ng, hence	4 for turned their char	5 I, "D" for de rcce-in-twelve	6 estroyed e of succ	7 J, "UD" ess is im	8 for ultimo proved b	ate destri	iction.)				
	Undead Type Chance to Turn Undead	ABILITY	CAST		3 rrned, "T" ng, hence	4 for turned their char S	5 I, "D" for de rcce-in-twelve	6 estroyed e of succ	7	8 for ultimo proved b	ate destri	iction.)		12 Pell: e WS for c		
	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1)	ABILITY	CAST	for not tu ommandii CING	3 rrned, "T" ng, hence	4 for turned their char S	5 I, "D" for d. c.ce-in-twelve	6 estroyed e of succ	7 J, "UD" ess is im	8 for ultimo proved b	ate destri	iction.)				
(Clerics et o	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1) PER DAY Base No. of Sp Cast Per Da	ABILITY	<u>CAS</u> (Magin Bor	for not tu ommandii CING	3 rrned, "T" ng, hence ABIL rics, et al	4 for turned their char S S LITY J Total I Case	5 I, "D" for dr accein-twelve CASTING ABILITY No. of Sp st Per Da	6 estroyed e of succe RY C opells	7 H, "UD" ess is im	6 for ultimo proved b Cha (See No. o ast Per	nce to e IN for r Day	Learn 1 nagicians		ell: e WS for a	clerics et	otal No. of Sp Cast Per Da
Clerics et o Clerics et o C PELLS CAST Spell	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1) PER DAY Base No. of Sp	ABILITY	<u>CAS</u> (Magin Bor	for not tu ommandii CING cians, clei	3 rrned, "T" ng, hence ABIL rics, et al	4 for turned their char S S LITY J Total I Case	5 I, "D" for diace-in-twelve CASTING ABILITY No. of Sp	6 estroyed e of succe RY C opells	7 H, "UD" ess is im	8 for ultimo proved b Cha (See	nce to e IN for r Day	Learn 1 nagicians	New Sp et al.; see Bonus S	ell: e WS for a	clerics et	otal No. of Sp
(Clerics et o C PELLS CAST Spell Level	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1) PER DAY Base No. of Sp Cast Per Da	ABILITY	<u>CAS</u> (Magin Bor	for not tu ommandii CING cians, clei	3 rrned, "T" ng, hence ABIL rics, et al	4 for turned their char S S LITY J Total I Case	5 I, "D" for dr accein-twelve CASTING ABILITY No. of Sp st Per Da	6 estroyed e of succe RY C opells	7 H, "UD" ess is im	6 for ultimo proved b Cha (See No. o ast Per	nce to e IN for r Day	Learn 1 nagicians	New Sp et al.; see Bonus S	ell: e WS for a	clerics et	otal No. of Sp Cast Per Da
Clerics et o CELLS CAST Spell Level 1	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1) PER DAY Base No. of Sp Cast Per Da	ABILITY	<u>CAS</u> (Magin Bor	for not tu ommandii CING cians, clei	3 rrned, "T" ng, hence ABIL rics, et al	4 for turned their char S S LITY J Total I Case	5 I, "D" for dr accein-twelve CASTING ABILITY No. of Sp st Per Da	6 estroyed e of succe RY C opells	7 H, "UD" ess is im	6 for ultimo proved b Cha (See No. o ast Per	nce to e IN for r Day	Learn 1 nagicians	New Sp et al.; see Bonus S	ell: e WS for a	clerics et	otal No. of Sp Cast Per Da
(Clerics et o Clerics et o C C C C C C C C C C C C C C C C C C C	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1) PER DAY Base No. of Sp Cast Per Da	ABILITY	<u>CAS</u> (Magin Bor	for not tu ommandii CING cians, clei	3 rrned, "T" ng, hence ABIL rics, et al	4 for turned their char S S LITY J Total I Case	5 I, "D" for dr accein-twelve CASTING ABILITY No. of Sp st Per Da	6 estroyed e of succe RY C opells	7 H, "UD" ess is im	6 for ultimo proved b Cha (See No. o ast Per	nce to e IN for r Day	Learn 1 nagicians	New Sp et al.; see Bonus S	ell: e WS for a	clerics et	otal No. of Sp Cast Per Da
Clerics et o CELLS CAST Spell Level 1 2 3	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1) PER DAY Base No. of Sp Cast Per Da	ABILITY	<u>CAS</u> (Magin Bor	for not tu ommandii CING cians, clei	3 rrned, "T" ng, hence ABIL rics, et al	4 for turned their char S S LITY J Total I Case	5 I, "D" for dr accein-twelve CASTING ABILITY No. of Sp st Per Da	6 estroyed e of succe RY C opells	7 H, "UD" ess is im	6 for ultimo proved b Cha (See No. o ast Per	nce to e IN for r Day	Learn 1 nagicians	New Sp et al.; see Bonus S	ell: e WS for a	clerics et	otal No. of Sp Cast Per Da

(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.)

		3,3		DWN	[<u>]</u>	Jos a			
Spell	Level	Other Not	tes (e.g., range, duration)	Spell		Level	Other Not	es (e.g., range, du	uration)
<u>約</u> 行									
2						_	-		
te.						_			
2 <u>0</u> 90							8 6		
<u></u>						-			
						-	3		
15 (h									
92 14							6		
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ö.						_			
2 <u></u>									
							<u>.</u>		
e						-	÷		
10. 10.									
1. If a sorcerer casts from mu	ltiple spell catego	ries, note here;	e.g., a bard might note D1 for a	i level 1 druid spell. EMORIZED			E	20)
Level 1	Level 2		Level 3	Level 4		Level 5		Level 6	
	LOTOTZ			Leven		Levere			
0									
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		0				Col	$\supset)$		A A
	I		L	650		-		*	D
EXPERIENCE POI	NTS		10% XP Bonus?	112010		NET IN	a see a saada		

EXPERIENCE POINTS

EXPERIENCE POINTS

60

13,200



Miscellaneous Notes and Calculations

HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
Light Warhorse	AL N; SZ L; MV 30; DX 9; AC 7; HD 2+3 (hp 9); #A 3/1 (hoof/hoof/bite); D 1d6/1d6/1d3; SV 16; ML 9; XP 41.
40 40	Special: Can treble MV in short bursts. Gear: lance, bit and bridle, war saddle, saddle blanket, horseshoes ×4.

PHYSIQUE	<u>CHARAC</u>	CTER PORTRAIT	BACKGROUN Secondary Skills guard	
Gender: Male	The second second		Languages Know	
Age: <u>42</u> Height: <u>6'1"</u> Weight: <u>180 lbs.</u> Hair: <u>black</u> Eyes: <u>grey</u> Distinguishing Features:			×D	c (Kimmerian)
resonant voice	Je 1	h-	travel far before criminal attac	dgment, assigned to accompany the exile ked lawgiver, resulting in exile's death guard in Khromarium, where he found no satisfaction
Weapons, Armour, Gear		Ale -		Magic Items
banded mail		wineskin (full)	(4 lbs.)	
dagger	· · · · ·	belt	(1.11.)	
bastard sword		riding boots	(1 lb.)	
composite short bow		normal clothing	(3 lbs.)	
arrow quiver		iron rations	(5 lbs.)	
arrows ×12		spurs ×2		
backpack	(2 lbs.)			-
bandages blanket	(2.11)			
small hammer	(3 lbs.)	1		
hooded lantern	(2 lbs.)			
8	(2 lbs.)			
lamp oil ×2	(2 lbs.)			
soft leather pouch				
large sack				
small sack				
	(3 lbs.) (1 lb.)			

Copper (cp): 3 Silver (sp): 3 Electrum (ep): 4 Gold (gp): 44 Platinum (pp): 24

Gems and Jewellery:



Supplies (per day)

arrows



	ASTO	ONIS	HIN	IG S	SWOI	RDS	ME	N AN	ID S	OR	CER	ERS	OF				
Player Name:	R	M	7	7	F.	I	Fr	2	0)	E	T	B	7		s: <u>Cata</u> e: <u>Kimr</u> el: 7		
Character Name:]		じ	70	IJĮ	5			Л	P	2	1		129	ul Good	
Nikomedes the Lawgiver				- 1	Player	Cho	aract	er Sh	eet					Angr	III DUIT		
ATTRIBUTES 15 STRENGTH ST Attack mo (Melee) Damage ad	d.: <u>+1</u> j:: <u>+1</u>	Test of	ST:	3:6	Feat of S	5 T : <u>2</u>		13 SAVING THR		1		HIT C d 10 HIT DIE TYPE	HD		50		HP
15 DEXTERITY DESTERITY Defence ad	d.: <u>+1</u> di.: +1	Test of	DX:	3:6	Feat of D	X:	5%	Saving	<u>g Throw</u>					/	HIT POINT		
	<i>ij.:</i> 1 ij.:01	Frauma	survivo	al: <u>7</u>	5%		1		\preceq			agic, de TION (j				on, radio	ation)
13 INTELLIGENCE IN Languag Learn spo (Magician)	es: ell:	Bonus s (Magicia	pells: <u>-</u> ms et al.)	6					∑¤	EVICE	(magica	l rings, i	rods, sta	ives, wa	nds)		
15 WISDOM WS Learn spec (Clerics et							($\left(\right)$	+1) A	VOIDA	NCE (b	oreath w	pns., ray	y guns,	some sp	ells, som	e traps)
	ell:i al.) valtv. adi.:	(Clerics of +1	et al.)				_	≬ () s	ORCER	Y (spell:	s, scroll	spells, s	upernat	ural / sp	oell-like o	ubilities)
16 (HARISMA CH React. / Loy Maximum h	enchmen:_	' L	Indead (Clerics)	l turni et al.)	ng adj.:_			Other	Saving	Throw	modifi	ers: othe	r dodging	+1, willpo	wer +1		
FIGHTING ABILITY 7 FIGHTING ABILITY Vecapon Masteries / New	000	Skille: la	nce (mo	sterv).		Z		ELEE		0 AC VS. MISSI		- D.000			(×2 if r	20	
	-fighters)	120201020200					Damage		10755			AC Mo	odifiers:	+1 me	ee w/ oj	ff-hand p	parry
, Un	skilled Wea	apon A	ttack P	enalty	;	ŀ											
Ox11111	ß				• WE	APO	N CO	MBAT		~				<i></i>			
Melee Weapon Skill	Wea Clo		Atta Rat		Attack Modifier	s Do	ımage	Othe	r Note:	s (e.g., t	wo-han	ded dan	nage, sp	ecial m	odifiers)		6
+2 bastard sword	3		2/1	-	+4		d8+4	2d6+4	two ha	nded, ca	ists light	t in 20-f	t. radius				
dagger	1		3/2	-+	+1	+	d4+1	1 1 1	1	1		1		11.0	1 .		
lance	5	C	2/1	-	+2	1	d8+2	doubl	e damag	e when	set vs. c	harge at	<i>ttack</i> , tre	eble fror	n chargi	ng mou	nt
																	13
Missile Weapon Skill	Ran (S/N		Atta Rat		Attack Modifier	s Do	ımage	Othe	r Note:	s (e.g., j	ooint bla	ank ranç	ge, spec	ial mod	fiers)		
dagger	10/20)/30	3/2		+1	1	d4+1										
composite short bow	60/120)/180	5/2		+2	1	d6+1	+1 att	ack bon	us at po	int-blan	ık range	(6-30 f	t.)			
(Some melee weapons also are r	nissile weapon	s; e.g. da	l Igger, ha	nd axe.		 <u>MBA</u>	<u>T MA</u>	 TRIX	<u>I</u>								
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 4	5 6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22

1	A						CLAS	S							N.	h
Juens was presented	R					<u>A</u>	BILIT	IES								-
Ability Name	Bri	ef Desc	ription	of Abi	ility, Ch	ance of	Success,	, Savir	na Thro	ow, Otl	her No	tes			24	
Attack rate		melee a							3							
Iorsemanship					can urge	mount to	o nimble f	feats or	n the ba	ttlefield	l, and is	experie	nced in c	close-ord	lered cl	harges
founted charge		-			-		roll (+3 v					_				0
kilful defender		-				avy armo						,				
Inbreakable willpo	wer imr	nune to	the effe	cts of m	agically	induced j	fear									
Neapon mastery	lan	ce, basta	rd swor	d, comp	oosite sh	ort bow										
<u>TURN I</u> (Clerics et	JNDEAD	TURNING)t <i>i</i>	4	(S					
-	al.))t <i>i</i>	L.	(<u>TU</u>			D MA	ATRI	X	£					
-	Undead Type) T/	2	(<u>TU</u> 3	RN UI	NDEAI 5	D MA	ATRI 7	<u>×</u> 8	9	10	11	12	13	
-	Undead Type Chance to Turn Undead	ABILITY			3	4	5	6	7	8			11	12	13	
	Undead Type Chance to	ABILITY			3	4	5	6	7	8			11	12	13	
	Undead Type Chance to Turn Undead	ABILITY			3	4 for turned their chan	5	6 lestroyed e of succ	7	8			11	12	13	
	Undead Type Chance to Turn Undead	ABILITY 0 Ive ratio; 5+ CH are	or, "NT" e more co		3 rrned, "T ⁴ ng, hence	4 for turned their chan S ITTY	5 I, "D" for di cce in-twelve	6 lestroyed e of succ	7	8 for ultime proved b	ate destru y one.)	ction.)		12 ell:		ریا ا
(Clerics et	Undead Type Chance to Turn Undead (Chance-in-twel (Sorcerers of 1	ABILITY 0 Ive ratio; 5+ CH are	or, "NT" e more co	for not tu ommandii CING	3 rrned, "T ⁴ ng, hence	4 for turned their chan S ITTY	5 I, "D" for di icce-in-twelve	6 lestroyed e of succ	7 J, "UD" H esss is im	8 for ultime proved b	ate destru y one.)	ction.)				→ al.)
	Undead Type Chance to Turn Undead (Chance-in-twel (Sorcerers of 1) PER DAY Base No. of Sp Cast Per Da	ABILITY 0 live ratio; c 5+ CH are	or, "NT" e more co <u>CAST</u> (Magin Bor	for not tu ommandii CING	3 rrned, "T" ng, hence ABIL rics, et al	4 for turned their chan S ITTY J Total N Cas	5 1, "D" for d. c.c.in-twelve CASTING ABILITY No. of Sp t Per Da	6 destroyed e of succ RY C pells py	7 H, "UD" H ress is im	8 for ultima proved b Cha (See No. o ast Per	nce to e IN for n f Spells Day	ction.) Learn N nagicians		ell:	clerics et	tal No. of S Cast Per Do
(Clerics et (Clerics et C PELLS CAST Spell Level	Undead Type Chance to Turn Undead (Chance-in-twel (Sorcerers of 1) PER DAY Base No. of Sp	ABILITY 0 live ratio; c 5+ CH are	or, "NT" e more co <u>CAST</u> (Magin Bor	for not tu ommandii CING cians, clei	3 rrned, "T" ng, hence ABIL rics, et al	4 for turned their chan S ITTY J Total N Cas	5 1, "D" for d. c.c.in-twelve CASTING ABILITY No. of Sp	6 destroyed e of succ RY C pells py	7 H, "UD" H ress is im	8 for ultima proved b Cha (See No. o	nce to e IN for n f Spells Day	ction.) Learn N nagicians	New Spi et al.; see Bonus S	ell:	clerics et	tal No. of S
(Clerics et (Clerics et Spell Level 1	Undead Type Chance to Turn Undead (Chance-in-twel (Sorcerers of 1) PER DAY Base No. of Sp Cast Per Da	ABILITY 0 live ratio; c 5+ CH are	or, "NT" e more co <u>CAST</u> (Magin Bor	for not tu ommandii CING cians, clei	3 rrned, "T" ng, hence ABIL rics, et al	4 for turned their chan S ITTY J Total N Cas	5 1, "D" for d. c.c.in-twelve CASTING ABILITY No. of Sp t Per Da	6 destroyed e of succ RY C pells py	7 H, "UD" H ress is im	8 for ultima proved b Cha (See No. o ast Per	nce to e IN for n f Spells Day	ction.) Learn N nagicians	New Spi et al.; see Bonus S	ell:	clerics et	tal No. of S Cast Per Do
(Clerics et (Clerics et) (Clerics et)) (Clerics et)) (Cle	Undead Type Chance to Turn Undead (Chance-in-twel (Sorcerers of 1) PER DAY Base No. of Sp Cast Per Da	ABILITY 0 live ratio; c 5+ CH are	or, "NT" e more co <u>CAST</u> (Magin Bor	for not tu ommandii CING cians, clei	3 rrned, "T" ng, hence ABIL rics, et al	4 for turned their chan S ITTY J Total N Cas	5 1, "D" for d. c.c.in-twelve CASTING ABILITY No. of Sp t Per Da	6 destroyed e of succ RY C pells py	7 H, "UD" H ress is im	8 for ultima proved b Cha (See No. o ast Per	nce to e IN for n f Spells Day	ction.) Learn N nagicians	New Spi et al.; see Bonus S	ell:	clerics et	tal No. of S Cast Per Do
(Clerics et (Clerics et Spell Level 1 2 3	Undead Type Chance to Turn Undead (Chance-in-twel (Sorcerers of 1) PER DAY Base No. of Sp Cast Per Da	ABILITY 0 live ratio; c 5+ CH are	or, "NT" e more co <u>CAST</u> (Magin Bor	for not tu ommandii CING cians, clei nus Spe	3 rrned, "T" ng, hence ABIL rics, et al	4 for turned their chan S ITTY J Total N Cas	5 1, "D" for d. c.c.in-twelve CASTING ABILITY No. of Sp t Per Da	6 destroyed e of succ RY C pells py	7 H, "UD" H ress is im	8 for ultima proved b Cha (See No. o ast Per	nce to e IN for n f Spells Day	ction.) Learn N nagicians	New Spi et al.; see Bonus S	ell:	clerics et	tal No. of S Cast Per Do
(Clerics et (Clerics et) (Clerics et)) (Clerics et)) (Cle	Undead Type Chance to Turn Undead (Chance-in-twel (Sorcerers of 1) PER DAY Base No. of Sp Cast Per Da	ABILITY 0 live ratio; c 5+ CH are	or, "NT" e more co <u>CAST</u> (Magin Bor	for not tu ommandii CING cians, clei nus Spe	3 rrned, "T" ng, hence ABIL rics, et al	4 for turned their chan S ITTY J Total N Cas	5 1, "D" for d. c.c.in-twelve CASTING ABILITY No. of Sp t Per Da	6 destroyed e of succ RY C pells py	7 H, "UD" H ress is im	8 for ultima proved b Cha (See No. o ast Per	nce to e IN for n f Spells Day	ction.) Learn N nagicians	New Spi et al.; see Bonus S	ell:	clerics et	tal No. of S Cast Per Do

(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.)

		33		<u>ells</u> <	1. s.s.			
Spell	Level	Other Not	tes (e.g., range, duration)	Spell	Level	Other Not	es (e.g., range, durc	ation)
5 #0.5000								
2 2								
1 1 2								
16 16								
9					 _			
2					_			
					8	8 5		
27 1								
9				-		8		
5								
8 19 19	-	-				12 5		
2) 4				-	_	1.0		
<u>8</u>		+			 -			
		1			 -			
1. If a sorcerer casts from m	ultiple spell catego	ries, note here;	e.g., a bard might note D1 for <u>SPELLS M</u>	a level 1 druid spell.			90	
Level 1	Level 2		Level 3	Level 4	Level 5		Level 6	
	2							
				_			ATT	\ \
					A	\supset		

EXPERIENCE POINTS

EXPERIENCE POINTS

110,000



Miscellaneous Notes and Calculations

HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
Heavy Warhorse	AL N; SZ L; MV 20; DX 8; AC 6; DR 1; HD 3+3 (hp 23); #A 3/1 (hoof/hoof/bite); D 1d8/1d8/1d3; SV 15; ML 9; XP 90.
8	Special: Can treble MV in short bursts. Gear: scale barding, bit and bridle, war saddle, saddle bags, saddle blanket, horseshoes ×4,
	lance, blanket, small hammer, pry bar, iron spikes ×12, tinderbox, torches ×3, wineskin (full), iron rations, horse meal ×2.

CINUICA	HING SWUKD	SMEN AND SOF	RCERERS OF HYPERBOR	KEA
PHYSIQUE Gender: Male Age: 45 Height: 6'1" Weight: 180 lbs. Hair: black Eyes: grey Distinguishing Features: resonant voice	CHARACTER	See gu Lar C C Ref Kr Ot comma Nikomedes did not travel far befor	CKGROUND condary Skills: ard iard inguages Known: ommon, Hellenic (Kimmerian), Hellenic (Amaz ligion: rimmr (loosely) ther Notes (e.g., homeland, clan, history): anding officer's son banished from Kimmerian S s, who passed judgment, assigned to accompany re criminal attacked lawgiver, resulting in exile's arousing as city guard in Khromarium, where he	Steppe the exile death
_	St.	~	- Me	
Weapons, Armour, Gear	(40 lbs)	EQUIPAGE	Magic Items +2 bastard sword	(5 lbs)
plate mail	(40 lbs.) (1 lb.)	<u>EQUIPAGE</u>	Magic Items +2 bastard sword	(5 lbs.)
plate mail dagger	(1 lb.)	EQUIPAGE C		(5 lbs.)
plate mail dagger composite short bow	(1 lb.) (2 lbs.)	<u>EQUIPAGE</u>		(5 lbs.)
plate mail dagger	(1 lb.) (2 lbs.) (1 lb.)	EQUIPAGE C		(5 lbs.)
plate mail dagger composite short bow arrow quiver arrows ×12	(1 lb.) (2 lbs.) (1 lb.) (1 lb.)	EQUIPAGE		(5 lbs.)
plate mail dagger composite short bow arrow quiver arrows ×12 backpack	(1 lb.) (2 lbs.) (1 lb.)	EQUIPAGE		(5 lbs.)
plate mail dagger composite short bow arrow quiver arrows ×12 backpack bandages	(1 lb.) (2 lbs.) (1 lb.) (1 lb.)	EQUIPAGE		(5 lbs.)
plate mail dagger composite short bow arrow quiver arrows ×12 backpack bandages soft leather pouch	(1 lb.) (2 lbs.) (1 lb.) (1 lb.)	EQUIPAGE		(5 lbs.)
plate mail dagger composite short bow arrow quiver arrows ×12 backpack bandages soft leather pouch large sack	(1 lb.) (2 lbs.) (1 lb.) (1 lb.)	EQUIPAGE		(5 lbs.)
plate mail dagger composite short bow arrow quiver arrows ×12 backpack bandages soft leather pouch large sack small sack	(1 lb.) (2 lbs.) (1 lb.) (1 lb.)	EQUIPAGE		(5 lbs.)
plate mail dagger composite short bow arrow quiver arrows ×12 backpack bandages soft leather pouch large sack small sack belt	(1 lb.) (2 lbs.) (1 lb.) (1 lb.) (2 lbs.)	EQUIPAGE		(5 lbs.)
plate mail dagger composite short bow arrow quiver arrows ×12 backpack bandages soft leather pouch large sack small sack belt riding boots	(1 lb.) (2 lbs.) (1 lb.) (1 lb.) (2 lbs.) (2 lbs.)	EQUIPAGE		(5 lbs.)
plate mail dagger composite short bow arrow quiver arrows ×12 backpack bandages soft leather pouch large sack small sack belt riding boots normal clothing	(1 lb.) (2 lbs.) (1 lb.) (1 lb.) (2 lbs.)	EQUIPAGE		(5 lbs.)
plate mail dagger composite short bow arrow quiver arrows ×12 backpack bandages soft leather pouch large sack small sack belt riding boots	(1 lb.) (2 lbs.) (1 lb.) (1 lb.) (2 lbs.) (2 lbs.)	EQUIPAGE		(5 lbs.)
plate mail dagger composite short bow arrow quiver arrows ×12 backpack bandages soft leather pouch large sack small sack belt riding boots normal clothing	(1 lb.) (2 lbs.) (1 lb.) (1 lb.) (2 lbs.) (2 lbs.)	EQUIPAGE		(5 lbs.)
plate mail dagger composite short bow arrow quiver arrows ×12 backpack bandages soft leather pouch large sack small sack belt riding boots normal clothing	(1 lb.) (2 lbs.) (1 lb.) (1 lb.) (2 lbs.) (2 lbs.)	EQUIPAGE		(5 lbs.)

Copper (cp):	3
Silver (sp):	3
Electrum (ep):	
Gold (gp):	227
Platinum (pp):	140

Gems and Jewellery:



Ammunition (arrows, bolts, bullets, darts, etc.)

arrows

Supplies (per day)

Water / Wine: @_____

Animal Feed: ______





Learning that they are not alone in their pursuit of Law, the Cabal recently sent a promising neophyte, Deishu Seet [DAY-shuh SEET], to collaborate with the cult of Apollo and Artemis. Not knowing how to manage this outsider, the cult placed Deishu Seet under the command of Andromeda Hippolytedoros, whose mission is abroad. The sorcerer's talents were a welcome addition to her nascent band.

			CTO	MIC			CWOD	nc	MEN				CED	EDC	ΛE)
		ŀ	1210	IND		0.	SWOR	202	MEI		10.3	UK	LEK	EVJ	UL				<u> </u>
<u>Player Name</u> :		5	n.	1-1		1	-	$\overline{}$	-		~	/	-5	2	~ 1"	м Clas	s: Cryo	mancer	
<u> </u>		-5	۸N	' /	12	7	51'	.1	11.	21	()	FP.	1	A		Rac	e: <u>Half-</u>	Blood P	ict
Character Name	p:	IJ	IJ	11	, נ	ļ	20	IJ	-	X	Ľ	Л	K	Z		Leve	35W		
Deishu Seet				_		~	Player	Cha	racte	er Sł	neet	L				Alıgr	h.: Lawf	ul Good	
ATTRIBUTES	S					,					NG TI	HROV	W	HIT I	DICE	/			
a.		_mod.:_) e adj.:_	±0 ±0	Test of	ST:	2:6	Feat of Si	Г: <u>4</u>		16 SAVING THE				d 4 HIT DIE TYPE	HD	\langle	4		HP
									35	2	g Throw	Modi	fiers:				HIT POINT	s /	
14 DEXTERITY	Defence	e adj.:_	±0	Test of	DX:	3:0	Feat of D)	(:0		m (D	EATH (death m	iagic, de	eath ray,	, paraly		on, radio	ation)
10 CN		P adj.:_ n adj.:_					5% 	l: <u>4</u>	%		Ŭ TF	RANSF	ORMA	tion (j	petrifact	ion, pol	ymorph))	
16 IN	Langu	Jages:_	+1	Bonus s	pells: 0	one lev	el 1, one lev	rel 2	. 1	₽ (+2) D	EVICE	(magica	l rings,	rods, sta	ives, wa	inds)		
	Villow	adi ·	+0						<u>ا</u>)) A	VOIDA	NCE (b	oreath w	pns., raj	y guns,	some sp	ells, som	ie traps)
13 WISDOM	Learn	spell:_ set al.)		Bonus s (Clerics	pells: <u>–</u> et al.)				- (\hat{c}	+2) S	ORCER	Y (spell	s. scroll	spells, s	upernat	ural / sr	oell-like d	abilities)
	1 cierre	a or any					ng adj.:	_	l				£		1.81	13			
			nmen:_		(Clerics	et al.)	\$		MOU		Saving	Ihrow	modifi	ers: cold	+2, fire -2	~	MOV	EME	NT
FIGHTING A	BILI	<u>TY</u>		-			S	111	Δ (\wedge		- FA	T.	T)		unning / o	
	A	ł	000	D.C.		And			/ 9	\ ·		$\binom{1}{9}$	MISS	a l'AW	0	1)))	4	40	MV
FIGHTING ABILITY	15. 11. 11.	1.10 JUL-12			1	7		L	AC VS. ME	LEE V	- Z	AC VS. MISSI	1	6	×.		MO	VEMENT	
Weapon Master (Fighters et al.)		Vew We (Non-figh		Skills:							hield: <u> </u>			101211111		(1 m c)	1	toucto	
				51				D	amage)	Redu	ction:		Other	AC Mo	odifiers:	+1 me	iee w/ qu	uartersta	un
	-	Unskill	led We 1	apon A	ftack P	enalty	/: <u>-4</u>	۲			ns vi				0				
	OM	un	5		17.777. offeren	20	► <u>WEA</u>	APOI	N COI	MBA	<u>r</u> <				-	11111			
Melee Weapon	Skill		Wea		Atta Rat	Statistics	Attack Modifiers	Da	mage	Othe	er Notes	s (e.g., i	two-han	ded dan	nage, sp	oecial m	odifiers)	l	
quarterstaff			3		1/1	-	±0	-	ld6										
silver dagger			1		1/1	-+	±0 ±0	+	1d4 1d3										
		-	-						-us										
0																			
Missile Weapon	Skill		Rar (S/N	nge A/L)	Atta Rat		Attack Modifiers	Da	mage	Othe	er Notes	s (e.g.,	point bl	ank rang	ge, spec	ial mod	ifiers)		
silver dagger			10/20	0/30	3/2		+1		ld4										
67						-		-											,
(Some melee weapo	ons also	are missil	e weapor	is; e.g. do	n agger, ha	I nd axe		<u>/IBA</u>	Γ ΜΑ΄	' <u>TRIX</u>	<u>(</u>								
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	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
(Apply weapon's "A	Attack Me	odifier" to	o d20 atto	ick roll.)				,					~~ D	en la	-art [5]	© 20	17 North V	Vind Adven	ntures, LLC

					ASS ITIES					
				ABIL	11165				D	
Ability Name	Brief L	Description	of Ability,	Chance of Succ	ess, Savir	ng Throw, O	ther Notes	r:		2019-201
Cold affinity / fire vuln	erability +2 bon	us to saving	g throws vs. co	ld-related effects	; –2 penalt	y to saving th	rows vs. fire	and heat-rel	ated effects	
Icicle	evoke 1	2-inch icicl	e ×1 per day; o	casts light in 15-f	t. radius; fi	unctions as sin	ngle-use dag	ger, or melts	in 6 turns	
Read magic	deciphe	er magical i	nscriptions or	symbols placed	on weapon	s, armour, ite	ms, doors, v	valls, and oth	er media	
Read scrolls	deciphe	er and invol	ke spells on cr	yomancer scrolls						
Scribe scrolls	write fr	om one to	five known sp	ells onto a scroll;	requires o	ne week per s	pell level			
Sorcery	cryoma	ncer spells								
6										
k.										
2										
1										
		~								
	\int	7.		The	~		P			
<u>TURN UN</u> (Clerics et al.)	NDEAD		A				Second			
	AB	ШТҮ	_							the second s
	1		1 1	URN UNDI	1		Î. Î.	. I	l an Ì	
		0 1	2 3	4 5	6	7 8	9	10 11	12	13
	hance to Irn Undead									
	(Chance-in-twelve ro (Sorcerers of 15+ C	I atio; or, "NT"	for not turned,	"T" for turned, "D"	for destroyed	d, "UD" for ultin	nate destructio	on.)	1 1	
	(Solceleis of 15 to	in die more c	oninianang, nei	ice men chance-n-i	werve or soci	cess is improved	by one.)			
HT A		Carlos Carbona	and the second second second	-	GED Y			and account in part		* *
				SOR	CERY					N
				\bigwedge	7.					
			TING ABI		1 \C	Ch Ch	ance to Le	arn New Sp gicians et al.; se	ell: <u>75%</u>	ics et al.)
		(Mag	icians, clerics, et		STING	19	mag	,		222725743733 4 8
SPELLS CAST P										
Spell B Level	ase No. of Spell Cast Per Day (Magician)	DO	nus Spells Iagician)	Total No. c Cast Per (Magic	Day	Base No. Cast Pe (Clei	r Day	Bonus (Cle	Spells ric)	Total No. of Spells Cast Per Day (Cleric)
	1		1	2						
1				-						
1 2							I			
2										
2 3										

(Magician categories include cryomancer, illusionist, necromancer, pyromancer, and witch spell lists; cleric categories include druid spell list.) (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.)

Spell	Level	Other Notes (e.g., range, duration)	Spell	Level	Other Notes (e.g., range, duration,
decipher language	1	R 0, D 1 turn per CA			
magic ice dart	1	R 120 ft., D 1 round per CA			
unseen servant	1	R 120 ft., D 6 turns; components			
			_		
			1		

SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
decipher language					
magic ice dart					
			0		
2 	۵				
7 7					
Ē				Store Store	

EXPERIENCE POINTS





Miscellaneous Notes and Calculations

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

ASIUNISH	ING SWO	RDSMEN AND S	ORCERER S	S OF HYPERBOREA"
PHYSIQUE	CHARACT	ER PORTRAIT	BACKGROUN Secondary Skills chandler	
Gender: Male Age: 17 Height: 5'6" Weight: 180 lbs. Hoir: black Eyes: brown			Religion: Yikkorth (Cabal o	<u>m</u> : Pictish), Esquimaux (coastal) <u>f the Ashen Worm)</u>
Distinguishing Features: light facial scarring oft covers with face paint		law and order chi	st-haunted tower of t ef amongst tenets of	um's Cabal of the Ashen Worm the "Old City", they pore over ancient texts Cabal, but ensconced in city teeming with lawlessness ent to collaborate with cult of Apollo and Artemis
Weapons, Armour, Gear		EQUIPAGE		Magic Items
silver dagger		ge sack		c
quarterstaff		n snikes x2		
	(5 <i>lbs.</i>) iron	-	(2 lbs.)	
backpack	(2 lbs.) tine	derbox	(1 lb.)	
backpack bandages	(2 lbs.) tine win	derbox neskin (full)		
backpack bandages blanket	(2 lbs.) tino win (3 lbs.) wri	derbox neskin (full) ting stick	(1 lb.)	
backpack bandages blanket beeswax candles ×3	(2 lbs.) tind win (3 lbs.) wri belt	derbox neskin (full) ting stick t	(1 lb.) (4 lbs.)	
backpack bandages blanket	(2 lbs.) tind win (3 lbs.) wri belt nor	derbox heskin (full) ting stick t rmal boots	(1 lb.) (4 lbs.) (1 lb.)	
backpack bandages blanket beeswax candles ×3	(2 lbs.) tind win (3 lbs.) wri belt nor nor	derbox heskin (full) ting stick t t mal boots rmal clothing	(1 lb.) (4 lbs.) (1 lb.) (3 lbs.)	
backpack bandages blanket beeswax candles ×3 chalk	(2 lbs.) tind win (3 lbs.) wri belt nor (1 lb.) clot	derbox neskin (full) ting stick t rmal boots rmal clothing th coat	(1 lb.) (4 lbs.) (1 lb.) (3 lbs.) (2 lbs.)	
backpack bandages blanket beeswax candles ×3 chalk crampons	(2 lbs.) tind win (3 lbs.) wri belt nor (1 lb.) clot	derbox heskin (full) ting stick t t mal boots rmal clothing	(1 lb.) (4 lbs.) (1 lb.) (3 lbs.) (2 lbs.)	
backpack bandages blanket beeswax candles ×3 chalk crampons ice axe	(2 lbs.) tind win (3 lbs.) wri belt nor (1 lb.) clot (2 lbs.) clot	derbox neskin (full) ting stick t rmal boots rmal clothing th coat	(1 lb.) (4 lbs.) (1 lb.) (3 lbs.) (2 lbs.)	
backpack bandages blanket beeswax candles ×3 chalk crampons ice axe small hammer	(2 lbs.) tind win (3 lbs.) wri belt nor nor (1 lb.) clot (2 lbs.) clot fur	derbox heskin (full) ting stick t mal boots mal clothing th coat th robe (pale blue w/ white & sil	(1 lb.) (4 lbs.) (1 lb.) (3 lbs.) (2 lbs.)	
backpack bandages blanket beeswax candles ×3 chalk crampons ice axe small hammer ink and quill	(2 lbs.) tind win (3 lbs.) wri belt nor (1 lb.) clot (2 lbs.) clot fur	derbox heskin (full) ting stick t mal boots mal clothing th coat th robe (pale blue w/ white & sil leggings n rations	(1 lb.) (4 lbs.) (1 lb.) (3 lbs.) (2 lbs.) ver trim) (2 lbs.)	
backpack bandages blanket beeswax candles ×3 chalk crampons ice axe small hammer ink and quill bull's-eye lantern	(2 lbs.) tind win (3 lbs.) wri belt nor (1 lb.) clot (2 lbs.) clot fur (2 lbs.) iron (2 lbs.) boc	derbox heskin (full) ting stick t mal boots mal clothing th coat th robe (pale blue w/ white & sil leggings n rations	(1 lb.) (4 lbs.) (1 lb.) (3 lbs.) (2 lbs.) ver trim) (2 lbs.) (5 lbs.)	
backpack bandages blanket beeswax candles ×3 chalk crampons ice axe small hammer ink and quill bull's-eye lantern lamp oil ×2	(2 lbs.) tind win (3 lbs.) wri belt nor (1 lb.) clot (2 lbs.) clot fur (2 lbs.) iron (2 lbs.) boc	derbox heskin (full) ting stick t trmal boots trmal clothing th coat th robe (pale blue w/ white & sil leggings n rations dy paint	(1 lb.) (4 lbs.) (1 lb.) (3 lbs.) (2 lbs.) ver trim) (2 lbs.) (5 lbs.) (3 lbs.)	
backpack bandages blanket beeswax candles ×3 chalk crampons ice axe small hammer ink and quill bull's-eye lantern lamp oil ×2 parchment ×3	(2 lbs.) tind win (3 lbs.) wri belt nor (1 lb.) clot (2 lbs.) clot fur (2 lbs.) iron (2 lbs.) boc	derbox heskin (full) ting stick t trmal boots trmal clothing th coat th robe (pale blue w/ white & sil leggings n rations dy paint	(1 lb.) (4 lbs.) (1 lb.) (3 lbs.) (2 lbs.) ver trim) (2 lbs.) (5 lbs.) (3 lbs.)	
backpack bandages blanket beeswax candles ×3 chalk crampons ice axe small hammer ink and quill bull's-eye lantern lamp oil ×2 parchment ×3 hard leather pouch	(2 lbs.) tind win (3 lbs.) wri belt nor (1 lb.) clot (2 lbs.) clot fur (2 lbs.) iron (2 lbs.) boc	derbox heskin (full) ting stick t trmal boots trmal clothing th coat th robe (pale blue w/ white & sil leggings n rations dy paint	(1 lb.) (4 lbs.) (1 lb.) (3 lbs.) (2 lbs.) ver trim) (2 lbs.) (5 lbs.) (3 lbs.)	

<u>COINAGE</u>

Copper (cp):	
Silver (sp):	10
Electrum (ep):	
Gold (gp):	1
Platinum (pp):	
Gems and Jewellery	r:



Supplies (per day)

 Water / Wine:
 Image: Imag

			AST(DNIS	SHIN	G	SWOR	DSM	EN	AN	DS	OR	CER	ERS	OF				
<u>Player Name</u> :		ſ	R	27	F	7	×.	7	2	1	2		T	3			s: Cryo e: Half-	mancer Blood P	
<u>Character Name</u>	;:	L	$ U\rangle$	/1	<i>ב</i>	Į	515		2	Ľ]	Ĩ	R	4		Leve	35W		
Deishu Seet			4	_	23		Player	Charao	cter	She	et	L	J	-		Aligr	n.: Lawf	ul Good	
	Attack (Melee amage					2:6	Feat of ST	4%	SAVI	VIN 15 Ng throw		Modi		HIT I d 4 HIT DIE TYPE	HD		12) HP
14 DX Dexterity DX 10 CN	н	P adj.:.	±0	Trauma	surviv	al:					20	EATH (death m		eath ray petrifact			on, radio	ation)
16 INTELLIGENCE	16 INTELLIGENCE Languages: +1 Learn spell: 75% (Magicians et al.) Bonus spells: one level 1, one level 2 (Magicians et al.) +2 DEVICE (magical rings, rods, staves, wands) 12 Willowr, adi.: ±0 AVOIDANCE (breath wpns., ray guns, some spells, some to								ne traps)										
WISDOM		spell:. s et al.) Loyalt m henc		Bonus s (Clerics ± 0 4			ing adj.:		\ Ot	+ her S			Ω.		spells, s l +2, fire –2	12	ural / sp	oell-like o	abilities)
FIGHTING A	١		005	D		Ang Ang			9 S. MELEE	A		9 AC VS. MISSI	MISS A	A L'AW	÷		(×2 if r	10	
Weapon Master (Fighters et al.)		(Non-figl	hters)					Armo Damo				i	Other	AC M	odifiers	+1 me	lee w/ qı	uartersta	uff 1
J			led We	apon A		enan		PON C	омі	<u>BAT</u>	<	C							
Melee Weapon	Skill		Wed	apon ass	Atta Rat	2014/021	Attack Modifiers	Damag	e C	Other	Notes	(e.g., i	wo-han	ded dai	nage, sp	oecial m	odifiers)		
quarterstaff		1	3	3	1/1	L	±0	1d6	1										
silver dagger]	l	1/1	L	±0	1d4											
47 9 <u>1</u>									4										
Missile Weapon	Skill			W/L)	Atta Rat	e	Attack Modifiers	Damag	e C	Other	Notes	(e.g.,	ooint bl	ank ran	ge, spec	ial mod	ifiers)		
silver dagger			10/2		3/2		+1	1d4	-	1 to at	tack 0	dama-	e rolle -	with 11	halta				
light crossbow (Some melee weapo	ons also	are missi	60/12		1/1 agger, ha		+1	1d6+1	+	1 to at	lack &	aamag	e rolls v	vith +1	DOITS				
	7242	1	1	1	1	1	CON	IBAT M		-		12210	-	1		-	1 200		100
Target AC Modified d20	9	8	7	6	5	4	3	2 1		0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Attack Roll (Apply weapon's "A	10 Attack Mo	11 difier" t	12 o d20 atto	13 ack roll.)	14	15	16	17 18	8 1	9	20	21	22	23	24	25 © 20	26	27 Wind Adven	28 Itures, LLC

Jacobie Contraction				<u>ABILITI</u>	\underline{ES}				Ž	
l l	L									
Ability Name	Brie	f Description	of Ability, Cl	hance of Success,	Saving Thr	ow, Othe	r Notes			
Cold affinity / fire vul				l-related effects; –2 p				and heat-rela	ated effects	s
Icicle				sts light in 15-ft. rad		-				
Read magic		lecipher magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media								
Read scrolls		decipher and invoke spells on cryomancer scrolls								
Scribe scrolls	write	write from one to five known spells onto a scroll; requires one week per spell level								
Sorcery	cryoi	nancer spells								
		100000								
		\sim				~	Ð			
<u>TURN U</u>			A (Ĩ				
<u>TURN U</u> (Clerics et al.			A (Í	5			
			A (URN UNDEAD	MATRI	x	<u>P</u>			
(Clerics et al.		TURNING ABILITY 0 1	<u>TL</u> 2 3	Î. I. I. I.	<u>) MATRI</u> 6 7	<u>X</u> 8	9	10 11	12	13
(Clerics et al.) Jndead Type Chance to		1 1	1 1 1	1		9	10 11	12	13
(Clerics et al.	Jndead Type Chance to Furn Undead	0 1	2 3	4 5	6 7	8			12	13
(Clerics et al.	Jndead Type Chance to Furn Undead	0 1	2 3	1 1 1	6 7	8			12	13
(Clerics et al.	Jndead Type Chance to Furn Undead	0 1	2 3	4 5	6 7	8			12	13
(Clerics et al.	Jndead Type Chance to Furn Undead	0 1	2 3	4 5 "for turned, "D" for de e their chance-in-twelve	6 7 stroyed, "UD" of success is in	8			12	13
(Clerics et al.	Jndead Type Chance to Furn Undead	0 1	2 3	4 5	6 7 stroyed, "UD" of success is in	8			12	1 <u>3</u>
(Clerics et al.	Jndead Type Chance to Furn Undead	0 1 e ratio; or, "NT" CH are more co	2 3	4 5 " for turned, "D" for de e their chance-in-twelve SORCEE	6 7 stroyed, "UD" of success is in	8 for ultimate proved by c	destructio one.)	n.)		
(Clerics et al.	Jndead Type Chance to Furn Undead	0 1 e ratio; or, "NT" • CH are more co	2 3 for not turned, "T ommanding, hence FING ABII	4 5 " for turned, "D" for de e their chance-in-twelve SORCEE LITY	6 7 stroyed, "UD" of success is in	8 for ultimate proved by c	destructio one.)	n.)		
(Clerics et al.	Jndead Type Chance to Furn Undead (Chance-in-twelve (Sorcerers of 15t	0 1 e ratio; or, "NT" • CH are more co	2 3	4 5 " for turned, "D" for de e their chance-in-twelve SORCEE LITY 4	6 7 stroyed, "UD" of success is in	8 for ultimate proved by c	destructio one.)			
(Clerics et al.	J Jndead Type Chance to Furn Undead (Chance-in-twelve (Sorcerers of 15+	0 1 e ratio; or, "NT" CH are more co <u>CAST</u> (Magi	2 3 for not turned, "T ommanding, hence FING ABII	4 5 "for turned, "D" for de e their chance-in-twelve SORCEF LITY 4 CASTING ABILITY	6 7 stroyed, "UD" of success is in RY CA	8 for ultimate approved by c Chance (See IN	destructio one.) re to Lec N for magi	n.)		∞ [%] erics et al.)
(Clerics et al. (Clerics et al. () () () () () () () () () () () () ()	Jindead Type Chance to Furn Undead (Chance-in-twelve (Sorcerers of 15+	0 1 e ratio; or, "NT" CH are more co <u>CAST</u> (Magi ells Bor	2 3 for not turned, "T ommanding, hence TING ABII cians, clerics, et a	4 5 " for turned, "D" for de e their chance-in-twelve SORCEF LITY 4 (ASTING ABULTY Total No. of Sp.	6 7 stroyed, "UD" of success is in RY CA ells Base	8 for ultimate oproved by c Chanc (See IN e No. of S	destructio one.) ce to Lec N for magi	n.) arn New Sp cians et al.; se Bonus S	ell: <u>75</u> e WS for cle Spells	<u>%</u> erics et al.) Total No. of Spel
(Clerics et al.	J Jndead Type Chance to Furn Undead (Chance-in-twelve (Sorcerers of 15+	0 1 e ratio; or, "NT" CH are more co <u>CAST</u> (Magi ells Bor	2 3 for not turned, "T ommanding, hence TING ABII cians, clerics, et a	4 5 "for turned, "D" for de e their chance-in-twelve SORCEF LITY 4 CASTING ABILITY	6 7 stroyed, "UD" of success is in RY CA ells Base	8 for ultimate approved by c Chance (See IN	destructio one.) ce to Lec N for magi Spells ay	n.) arn New Sp cians et al.; se	ell: <u>75</u> e WS for cle Spells	∞ [%] erics et al.)
(Clerics et al. () PELLS CAST I Spell	Jindead Type Chance to Furn Undead (Chance-in-twelve (Sorcerers of 15+	0 1 e ratio; or, "NT" CH are more co <u>CAST</u> (Magi ells Bor	2 3 for not turned, "T ommanding, hence TING ABII cians, clerics, et a	4 5 " for turned, "D" for de e their chance-in-twelve SORCEF LITY 4 CASTING ABULTY Total No. of Sp. Cast Per Day	6 7 stroyed, "UD" of success is in RY CA ells Base	8 for ultimate pproved by c Chanc (See In e No. of S ast Per Do	destructio one.) ce to Lec N for magi Spells ay	n.) arn New Sp cians et al.; se Bonus S	ell: <u>75</u> e WS for cle Spells	% erics et al.) Total No. of Spell Cast Per Day
(Clerics et al. (Clerics et al. () () () () () () () () () () () () ()	Undead Type Chance to Furn Undead (Chance-in-twelve (Sorcerers of 15- Sorcerers of 15- (Sorcerers of 15- Sorcerers of 15- (Sorcerers of 15- Sorcerers of 15- So	0 1 e ratio; or, "NT" CH are more co <u>CAST</u> (Magi ells Bor	2 3 for not turned, "T ommanding, hence FING ABII cians, clerics, et a hus Spells tagician)	4 5 " for turned, "D" for de e their chance-in-twelve SORCEF LITY 4 (LITY) 4 Custing ABULTY Total No. of Sp. Cast Per Day (Magician)	6 7 stroyed, "UD" of success is in RY CA ells Base	8 for ultimate pproved by c Chanc (See In e No. of S ast Per Do	destructio one.) ce to Lec N for magi Spells ay	n.) arn New Sp cians et al.; se Bonus S	ell: <u>75</u> e WS for cle Spells	% erics et al.) Total No. of Spell Cast Per Day
(Clerics et al. (Clerics et al. () () () () () () () () () () () () ()	Jindead Type Chance to Furn Undead (Chance-in-twelve (Sorcerers of 15+ Corcerers of 15+ (Chance-in-twelve (Sorcerers of 15+ Sorcerers of 15+ (Sorcerers of 15+ Sorcerers of 15+ Cast Per DAY (Magician) 3	0 1 e ratio; or, "NT" CH are more co <u>CAST</u> (Magi ells Bor	2 3 for not turned, "T ommanding, hence TING ABII cians, clerics, et a hus Spells lagician)	4 5 " for turned, "D" for de e their chance-in-twelve SORCEE LITY 4 Cast No. of Sp. Cast Per Day (Magician) 4	6 7 stroyed, "UD" of success is in RY CA ells Base	8 for ultimate pproved by c Chanc (See In e No. of S ast Per Do	destructio one.) ce to Lec N for magi Spells ay	n.) arn New Sp cians et al.; se Bonus S	ell: <u>75</u> e WS for cle Spells	% erics et al.) Total No. of Spell Cast Per Day
Clerics et al.	Jindead Type Chance to Furn Undead (Chance-in-twelve (Sorcerers of 15+ Corcerers of 15+ (Chance-in-twelve (Sorcerers of 15+ Sorcerers of 15+ (Sorcerers of 15+ Sorcerers of 15+ Cast Per DAY (Magician) 3	0 1 e ratio; or, "NT" CH are more co <u>CAST</u> (Magi ells Bor	2 3 for not turned, "T ommanding, hence TING ABII cians, clerics, et a hus Spells lagician)	4 5 " for turned, "D" for de e their chance-in-twelve SORCEE LITY 4 Cast No. of Sp. Cast Per Day (Magician) 4	6 7 stroyed, "UD" of success is in RY CA ells Base	8 for ultimate pproved by c Chanc (See In e No. of S ast Per Do	destructio one.) ce to Lec N for magi Spells ay	n.) arn New Sp cians et al.; se Bonus S	ell: <u>75</u> e WS for cle Spells	% erics et al.) Total No. of Spel Cast Per Day
(Clerics et al. (Clerics et al.	Jindead Type Chance to Furn Undead (Chance-in-twelve (Sorcerers of 15+ EER DAY Base No. of Spe Cast Per Day (Magician) 3	0 1 e ratio; or, "NT" CH are more co <u>CAST</u> (Magi ells Bor	2 3 for not turned, "T ommanding, hence TING ABII cians, clerics, et a hus Spells lagician)	4 5 " for turned, "D" for de e their chance-in-twelve SORCEE LITY 4 Cast No. of Sp. Cast Per Day (Magician) 4	6 7 stroyed, "UD" of success is in RY CA ells Base	8 for ultimate pproved by c Chanc (See In e No. of S ast Per Do	destructio one.) ce to Lec N for magi Spells ay	n.) arn New Sp cians et al.; se Bonus S	ell: <u>75</u> e WS for cle Spells	% erics et al.) Total No. of Spel Cast Per Day

(Magician categories include cryomancer, illusionist, necromancer, pyromancer, and witch spell lists; cleric categories include druid spell list.) (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.)

		33 10000	<u>ELLS</u> DWN			
Spell	Level	Other Notes (e.g., range, duration)	Spell		Level	Other Notes (e.g., range, duration)
decipher language	1	R 0, D 1 turn per CA				
detect magic	1	R 60 ft., D 1 turn				
magic ice dart	1	R 120 ft., D 1 round per CA				~
unseen servant	1	R 120 ft., D 6 turns; components				
ice armour	2	R 0, D 1 turn per CA				
levitate	2	R 20 ft. per CA, D 1 turn per CA				
wall of vapours	2	R 60 ft., D 1 turn				
5 5 5					_	
				19175 - 45		

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	2	Level 2	Level 3	Level 4	Level 5	Level 6
decipher language		ice armour			0	
detect magic		levitate				
magic ice dart		wall of vapours				
unseen servant						
2						
						Land
ы: 					Store Store	

EXPERIENCE POINTS

EXPERIENCE POINTS

12,000



Miscellaneous Notes and Calculations

HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)	
<u></u>		
10- 10-		
ASTONISHING SW	ORDSMEN AND SORCERER	S OF HYPERBOREA
--	---	---
CHARA	CTER PORTRAIT BACKGROU Secondary Skill chandler	
PHYSIQUE Gender: Male Age: 19 Height: 5'6" Weight: 180 lbs. Hair: black Eyes: brown Distinguishing Features: light facial scarring	Religion: Yikkorth (Cabal Other Notes (e. member of Khromar in ghost-haunted tower of law and order chief amongst tenets o	wn: (Pictish), Esquimaux (coastal) of the Ashen Worm) g., homeland, clan, history): um's Cabal of the Ashen Worm The "Old City", they pore over ancient texts F Cabal, but ensconced in city teeming with lawlessness sent to collaborate with cult of Apollo and Artemis
Weapons, Armour, Gear		Magic Items
silver dagger (1 lb.)	hard leather pouch	+1 bolts ×4
quarterstaff (5 lbs.)	soft leather pouch	cryomancer scroll (detect magic)
light crossbow (5 lbs.)	silk rope (2 lbs.) cryomancer scroll (ice armour; CA 4)
backpack (2 lbs.)	small sack	potion of invisibility
bandages	tinderbox (1 lb.)	15 15 11
blanket (3 lbs.)	wineskin (full) (4 lbs.	
bolt case (1 lb.)	writing stick	
light bolts ×10 (1 lb.)	belt	12
silver-tipped light bolts ×6	normal boots (1 lb.)	15
beeswax candles ×3	normal clothing (3 lbs.)	
leather scroll cases ×2	cloth coat (2 lbs.)	
chalk	cloth robe (pale blue w/ white & silver trim) (2 lbs.)	12
crampons	fur leggings	15
ink and quill	iron rations (5 lbs.	
	body paint (3 lbs.	
3	spell book (3 lbs.	
parchment ×3		15
2		Total Calculated Encumbrance: 47 lbs.

<u>COINAGE</u>

Copper (cp):	
Silver (sp):	5
Electrum (ep):	
Gold (gp):	2
Platinum (pp):	
Gems and Jewellery	50-gp bloodstone



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Ammunition (arrows, bolts, bullets, darts, etc.)

light bolts	
silver-tipped light bolts	
+1 bolts	000000000000000000000000000000000000000

Supplies (per day)

Sobl	ones (per duy)
W	ater / Wine: @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
2	Rations: 000000000000000
A	Animal Feed:



	ASTONIS	HIN	GS	WO	RDS	MEI	N AN	ND S	OR	CER	ERS	0F				7
Player Name:	3M	7		Ĩ	1	T	3	$\langle \rangle$		T	Z		M Clas Race Leve	: Half-	mancer Blood Pi	
Character Name:		5	-		~	~			L	j ~		U	Align	.: <u>Lawf</u> ı	ıl Good	
14 DX Attack mod.: (Missile) DEXTERITY DX Attack mod.: (Missile) 10 Defence adj.: 10 CN HP adj.: Poison adj.: Poison adj.:	75% Bonus s al.) (Magici <u>±0</u> Bonus s (Clerics	DX: <u>3</u> survival CN: <u>2</u> pells: <u>on</u> ans et al.) pells: <u>-</u> et al.)	6:6 F : 75 :6 F : 75	eat of D	ST: X: N: evel 2	3%	SAVI 13 SAVING THE Saving () () () () () () () () () ()	NG TI SI Throw D TH +2 D A +2 Saving	Modi EATH (RANSF EVICE VOIDA ORCER	f <u>iers</u> : death m ORMA (magica NCE (E Y (spell	TION (f l rings, f preath w s, scroll	HD eath ray, poetrifacti rods, sta pns., ray spells, su	ion, poly ives, wai y guns, s upernati	vmorph) nds) come spo ural / sp <u>MOV</u>	ells, som ell-like a	e traps) ibilities) <u>NT</u>
3 FIGHTING ABUITY Weapon Masteries / New W (Fighters et al.) (Non-fig		ght crossl	Aug Dow) 			and SI		5 AC VS. MISSI					4		MV
1			142		Ľ	Damage	e Redu	ction:	-	Other	AC Mo	difiers:	+1 mei	ee w/ qu	lartersta	<u> </u>
Unskil	led Weapon A	ffack Pe	nalty:		APO	N CO	MBAT	<u>r</u> <			-		,,,,,,,	Ø		
Melee Weapon Skill	Weapon Class	Attac Rate		Attack Modifiers	s Da	mage	Othe	r Notes	s (e.g., i	wo-han	ded dan	nage, sp	ecial mo	odifiers)		
quarterstaff	3	1/1		±0	1	d6+1										
silver dagger	1	1/1		±0	1	d4+1										
+2 hand axe	1	1/1		+2	1	d6+3										
Missile Weapon Skill silver dagger +2 hand axe	Range (S/M/L) 10/20/30 15/30/45	Attack Rate 3/2 1/1		Attack Modifiers +1 +3	1	mage d4+1 d6+3	Othe	r Notes	s (e.g., j	ooint bl	ank rang	ge, speci	ial modi	fiers)		
light crossbow	60/120/180	1/1		+3	-	d6+1	-									,
(Some melee weapons also are missi		18	 d axe.)		3		1	21								
			140	1			TRIX		0	-			,	-7		0
Target AC 9 8 Modified d20 8 9 Attack Roll 8 9	7 6 10 11 120 attack critical	5 12	4	3 14	2 15	1 16	0 17	-1 18	-2 19	-3 20	-4 21	-5 22	-6 23	24	-8 25	-9 26

(Apply weapon's "Attack Modifier" to d20 attack roll.)

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			$\Longrightarrow_{ABILITIES}^{\underline{CLASS}}$			
N					-	
Ability Name	Brief De	scription of Ability, C	Chance of Success, Sav	ng Throw, Other N	lotes	
Cold affinity / fire vuln	erability +2 bonus	to saving throws vs. col	d-related effects; –2 penal	ty to saving throws v	s. fire and heat-related effec	ts
Icicle	evoke 12-	inch <i>icicle</i> ×7 per day; ca	asts light in 15-ft. radius; f	unctions as single-us	e dagger, or melts in 6 turn	s
Read magic	decipher	magical inscriptions or s	symbols placed on weapor	ns, armour, items, do	ors, walls, and other media	
Read scrolls	decipher	and invoke spells on cry	omancer scrolls			
Scribe scrolls	write from	n one to five known spe	lls onto a scroll; requires o	one week per spell lev	rel	
Sorcery	cryomano	cer spells				
Alchemy	may conc	oct potions with assista	nce of an alchemist			
		_ .		- All		
TURN UN		TA				
<u>TURN UN</u> (Clerics et al.)						
	TURNIN	_	URN UNDEAD M	ATRIX		
(Clerics et al.)		_	URN UNDEAD M	ATRIX 7 8 9		13
(Clerics et al.)			ÎÎ		10 11 12	13
(Clerics et al.) UI	ndead Type 0 hance to Irrn Undead	<u>TI</u> 3	4 5 6	7 8 9		13
(Clerics et al.) UI	ndead Type 0 hance to Irrn Undead	<u>TI</u> 3	4 5 6	7 8 9		13
(Clerics et al.)	ndead Type 0 hance to Irrn Undead	<u>TI</u> 3	ÎÎ	7 8 9		13
(Clerics et al.)	ndead Type 0 hance to Irrn Undead	<u>TI</u> 3	4 5 6	7 8 9		13
(Clerics et al.)	ndead Type 0 hance to Irrn Undead	<u>TI</u> 3	4 5 6	7 8 9		13
(Clerics et al.)	ndead Type 0 hance to Irrn Undead	<u>TI</u> 3	4 5 6	7 8 9		<u>13</u>
(Clerics et al.)	ndead Type 0 hance to Irrn Undead	TI 1 2 3 b; or, "NI" for not turned, " are more commanding, hence	4 5 6 T" for turned, "D" for destroyed to their chance-in-twelve of successful to their chance-in-twelve of successful to their chance. SORCERY	7 8 9	struction.)	
(Clerics et al.)	ndead Type 0 hance to Irrn Undead	<u>TI</u> 3	4 5 6 T" for turned, "D" for destroy for destroy ce their chance-in-twelve of success SORCERY SORCERY 7 LITY 7 Gl.) CASTING	7 8 9	struction.)	
(Clerics et al.) Ul Cl Tu	IURNIN ABILITA ABILIT ABILIT ABILIT ABILIT ABILIT ABILIT ABILIT ABILIT A	TI 1 2 3 are more commanding, hence "The second sec	4 5 6 1" for turned, "D" for destroys for destroys ce their chance-in-twelve of success SORCERY LITY 7	7 8 9	struction.)	
(Clerics et al.) UI Cl Tu PELLS CAST P	IURNIN ABILIT (Chance to (Sorcerers of 15+ CH) ABILIT ABILIT (Sorcerers of 15+ CH) ABILIT ABILIT (Sorcerers of 15+ CH) ABILIT (Sorcerers of 15+ CH) (Sorcerers of	TI 1 2 3 are more commanding, hence "The second sec	4 5 6 T" for turned, "D" for destroys for destroys ce their chance-in-twelve of success SORCERY SORCERY 7 LITY 7 CASTING ABILITY	7 8 9 ed, "UD" for ultimate dei ccess is improved by one Chance for (See IN for	struction.)) to Learn New Spell:? or magicians et al.; see WS for c	5% Jerics et al.)
(Clerics et al.) UI Cl Tu PELLS CAST P Spell Ba	TURNIN ABILITY (Chance to (Sorcerers of 15+ CH) ABILITY (Sorcerers of 15+ CH) (Sorcerers of 15+ CH) (Sor	TI 1 2 3 2 3 3 2 3 3 2 3 3 2 3 3 2 3 3 2 3 3 2 3 3 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 4 3 3 4 3 3 4 3 3 4 3 3 5 3<	4 5 6 T" for turned, "D" for destroys for destroys ce their chance-in-twelve of success SORCERY SORCERY 7 LITY 7 OLITY 7 Join Value Total No. of Spells	7 8 9 ed, "UD" for ultimate de cess is improved by one Chance to (See IN for Base No. of Spe	struction.)	5% lerics et al.) Total No. of Spel
(Clerics et al.) UI Cl Tu PELLS CAST P	IURNIN ABILIT (Chance to (Sorcerers of 15+ CH) ABILIT ABILIT (Sorcerers of 15+ CH) ABILIT ABILIT (Sorcerers of 15+ CH) ABILIT (Sorcerers of 15+ CH) (Sorcerers of	TI 1 2 3	4 5 6 T" for turned, "D" for destroys for destroys ce their chance-in-twelve of success SORCERY SORCERY 7 LITY 7 CASTING ABILITY	7 8 9 ed, "UD" for ultimate dei ccess is improved by one Chance for (See IN for	truction.)	5% Jerics et al.)
(Clerics et al.) UI Cl Tu PELLS CAST P Spell Ba	TURNIN ABILIT (Chance to (Sorcerers of 15+ CH A ABILIT ABILIT (Sorcerers of 15+ CH A ABILIT (Sorcerers of	TI 1 2 3 2 3 3 2 3 3 2 3 3 2 3 3 2 3 3 2 3 3 2 3 3 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 4 3 3 4 3 3 4 3 3 4 3 3 5 3<	4 5 6 T" for turned, "D" for destroys for destroys ce their chance-in-twelve of success SORCERY SORCERY 7 Jol. 7 Total No. of Spells Cast Per Day	7 8 9 ed, "UD" for ultimate de ccess is improved by one Chance to (See IN for Base No. of Spe Cast Per Day	struction.)	5% Jerics et al.) Total No. of Spel Cast Per Day
(Clerics et al.) UI Cl Tu PELLS CAST P Spell Level Ba	IURNIN ABILIT (Chance to (Sorcerers of 15+ CH) ABILIT (Sorcerers of 15+ CH) (Sorcerers	TI 1 2 3 2; or, "NT" for not turned, "Tare more commanding, hend CASTING ABI (Magicians, clerics, et al. Bonus Spells (Magician)	4 5 6 T" for turned, "D" for destroys for destroys ce their chance-in-twelve of success SORCERY SORCERY 7 LITY 7 al.) 7 Total No. of Spells Cast Per Day (Magician)	7 8 9 ed, "UD" for ultimate de ccess is improved by one Chance to (See IN for Base No. of Spe Cast Per Day	struction.)	5% Jerics et al.) Total No. of Spel Cast Per Day
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(Clerics et al.) (Clerics et al.) Cl Tu SPELLS CAST P. Spell Level 1 2	IURNIN ABILIT (Chance in-twelve ratio (Sorcerers of 15+ CH A A A A A A A A A A A A A A A A A A A	TI 1 2 3 a; or, "NT" for not turned, "I are more commanding, hence <u>CASTING ABI</u> (Magicians, clerics, et cleans) Bonus Spells (Magician) 1	4 5 6 T" for turned, "D" for destroys For destroys ce their chance-in-twelve of success SORCERY SORCERY 7 LITY 7 Oal. Casting Total No. of Spells Cast Per Day (Magician) 5 4	7 8 9 ed, "UD" for ultimate de ccess is improved by one Chance to (See IN for Base No. of Spe Cast Per Day	struction.)	5% Jerics et al.) Total No. of Spei Cast Per Day

Spell	Level	Other Notes (e.g., range, duration)	Spell	Level	Other Notes (e.g., range, duration)
chill touch	1	R 0, D 1 turn	wall of ice	4	R 120 ft., D 6 turns +1 per CA
decipher language	1	R 0, D 1 turn per CA			
detect magic	1	R 60 ft., D 1 turn			
freezing hands	1	R 5 ft., D instantaneous			
magic ice dart	1	R 120 ft., D 1 round per CA			
precipitate	1	R special, D 1 turn per CA			
unseen servant	1	R 120 ft., D 6 turns; components			
frost sphere	2	R 10 ft., D 1 round per CA			
glitterdust	2	R 90 ft., D 1d4+1 rounds; components			
ice armour	2	R 0, D 1 turn per CA			
levitate	2	R 20 ft. per CA, D 1 turn per CA			
shatter	2	R 60 ft., D instantaneous			
wall of vapours	2	R 60 ft., D 1 turn			
freeze surface	3	R 240 ft., D special			
lightning bolt	3	R 180 ft., D instantaneous			

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	2	Level 2	Level 3	Level 4	Level 5	Level 6
chill touch		frost sphere	freeze surface	wall of ice		
decipher language		levitate	lightning bolt			
detect magic		shatter		٥		
freezing hands		wall of vapours				
magic ice dart						
						Land
E.					State of the state	*

EXPERIENCE POINTS



Miscellaneous Notes and Calculations

100,000	XP	160,000 XP NEEDED FOR NEXT LEVEL	
HENCHMEN / HIREL Name, Class, Species, etc.	T	NDEAD COMPANION AC; HD; hp; #A; D; SV; ML; Spe	
-			



COINAGE

Copper (cp):	18
Silver (sp):	2
Electrum (ep):	20
Gold (gp):	5
Platinum (pp):	1

Gems and Jewellery: 100-gp garnet



Ammunition (arrows, bolts, bullets, darts, etc.)

light bolts

Supplies (per day)

Water / Wine: 00000	
Rations:	

Animal Feed: nanananananan





(Apply weapon's "Attack Modifier" to d20 attack roll.)

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	1. Part					<u> </u>	ABILI	TIES							27	1	
	R		10101			e (1)	* •								J	(
Ability Name						nance of			ng Ihr	ow, Off	her No	tes					
Agile				unarmo	oured a	nd unen	cumbere	ed									
Alertness		to be sur															
Ambusher						e or with		ed party									
ttack rate			ttack ra	te; impro	oves to	3/2 at 7 th	level										
Climb		n-12															
Draw poison						nin 4 rou	inds, 1-ii	n-6 with	in 6 rou	inds							
Iardy		bonus to		-													
Iorsemanship					mount,	, can figh	nt with m	nelee we	apons a	nd disch	harge m	ssiles					
eap		eet, if ur	nencum	bered													
love silently		n-12															
un			when l	ightly aı	rmoure	d or una	rmoured	1									
ense magic		n-12															
orcerous distrust						io wield i											
rack			ldernes	s, 3-in-1	2 non-v	wildernes	SS										
Veapon mastery Vilderness surviva		nitar				, shelter											
<u>TURN</u> (Clerics e	UNDEAD	TURNING)T/	N	(J						
		TURNING)1/	A	(<u>TU</u>	URN U	D NDE/	AD M	ATRI	x							3
	Undead Type	TURNING ABILITY O		2	(<u>TU</u> 3	VRN U 4	NDEA 5	AD M	ATRI 7	<u>X</u> 8	9	10	11	12	13		
	ət al.)	ABILITY O ve ratio; d	T I or, "NT" e more co	for not tu	3	4 [°] for turne ≥ their cha	5 d, "D" for	6 r destroye	7 d, "UD"	8 for ultime	ate destru		11	12	13		
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		3,3		LLS WN					
Spell	Level'	Other Not	tes (e.g., range, duration)	Spell		Level ¹	Other Not	es (e.g., range, durc	ation)
	Lever		(e.g., range, auranon)	open		Lever		es leigi, range, aure	
10 10									
-									
2 <u>-</u>				10 12		-	8 6		
-							-		
-						-	-		
15 25									
5 19									
3						_			
8									
1 <u>0</u> 11									
1 0						-			
-									
8 20									
1. If a sorcerer casts from mu	l Itiple spell catego	l ries, note here;	l e.g., a bard might note D1 for a <u>SPELLS MH</u>			il i	E	20	
Level 1	Level 2		Level 3	Level 4		Level 5		Level 6	
		0							
						(A)			}
					Ì	Carlo		*)
EXPERIENCE POI	NTS		10% XP Bonuse			- 11			
			10% XP Bonus? (Y) or (N): <u>No</u>)	Miscellaneo	ous Notes c	and Calculat	ions	
	14				. <u></u>				
		XP							
					1				
a de la constante de	2	AF	3,000		. <u> </u>				_
A EXPERIENCE POINTS A	لنلا		3,000 XP NEEDED FOR NEXT LEVE		5 <u></u> 2 24				

HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
,	
40 425 29	

ASTONISHIN	IG SWORDSMEN AND	SORCERERS OF HYPERBOREA
YPC,	CHARACTER PORTRAIT	BACKGROUND Secondary Skills: mercenary
PHYSIQUE Gender: Male Age: 18 Height: 5'11" Weight: 187 Hair: brown Eyes: blue Distinguishing Features: broad-chested		Languages Known: Common, Old Saxon, Keltic (Goidelic) Religion: Other Notes (e.g., homeland, clan, history): discovered by barbarian fishermen as a small child Hopted by Kimmeri-Keltic nomads in Fields of Vol
	abandoned tr	ribe to find himself when he came of age y as sellsword in Swampgate after several run-ins with Khromarium city guard
Weapons, Armour, Gear	EQUIPA	AGE Magic Items
large shield	(10 lbs.)	
dagger	(1 lb.)	
scimitar	(4 lbs.)	
short bow	(2 lbs.)	
arrow quiver	(1 lb.)	
arrows ×12	(1 lb.)	
backpack	(2 lbs.)	
bandages		
fishing net	(3 lbs.)	
hunting horn	(1 lb.)	
soft leather pouch		
large sack		
torches ×3	(3 lbs.)	
wineskin (full)	(4 lbs.)	
belt		
riding boots	(1 lb.)	
woollen kilt	(1 lb.)	2000 - 20
COINAGE		Total Calculated Encumbrance: 34 lbs.

Copper (cp):	
Silver (sp):	
Electrum (ep):	
Gold (gp):	18
Platinum (pp):	
Gems and Jewellery	/:

Ammunition (arrows, bolts, bullets, darts, etc.)
arrows

Supplies (per day)

 Water / Wine:
 Image: Construction

 Rations:
 Construction

 Animal Feed:
 Construction



		ļ	STC	ONIS	HIN	IG S	SWO	RDS	SME	N AI	ND S	OR	CER	ERS	OF				
<u>Player Name</u> :		-{	R	7	7	7	F	F	tr	2/	0)	F.	T	Z	7		e: <u>Saxor</u>		
Character Name	20	Ų	ΨĽ] [Ι,	1	70	U,	5	1	3	Л	K	七	i I	Leve		tic Coo	
Attor Buhr						-	Player	· Ch	aract	er Sł	neet	L		6.53		Align	<u>:</u> Chao		1
14 DX 2 13 CN 13 IN 13 IN 13 IN 13 WISDOM	- Attack (Melee, amage Attack (Missile) Defence HI Poisor Langu Learn (Magi Villpwr Learn (Cleric	mod.:_ adj.:_ adj.:_ adj.:_ spell:_ spell:_ spell:_ spell:_	$\begin{array}{c} +1 \\ \pm 0 \\ +1 \\ \pm 0 \\ +1 \\ 1 \\ -1 \\ \mu \\ 1 \\ \mu \\ \pm 0 \\ \mu \\$	Test of Frauma Test of Bonus s (Magicia Bonus s (Clerics	DX: survive CN: pells: pells: et al.)	3:6 3:6 3:6 5:0 3:6 5:0 5:0 5:0 5:0 5:0 5:0 5:0 5:0 5:0 5:0	Feat of 5	ST: >X: 'N:	<u>6%</u>	SAVI 15 SAVING THE	NG T) S Throw (1) (1) (1) (1) (1) (1) (1) (1)	<u>Modii</u> EATH (A RANSF EVICE	f <u>iers</u> : death m ORMA (magica NCE (b	TION (j l rings, j preath w	HD eath ray, petrifact rods, sta pns., ray	, paralys ion, poly aves, wa y guns, s upernati	ymorph) nds) some spe	ells, som	ne traps)
12 CHARISMA CH RA FIGHTING A 4 FIGHTING ABILITY Weapon Master (Fighters et al.) short bow (master)	BILI ies / N	<u>TY</u> lew We (Non-figh	apon S	Skills: sc	cimitar (master		<u>A</u>	RMOL 7 A(VS.M Armour Damage	IR CI	LLEE C	6 AC VS. MISSI rge shie	MISS A Id		odifiers	shieldd	(×2 if r	50 EMENT	<u>NT</u> ^{charging)}
	ONU	uu	5				• <u>WE</u>	APO	N CO	MBA	<u>r</u> <	~							
Melee Weapon	Skill		Wea Clo		Atta Rat		Attack Modifier	s Do	amage	Othe	r Note	s (e.g., 1	wo-han	ded dan	nage, sp	oecial m	odifiers)		
+1 scimitar		0	2		3/2		+3	1	d8+3	1d10-	⊦3 two-h	anded,	casts lig	ht in 20	-ft. radiu	us			
+1 scimitar			2		3/2		±0	1	d8+3	two-w	veapon fi	ghting (primary	7), casts	light in I	20-ft. ra	dius		
dagger			1		1/1		-3	1	d4+1	two-w	veapon fi	ghting (seconda	ary)					
dagger			1		1/1		+1	1	d4+1										
Missile Weapon	Skill		Rar (S/A		Atta Rat		Attack Modifier	s Do	amage	Othe	er Notes	s (e.g., J	ooint ble	ank ranş	ge, spec	ial modi	fiers)		
dagger			10/20		3/2	-+	+1	-	d4+1	-									
short bow (Some melee weapo	ons also c	are missile	50/100 e weapon	į	2/1 gger, ha				d6+1	+1 att	ack bon ack and	-							,
Target AC	9	8	7	6	5	4	3	2			-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

(Apply weapon's "Attack Modifier" to d20 attack roll.)

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-	ha					<u>A</u>	BILI	TIES						2	71	
AL :1:1 - NI	L.	-{ D		- 5			C				L NI				1	
Ability Name						ance of nd unenc			ng Inro	Sw, Of	ner No	res				
Agile Alertness				unarmo	oured ar	id unenc	cumbere	ed								
Ambusher		o be sur	-	1	1	:41		1 (
Attack rate		-				e or with		ed party								
llimb		melee at	ttack rai	te; impro	oves to 2	3/2 at 7 th	level									
Draw poison				n do 2 i	a (xizith	in 4 rour	ndo 1 in	a (xizith	in 6 4000	n da						
Iardy				-		111 4 TOUI	1105, 1-11	II-0 WILLI	111 0 100	illus						
laray Iorsemanship		oonus to				aan ficht	t visitle me			nd diaak		aailaa				
*					mount,	can fight	t with m	ielee we	apons a	na aiscr	large m	ssnes				
eap Aava ailanthi		eet, if ur	nencum	bered												
Iove silently		n-12	. 1 1	. 1.1		1	1	1								
un			when I	ightly ai	moured	l or unar	moured									
ense magic		n-12	-													
orcerous distrust						o wield it										
'rack					2 non-w	vildernes	is									
Veapon mastery Vilderness surviva		nitar, sh				shelter t										
<u>TURN</u> (Clerics el	UNDEAD	TURNING)t <i>i</i>		(£					
)1/	•	TU	RN U	D NDE#	AD M.	ATRI	x						
			T	2	<u>TU</u> 3	RN UI	D NDE#	AD M.	ATRI 7	<u>X</u> 8	9	10	11	12	13	
	t al.)	ABILITY O	T/	for not tu	3	4 for turned their char	5 d, "D" for nce-in-twe	6 destroye	7 d. "UD"	8 for ultime	ate destru		11	12	13	
	Undead Type Chance to Turn Undead (Chance-in-twel	ABILITY 0 ve ratio; c 5+ CH are	e more co	for not tu ommandir	3	4 for turned their char S ITY	5 d, "D" for nce-in-twe	6 destroyed live of suc	7 d. "UD"	8 for ultimo proved b	ate destru y one.)	ction.)		12 ell:)))
(Clerics et	t al.) Undead Type Chance to Turn Undead (Chance-in-twel (Sorcerers of 1)	ABILITY 0 ve ratio; c 5+ CH are	e more co	for not tu ommandir	3 rned, "T" ng, hence	4 for turned their char S ITY	5 d, "D" for for for for for sore:	6 destroyed live of suc	7 ed, "UD" ccess is im	8 for ultimo proved b	ate destru y one.)	ction.)				.)
(Clerics et	t al.) Undead Type Chance to Turn Undead (Chance-in-twel (Sorcerers of 1)	ABILITY O ve ratio; c 5+ CH are	e more co <u>CASI</u> (Magic Bon	for not tu ommandir	3 med, "T" ng, hence ABIL ics, et al.	4 for turned their char S ITTY Total I Case	5 d, "D" for nce-in-twe	6 destroyed live of suc ERY 16 Y Spells Day	7 ed, "UD" ccess is im	8 for ultimo proved b Cha (See	nce to e IN for n Day	ction.) Learn 1 nagicians		ell:	lerics et a	I.) al No. of Spe Cast Per Day (Cleric)
(Clerics ei PELLS CAST Spell	t al.) Undead Type Chance to Turn Undead (Chance-in-twel (Sorcerers of 1) (Chance-in-twel (Sorcerers of 1) (Chance-in-twel (Sorcerers of 1) (Chance-in-twel (Sorcerers of 1) (Sorcerers of 1) (So	ABILITY O ve ratio; c 5+ CH are	e more co <u>CASI</u> (Magic Bon	for not tu ommandii CING cians, clei	3 med, "T" ng, hence ABIL ics, et al.	4 for turned their char S ITTY Total I Case	5 d, "D" for nce-in-twe SORC	6 destroyed live of suc ERY 16 Y Spells Day	7 ed, "UD" ccess is im	8 for ultimo proved b Cha (See No. o ast Per	nce to e IN for n Day	ction.) Learn 1 nagicians	New Sp. et al.; see Bonus S	ell:	lerics et a	al No. of Spe Cast Per Day
(Clerics ei PELLS CAST Spell Level 1	t al.) Undead Type Chance to Turn Undead (Chance-in-twel (Sorcerers of 1) (Chance-in-twel (Sorcerers of 1) (Chance-in-twel (Sorcerers of 1) (Chance-in-twel (Sorcerers of 1) (Sorcerers of 1) (So	ABILITY O ve ratio; c 5+ CH are	e more co <u>CASI</u> (Magic Bon	for not tu ommandii CING cians, clei	3 med, "T" ng, hence ABIL ics, et al.	4 for turned their char S ITTY Total I Case	5 d, "D" for nce-in-twe SORC	6 destroyed live of suc ERY 16 Y Spells Day	7 ed, "UD" ccess is im	8 for ultimo proved b Cha (See No. o ast Per	nce to e IN for n Day	ction.) Learn 1 nagicians	New Sp. et al.; see Bonus S	ell:	lerics et a	al No. of Spe Cast Per Day
(Clerics et (Clerics et) PELLS CAST Spell Level 1 2	t al.) Undead Type Chance to Turn Undead (Chance-in-twel (Sorcerers of 1) (Chance-in-twel (Sorcerers of 1) (Chance-in-twel (Sorcerers of 1) (Chance-in-twel (Sorcerers of 1) (Sorcerers of 1) (So	ABILITY O ve ratio; c 5+ CH are	e more co <u>CASI</u> (Magic Bon	for not tu ommandii CING cians, clei	3 med, "T" ng, hence ABIL ics, et al.	4 for turned their char S ITTY Total I Case	5 d, "D" for nce-in-twe SORC	6 destroyed live of suc ERY 16 Y Spells Day	7 ed, "UD" ccess is im	8 for ultimo proved b Cha (See No. o ast Per	nce to e IN for n Day	ction.) Learn 1 nagicians	New Sp. et al.; see Bonus S	ell:	lerics et a	al No. of Spe Cast Per Day
(Clerics ei PELLS CAST Spell Level 1	t al.) Undead Type Chance to Turn Undead (Chance-in-twel (Sorcerers of 1) (Chance-in-twel (Sorcerers of 1) (Chance-in-twel (Sorcerers of 1) (Chance-in-twel (Sorcerers of 1) (Sorcerers of 1) (So	ABILITY O ve ratio; c 5+ CH are	e more co <u>CASI</u> (Magic Bon	for not tu ommandii CING cians, clei	3 med, "T" ng, hence ABIL ics, et al.	4 for turned their char S ITTY Total I Case	5 d, "D" for nce-in-twe SORC	6 destroyed live of suc ERY 16 Y Spells Day	7 ed, "UD" ccess is im	8 for ultimo proved b Cha (See No. o ast Per	nce to e IN for n Day	ction.) Learn 1 nagicians	New Sp. et al.; see Bonus S	ell:	lerics et a	al No. of Spe Cast Per Day

				LLS OWN			
Spell	Level	Other No	tes (e.g., range, duration)	Spell	Level	Other Not	es (e.g., range, duration)
20 10							
3							
1 <u>0</u>							
-						200	
1 <u>0</u>							
7.4 (=	-				_		
						-	
15							
1 <u>0</u> 92							
1. If a sorcerer casts from mu	I Itiple spell catego	I ories, note here;	e.g., a bard might note D1 for a	I level 1 druid spell.	1	É	
			SPELLS MI	EMORIZED		1	
Level 1	Level 2		<u>SPELLS M1</u> Level 3		Level 5	~	Level 6
Level 1	Level 2			EMORIZED Level 4	Level 5		Level 6
	Level 2	0	Level 3	Level 4	Level 5		
	Level 2		Level 3	Level 4	Level 5		
	Level 2		Level 3	Level 4	Level 5		
	Level 2		Level 3	Level 4	Level 5		
	Level 2		Level 3	Level 4	Level 5		
	Level 2		Level 3	Level 4	Level 5		
			Level 3	Level 4			
			Level 3	Level 4	Level 5		
			Level 3	Level 4			
			Level 3	Level 4			
			Level 3	Level 4			
			Level 3	Level 4			
			Level 3	Level 4			

<u>HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS</u>

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
k	
9 	

PHYSIQUE Gender: Male Age: 20 Height: 5'11" Weight: 187 Hair: brown Eyes: blue Distinguishing Features: broad-chested Weapons, Armour, Gear large shield dagger short bow arrow quiver arrows ×9 backpack bandages	CHARACTER POI	abandoned	Seconda mercena Languag Commo Religion discovered b adopted by Kimn tribe to find him loy as sellsword in	i <mark>ges Known</mark> : on, Old Saxon, Keltic (Goide	n, history): a small child ds of Vol	
large shield dagger short bow arrow quiver arrows ×9 backpack bandages		⇒ ⇒EQUIF ⇒		Magic Items	and the construction of th	
dagger short bow arrow quiver arrows ×9 backpack bandages						
short bow arrow quiver arrows ×9 backpack bandages	(1 lb.)			+1 scimitar		(4 lbs.)
short bow arrow quiver arrows ×9 backpack bandages				+1 arrows ×3		61
arrows ×9 backpack bandages	(2 lbs.)					
arrows ×9 backpack bandages	(1 lb.)					
bandages						15
bandages	(2 lbs.)					
fishing net	(3 lbs.)					
hunting horn	(1 lb.)			7.27		25
soft leather pouch						
large sack						
torches ×3	(3 lbs.)					
wineskin (full)	(4 lbs.)					25
belt	(1000)			2012 1.12		
riding boots	(1 lb.)					
woollen kilt	(1 lb.)					
	(1 10.)					25
÷	-					34 lbs.

Gems and Jewellery: 100-gp sapphire



Ammunition (arrows, bolts, bullets, darts, etc.)

arrows	
+1 arrows	

Supplies (per day)

Water / Wine: @______ Rations: @______ Animal Feed: @______



			ASTO	ONIS	HIN	G	SWOR	DSI	MEN	I AN	ID S	OR	CER	ERS	OF				2
Player Name:	••	ſ		7	7	7	A.	2		3	$\langle \rangle$	P. T	I	R	<u>ה</u>		s: <u>Barb</u> e: <u>Saxo</u> el: <u>7</u>		
Attor Buhr	•		4	,		~	Player	- (Chai	racte	er Sh	eet	L	1		U	Aligi	h.: Chao	tic Goo	<u>d</u> 1
15 DX 13 CN 13 IN 14 IN 15 IN 17 WS Vision V	Attack (Melee bamag Attack (Missile Defence Hi Poison Langu Learn (Magi Villpwr Learn (Cleric eact. / aximul BILL	mod.: e adj.: n adj.: u spell: spell: spell: spell: by adj.: Menc TY	+1 +1 ±0 = - - - - - - - - - - - - - - - - - -	Test of Trauma Test of Bonus s (Clerics ± 0 4	DX: survive CN: pells: pells: Jndeaco (Clerics (Clerics)	3:6 3:6 3:6 	Feat of ST	r: 249 : 249 : 8% I: 8% AR		SAVII 13 SAVING THR Saving () () () () () () () () () ()	NG TH SW SW Throw +2 DE +2 TR +2 DE +3 AV +2 SC Saving ASS AU C	Modif ANSFO VICE (OIDA DRCER Throw	Ders: death m DRMA magica NCE (b Y (spell: modifie	TION (I rings, i vreath w s, scroll ers: <u>othe</u>	HD eath ray, petrifact rods, sto pns., ray spells, s r dodging	y guns, upernat	mov MOV (×2 if r	ells, son oell-like o <u>EME</u> unning / EMENT	ne traps) abilities) <u>NT</u> charging) MV
2	, 	m	}				1000-000000 C	APON	ICON	ИВАЛ				· Constant - S					3
Melee Weapon	Skill		Wea		Atta Rat	224023	Attack Modifiers	Dan	nage	Othe	r Notes	(e.g., t	wo-hand	ded dan	nage, sp	oecial m	odifiers)		
+1 scimitar			2	1	2/1		+3	1d8	8+3	1d10+	3 two-ha	unded, o	casts lig	ht in 20	-ft. radiı	us			
+1 scimitar			2		2/1		±0	1d8	8+3	two-w	eapon fig	hting (primary	y), casts	light in	20-ft. ra	dius		
silver dagger			1		3/2	2	-3	1d4	4+1	two-w	eapon fig	hting (seconda	ury)					
silver dagger		-	1		3/2	2	+1	1d4	4+1										
Missile Weapon	Skill		Rar (S/N	⊼/L)	Atta Rat 3/2	e	Attack Modifiers +1		n age 4+1	Othe	r Notes	(e.g., p	ooint blo	ank rang	ge, spec	ial mod	ifiers)		
short bow (+2 arro	ows)	Ĩ	50/100	0/150	5/2		+4	1de	6+3	+1 atta	ack bonu	s at poi	int-blan	k range	(6-30 f	eet)			
(Some melee weapo		are missi	le weapon	ıs; e.g. da	ngger, ha	nd axe	.)		ካ እለ ለ የ			*							
Target AC	9	8	7	6	5	4	3	<u>1BAT</u> 2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20	1547		· ·		100				-	1174		110							
Attack Roll (Apply weapon's "A	4 Hack Me	5 odifier" t	o d20 atto	7 ack roll.)	8	9	10	11	12	13	14	15	16	17	18	0 20	20 17 North V	21 Vind Adver	22 ntures, LLC

December (Marine)	YR					A	BILIT	FIES							2A	Province and
	A															[
Ability Name	Bri	ef Desc	ription	of Abi	lity, Cł	nance of	f Succes	s, Savi	ng Thre	ow, Ot	her No	tes				μ ²
Agile							cumbere									
Alertness	-1	to be sui	rprized													
Ambusher	+1	to surpr	ize outd	loors wh	en alon	e or with	n prepare	d party								
ttack rate	3/2	melee a	ttack ra	te												
limb	9-i1	n-12														
Draw poison	3-i1	1-6 with	in 2 rou	nds, 2-i	n-6 witl	nin 4 rou	nds, 1-in	1-6 with	in 6 rou	ınds						
Iardy	+2	bonus to	o all savi	ing thro	ws											
Iorsemanship	fro	n the sa	ddle of	a tamed	mount	, can figh	it with m	elee we	apons a	nd discł	narge m	issiles				
eap	25	feet, if u	nencum	bered												
Iove silently	8-i1	n-12														
un	bas	e 50 MV	when l	ightly a	rmoure	d or unai	rmoured									
ense magic	4-i1	n-12														
orcerous distrust	sus	picious	of sorce	ry and tl	nose wh	io wield i	it									
rack	10-	in-12 wi	ildernes	s, 3-in-1	2 non-v	wildernes	ss									
Veapon mastery	scir	nitar, sh	ort bow	7												
Vilderness survivo	al hur	nting, tra	apping,	fishing,	boating	, shelter	building,	, fire bu	ilding, l	ogging,	woodw	orking, 1	aft build	ding		
			<u></u>			<i>F</i> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~							~~~~			
<u>TURN</u> (Clerics of	UNDEAD	TURNING)1/	A							£					
		TURNING ABILITY)1/	A	(URN U	D NDEA		ATRI	x	P					
	et al.)			2	(<u>TU</u> 3		NDEA 5		ATRI 7	<u>X</u> 8	9	10	11	12	13	
		ABILITY		2		Î	1 1				9	10	11	12	13	
	Undead Type Chance to Turn Undead	ABILITY			3	4	5	6	7	8			11	12	13	
	Undead Type Chance to			for not tu	3	4	5 d, "D" for	6 destroye	7 d. "UD"	8 for ultime	ate destru		11	12	13	
	Undead Type Chance to Turn Undead (Chance intwe		T I or, "NI" e more co	for not tu	3	4	5 d, "D" for	6 destroye	7 d. "UD"	8 for ultime	ate destru		11	12	13	
	Undead Type Chance to Turn Undead (Chance intwe		T T or, "NT" e more co	for not tu	3	4 [°] for turnee ≥ their cha	5 d, "D" for nce-in-twel	6 destroye ve of suc	7 d. "UD"	8 for ultime	ate destru		11	12	13	
	Undead Type Chance to Turn Undead (Chance intwe		T or, "NT" e more co	for not tu	3	4 [°] for turnee ≥ their cha	5 d, "D" for	6 destroye ve of suc	7 d. "UD"	8 for ultime	ate destru		11	12	13	
	Undead Type Chance to Turn Undead (Chance intwe	ABILITY 0 Ve ratio; 5+ CH ar	e more co	for not tu ommandii	3 rned, "T	4 " for turnere e their cha	5 d, "D" for nce-in-twel	6 destroyee ve of suc	7 rd, "UD" cess is im	8 for ultime proved b	ate destru	iction.)				
	Undead Type Chance to Turn Undead (Chance intwe	ABILITY 0 Ve ratio; 5+ CH ar	<u>CAS</u>	for not tu ommandii CING	3 rned, "T' ng, hence ABII	4 ⁷ for turner their cha	5 d, "D" for nce-in-twel	6 destroye ve of suc	7 d. "UD"	8 for ultime proved b	ate destru	iction.)				
(Clerics e	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	ABILITY 0 Ve ratio; 5+ CH ar	<u>CAS</u>	for not tu ommandii	3 rned, "T' ng, hence ABII	4 ⁷ for turner their cha	5 d, "D" for nce-in-twel	6 destroye ve of suc	7 rd, "UD" cess is im	8 for ultime proved b	ate destru	iction.)		12 ell: e WS for a		
(Clerics e	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	ABILITY 0 ve ratio; 5+ CH ar	<u>CAS</u>	for not tu ommandii CING	3 rned, "T' ng, hence ABII	4 ¹ for turnet ² their cha	5 d, "D" for nce-in-twel	6 destroyer ve of suc	7 .d, "UD" cess is im	for ultimorproved b	nce to e IN for r	Learn I nagicians			clerics e	
(Clerics e	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	ABILITY 0 ve ratio; 5+ CH ar	e more co <u>CAS</u> (Magin Bor	for not tu ommandii CING	3 rned, "T" ng, hence ABII rics, et al	4 ⁷ for turner ⁹ their cha <u>1</u> <u>1</u> 1 1 1 1 1 1 1 1 1 1 1 1 1	5 d, "D" for nce-in-twel	6 destroyer ve of suc ERY Spells	7 .d, "UD" cess is im	8 for ultime proved b	nce to e IN for r	Learn 1 nagicians		ell: e WS for o	clerics e	et al.)
(Clerics of Clerics of Spell	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	ABILITY 0 ve ratio; 5+ CH ar	e more co <u>CAS</u> (Magin Bor	for not tu ommandii CING cians, clei	3 rned, "T" ng, hence ABII rics, et al	4 ⁷ for turner ⁹ their cha <u>1</u> <u>1</u> 1 1 1 1 1 1 1 1 1 1 1 1 1	5 d, "D" for nce-in-twel	6 destroyer ve of suc ERY Spells	7 .d, "UD" cess is im	for ultimorproved b Cha (Se e No. o ast Per	nce to e IN for r	Learn 1 nagicians	New Sp et al.; see Bonus S	ell: e WS for o	clerics e	otal No. of S Cast Per Do
(Clerics of PELLS CAS Spell Level	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	ABILITY 0 ve ratio; 5+ CH ar	e more co <u>CAS</u> (Magin Bor	for not tu ommandii CING cians, clei	3 rned, "T" ng, hence ABII rics, et al	4 ⁷ for turner ⁹ their cha <u>1</u> <u>1</u> 1 1 1 1 1 1 1 1 1 1 1 1 1	5 d, "D" for nce-in-twel	6 destroyer ve of suc ERY Spells	7 .d, "UD" cess is im	for ultimorproved b Cha (Se e No. o ast Per	nce to e IN for r	Learn 1 nagicians	New Sp et al.; see Bonus S	ell: e WS for o	clerics e	otal No. of S Cast Per Do
(Clerics of PELLS CAS Spell Level 1	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	ABILITY 0 ve ratio; 5+ CH ar	e more co <u>CAS</u> (Magin Bor	for not tu ommandii CING cians, clei	3 rned, "T" ng, hence ABII rics, et al	4 ⁷ for turner ⁹ their cha <u>1</u> <u>1</u> 1 1 1 1 1 1 1 1 1 1 1 1 1	5 d, "D" for nce-in-twel	6 destroyer ve of suc ERY Spells	7 .d, "UD" cess is im	for ultimorproved b Cha (Se e No. o ast Per	nce to e IN for r	Learn 1 nagicians	New Sp et al.; see Bonus S	ell: e WS for o	clerics e	otal No. of S Cast Per Do
(Clerics of Clerics of PELLS CAS Spell Level 1 2	Undead Type Chance to Turn Undead (Chance-in-twe (Sorcerers of 1	ABILITY 0 ve ratio; 5+ CH ar	e more co <u>CAS</u> (Magin Bor	for not tu ommandii CING cians, clei	3 rned, "T" ng, hence ABII rics, et al	4 ⁷ for turner ⁹ their cha <u>1</u> <u>1</u> 1 1 1 1 1 1 1 1 1 1 1 1 1	5 d, "D" for nce-in-twel	6 destroyer ve of suc ERY Spells	7 .d, "UD" cess is im	for ultimorproved b Cha (Se e No. o ast Per	nce to e IN for r	Learn 1 nagicians	New Sp et al.; see Bonus S	ell: e WS for o	clerics e	otal No. of S Cast Per Do

		- 33 N		LLS OWN			
Spell	Level	Other No	tes (e.g., range, duration)	Spell	Level	Other Not	es (e.g., range, duration)
100							
92 	-						
-							
94 78							
2							
1 <u>0</u> 90				1 12		85 59	
201 701		2			6	8 6	
-						0	
8 12							
1. If a sorcerer casts from mu	ltiple spell catego	 vice ante harry		li ma propo p			
	, , , ,	ries, nore nere;					20
1		rres, nore nere;	SPELLS M	MORIZED	1		
Level 1	Level 2		SPELLS M	EMORIZED Level 4	Level 5		Level 6
Level 1			SPELLS M	MORIZED	Level 5		Level 6
			SPELLS M	EMORIZED Level 4	Level 5	90 - AV	
			SPELLS M	EMORIZED Level 4	Level 5		
			SPELLS M	EMORIZED Level 4	Level 5		
			SPELLS M	EMORIZED Level 4	Level 5		
			SPELLS M	EMORIZED Level 4	Level 5		
	Level 2		SPELLS M	EMORIZED			
	Level 2		SPELLS M	EMORIZED	Level 5		
	Level 2		SPELLS M Level 3	EMORIZED Level 4			

<u>HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS</u>

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

	HING SWUKUS	SMEN AND SORCERERS OF HYPERBOREA
PHYSIQUE	CHARACTER I	PORTRAIT BACKGROUND Secondary Skills: mercenary
Gender: Male Age: 23 Height: 5'11" Weight: 187 Hair: brown Eyes: blue		Languages Known: Common, Old Saxon, Keltic (Goidelic) Religion: Other Notes (e.g., homeland, clan, history): discovered by barbarian fishermen as a small child
Distinguishing Features:	a min	adopted by Kimmeri-Keltic nomads in Fields of Vol
broad-chested		abandoned tribe to find himself when he came of age
<u>r</u>		found employ as sellsword in Swampgate after several run-ins with Khromarium city guard
		S EQUIPAGE
Weapons, Armour, Gear		Magic Items
silver dagger	(1 lb.)	+1 scimitar (4)
silver dagger short bow	(2 lbs.)	+1 scimitar (4) +2 arrows ×8
silver dagger short bow arrow quiver	(2 lbs.) (1 lb.)	+1 scimitar (4) +2 arrows ×8 defensive bracers (AC 6) (2)
silver dagger short bow arrow quiver backpack	(2 lbs.)	+1 scimitar (4) +2 arrows ×8
silver dagger short bow arrow quiver backpack bandages	(2 lbs.) (1 lb.) (2 lbs.)	+1 scimitar (4) +2 arrows ×8 defensive bracers (AC 6) (2)
silver dagger short bow arrow quiver backpack bandages fishing net	(2 lbs.) (1 lb.) (2 lbs.) (3 lbs.)	+1 scimitar (4) +2 arrows ×8 defensive bracers (AC 6) (2)
silver dagger short bow arrow quiver backpack bandages fishing net hunting horn	(2 lbs.) (1 lb.) (2 lbs.)	+1 scimitar (4) +2 arrows ×8 defensive bracers (AC 6) (2)
silver dagger short bow arrow quiver backpack bandages fishing net hunting horn soft leather pouch	(2 lbs.) (1 lb.) (2 lbs.) (3 lbs.)	+1 scimitar (4) +2 arrows ×8 defensive bracers (AC 6) (2)
silver dagger short bow arrow quiver backpack bandages fishing net hunting horn soft leather pouch large sack	(2 lbs.) (1 lb.) (2 lbs.) (2 lbs.) (3 lbs.) (1 lb.)	+1 scimitar (4) +2 arrows ×8 defensive bracers (AC 6) (2)
silver dagger short bow arrow quiver backpack bandages fishing net hunting horn soft leather pouch large sack torches ×2	(2 lbs.) (1 lb.) (2 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (2 lbs.)	+1 scimitar (4) +2 arrows ×8 defensive bracers (AC 6) (2)
silver dagger short bow arrow quiver backpack bandages fishing net hunting horn soft leather pouch large sack	(2 lbs.) (1 lb.) (2 lbs.) (2 lbs.) (3 lbs.) (1 lb.)	+1 scimitar (4) +2 arrows ×8 defensive bracers (AC 6) (2)
silver dagger short bow arrow quiver backpack bandages fishing net hunting horn soft leather pouch large sack torches ×2 wineskin (full) belt	(2 lbs.) (1 lb.) (2 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (2 lbs.) (4 lbs.)	+1 scimitar (4) +2 arrows ×8 defensive bracers (AC 6) (2)
silver dagger short bow arrow quiver backpack bandages fishing net hunting horn soft leather pouch large sack torches ×2 wineskin (full)	(2 lbs.) (1 lb.) (2 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (2 lbs.)	+1 scimitar (4) +2 arrows ×8 defensive bracers (AC 6) (2)
silver dagger short bow arrow quiver backpack bandages fishing net hunting horn soft leather pouch large sack torches ×2 wineskin (full) belt riding boots	(2 lbs.) (1 lb.) (2 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.) (1 lb.)	+1 scimitar (4) +2 arrows ×8 defensive bracers (AC 6) (2)

Copper (cp):___ 7 Silver (sp):____ Electrum (ep):___ 100 Gold (gp):__



+2 arrows

Supplies (per day) Water / Wine:



50-gp spinel

Platinum (pp):__



			AST(DNIS	HIN	IG S	SWO	RDS	MEN	N A	ND S	SOR	CER	ERS	OF				
Player Name:		Ĺ	D U)	7	7	7	E	T	Tr.	3			I	Z	T	м Clas Raci Leve	e: <u>Com</u>		
Gregor Kravinssor			4	J		~		~				PL]	-	J	Aligr	.: <u>Chao</u>	tic Good	l1
ATTRIBUTES							Player	Chc			Sheet /ING 1	HRO	W	HIT I	DICE	/		$\overline{\}$	
13 STRENGTH ST D	Attack (Melee, amage	mod.: adj.:	+1 +1	Test of	ST:	3:6	Feat of S	5 T: 16	5%		6 THROW	V		d 10 HIT DIE TYPE	HD	\langle	10		HP
	Defence adi.: ±0, resi of DA redi of DA							ation)											
10 University of the set of the																			
12	Langu Learn	ages:_ spell:	±0	Bonus s (Magició					_ 1	P	Ŏ	DEVICE	(magica	al rings,	rods, sto	aves, wa	nds)		
16 WS ^v	Villpwr		+1	Bonus s (Clerics							O'	VOIDA	NCE (I	oreath w	γpns., ra	y guns, :	some sp	ells, som	e traps)
13 CH Re		spell:. s et al.) Loyalt					ing adj.:_	_		V	\bigcirc		Ω.		1.53	upernat	ural / sp	ell-like c	ıbilities)
			hmen:_	0	(Clerics	et al.)	\$				er Saving CLASS	g Throw	r modifi	ers: will	power +1	2	MOV	EME	NT
FIGHTING A 1 FIGHTING ABILITY Weapon Master	١	23		Skills: sl	nort spe	ar (ma	astery)	L	7 ACVS. MI		AC AC Shield:	7 ACVS. MISS eather	MISS A	- 0.00	(harging)
(Fighters et al.)		(Non-figl	hters)								- _uction:_		Other	AC M	odifiers	:			
		Unskil	led We	apon A	ttack P	enalty	/: <u> </u>	ł							6				
	ONU	un (► <u>WE</u>	APO	N COI	MB	<u>AT</u> ∢				=	177777			
Melee Weapon	Skill			apon ass	Atta Rat		Attack Modifiers	Da	mage	Ot	her Note	es (e.g.,	two-han	ded dai	nage, sp	pecial m	odifiers)		
short spear			3	3	3/2	2	+1	10	d6+2	1d8	8+2 two-h	anded, o	louble d	amage v	when set	vs. chai	ge attac	k	
5 .		1						-											
85 6 <u>7</u>				-															
Missile Weapon	Skill		Rar (S/N		Atta Rat		Attack Modifiers	, Da	mage	Ot	her Note	es (e.g.,	point bl	ank ran	ge, spec	ial modi	fiers)		
short spear			15/3	-	3/2	-+	+1	-	d6+1	-									
longbow (Some melee weapo	ons also a	are missi	70/14(le weapor		3/2 agger, ha			3	d6+1 T MA		IX.								
Target AC	9	8	7	6	5	4	3	2	1	0		-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll (Apply weapon's "A	10 Hack Mc	11 difier″t	12 o d20 atto	13 ack roll.)	14	15	16	17	18	19	20	21	22	23	24	25	26	27 Vind Adven	28 tures, LLC

	<u>ABILITIES</u>
Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Alertness	-1 to be surprized
Ambusher	+1 to surprize outdoors when alone
Attack rate	1/1 melee attack rate; improves to 3/2 at 7 th level
Climb	8-in-12
Hide	5-in-12 wilderness, 3-in-12 non-wilderness
Move silently	5-in-12
Predator	+1 damage vs. animals
Subdue animal	5-in-12
Track	10-in-12 wilderness, 5-in-12 non-wilderness
Weapon mastery	short spear
Wilderness survival	hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building
Wilderness traps	3-in-12

(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.)

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TURNING ABILITY

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	SORCERY	
<u>CASTING ABILITY</u>	CASTING	Chance to Learn New Spell:
(Magicians, clerics, et al.)	ABILITY CA	(See IN for magicians et al.; see WS for clerics et al.)

TURN UNDEAD MATRIX

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SPELLS CAST PER DAY

TURN UNDEAD (Clerics et al.)

Undead Type

Chance to Turn Undead

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)
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		××××)			<u>SPE</u> KNC	<		20 20		9 9 9	
Spell		Level	Other Not	es (e.g., range, d	uration)	Spell		Level ¹	Other Not	es (e.g., range, d	duration)
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3											
<u>8</u> 2						14 19					
20 1						-					
-											
2 2						14 12			5 5		
1. If a sorcerer casts from	multiple	 spell categor	l ies, note here;			l level 1 druid spel CMORIZEI		d a	E.	2	
Level 1	L	evel 2		Level 3		Level 4		Level 5		Level 6	
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75			0				Z	St		¥)	J
EXPERIENCE PC	DINT	<u>s</u>		10% XP Bo (Y) or	nus?	un un contra Maria An	Miscellan	eous Notes a	ind Calculat	ions	
The second secon	ľ	A.M. II		(Y) or	(N): <u>110</u>						
E EXPERIENCE POINTS		la -	XP	2,	,250		2 9 <u>4</u>				22 27 27
100 - Contractions		m	EN.		D FOR NEYT LEVEL		87. 1.5				8

<u>HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS</u>

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

XP NEEDED FOR NEXT LEVEL

		SMEN AND SORCERERS OF HYPERBOREA"	A l
	CHARACTER I	PORTRAIT BACKGROUND Secondary Skills:	
	THE	peatman peatman	
PHYSIQUE Gender: Male Age: 29 Height: 6' Weight: 180 Hair: red Eyes: brown Distinguishing Features: husky voice		Languages Known: Common Religion: Other Notes (e.g., homeland, clan, history): born in Gal Hills village of Bogrest at age 14, apprenticed to his uncle, a huntsman in Dunwich uncle was mauled by a bear a few years later, and young Gregor found him too late now carries on huntsman tradition, seeking derring-do and dominating impossible ga	me
Weapons, Armour, Gear		EQUIPAGE Magic Items	<u> </u>
leather armour	(15 lbs.)		
short spears ×3	(15 lbs.)		
longbow	(3 lbs.)		
longbow arrow quiver	(3 lbs.) (1 lb.)		
longbow arrow quiver arrows ×10	(3 lbs.) (1 lb.)		
arrow quiver			
arrow quiver arrows ×10 silver arrows ×2	(1 lb.)		
arrow quiver arrows ×10			
arrow quiver arrows ×10 silver arrows ×2 backpack sinew cord	(1 lb.) (2 lbs.)		
arrow quiver arrows ×10 silver arrows ×2 backpack sinew cord hunting horn	(1 lb.)		
arrow quiver arrows ×10 silver arrows ×2 backpack sinew cord	(1 lb.) (2 lbs.) (1 lb.)		
arrow quiver arrows ×10 silver arrows ×2 backpack sinew cord hunting horn soft leather pouch torches ×2	(1 lb.) (2 lbs.) (1 lb.) (2 lbs.) (2 lbs.)		
arrow quiver arrows ×10 silver arrows ×2 backpack sinew cord hunting horn soft leather pouch	(1 lb.) (2 lbs.) (1 lb.)		
arrow quiver arrows ×10 silver arrows ×2 backpack sinew cord hunting horn soft leather pouch torches ×2 wineskin (full) belt	(1 lb.) (2 lbs.) (1 lb.) (2 lbs.) (2 lbs.) (4 lbs.)		
arrow quiver arrows ×10 silver arrows ×2 backpack sinew cord hunting horn soft leather pouch torches ×2 wineskin (full)	(1 lb.) (2 lbs.) (1 lb.) (2 lbs.) (2 lbs.)		
arrow quiver arrows ×10 silver arrows ×2 backpack sinew cord hunting horn soft leather pouch torches ×2 wineskin (full) belt riding boots	(1 lb.) (1 lb.) (2 lbs.) (1 lb.) (2 lbs.) (4 lbs.) (1 lb.) (1 lb.)		

Copper (cp):	
Silver (sp):	
Electrum (ep):	
Gold (gp):	3
Platinum (pp):	
Gems and Jewellery	



Supplies (per day)

sopplies	(per ddy)
Water	/ Wine: @
	Rations: aaaaaaaaaaaaaaa
Anim	al Feed: aaaaaaaaaaaaaaa



		ļ	STC	ONIS	HIN	IG S	SWO	RDS	ME	N A	ND S	SOR	CER	ERS	OF				
<u>Player Name</u> :		5	R	7	7	7	F	A	tr.	2	0)	F.	T	Z		Rac	e: <u>Hunt</u> e: <u>Com</u>		
<u>Character Name</u>	e.	Ų	μ]		1	70	U,	5	-	U,	Л	F	1	1	Leve		41 C	
Gregor Kravinsso	n					-	Plave	· Ch	aract	or S	, haat	L				Aligr	n.: Chao	tic G000	1
13 ST 10 DX 10 DX 10 CN 10 CN 110 CN 10 CN 110 CN 110 CN 110 CN 113 IN 113 CH 113 </td <td colspan="7">Image: Consigned of the second of the sec</td> <td>ation) ne traps) abilities) <u>NT</u> charging) MV</td>	Image: Consigned of the second of the sec							ation) ne traps) abilities) <u>NT</u> charging) MV											
	ONI		5	All and a second	1.773 174		► <u>WE</u>	APO	N CO	MBA	<u>T</u> <	~		- Kantanga - J	=	V/////			
Melee Weapon	Skill		Wea Cla		Atta Rat		Attack Modifier	s Do	amage	Oth	er Note	s (e.g., 1	wo-han	ded dar	nage, sp	oecial m	odifiers)		
+1 short spear			3		3/2		+2	1	d6+3	1d8-	-3 two-ha	inded, d	ouble d	amage v	vhen set	vs. chai	rge attac	k	
short spear			3		3/2		+1	1	d6+2	1d8+2 two-handed, double damage when set vs. charge attack									
silver dagger			1		1/1		±0	1	d4+1										
Missile Weapon Skill Range (S/M/L) Attack Rate Attack Modifiers Damage Other Notes (e.g., point blank range, special modifiers) short spear 15/30/45 3/2 +1 1d6+1 silver dagger 10/20/30 3/2 ±0 1d4+1																			
longbow			70/140		2/1		+1	1	d6+2	+1 a	ttack bon	us at po	int-blan	ık range	(6-30 f	eet)			
(Some melee weap	ons also d	are missil	e weapon	s; e.g. da	agger, ha	nd axe.		MBA	тма	TRI	x								
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	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

(Apply weapon's "Attack Modifier" to d20 attack roll.)

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	<u>ABILITIES</u>
Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Alertness	-1 to be surprized
S	

Ambusher	+1 to surprize outdoors when alone
Attack rate	1/1 melee attack rate; improves to 3/2 at 7 th level
Climb	8-in-12
Hide	6-in-12 wilderness, 4-in-12 non-wilderness
Move silently	6-in-12
Predator	+4 damage vs. animals
Subdue animal	5-in-12
Track	10-in-12 wilderness, 5-in-12 non-wilderness
Weapon mastery	short spear, longbow
Wilderness survival	hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building
Wilderness traps	4-in-12
Werewolf slayer	+4 damage vs. lycanthropes when wielding silver or magical weapons
51	
51	



Turn Undead (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	
CASTING ABILITY (Magicians, clerics, et al.)		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)
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6	Come Late		20 10 101 20 1000			

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Spell	Level	Other Not	es (e.g., range, duration	Spell		Level	Other Not	es (e.g., range, dui	ration)
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<u></u>						-			
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it.									
1. If a sorcerer casts from mult	tiple spell catego	ries, note here;	e.g., a bard might note D1 fo	r a level 1 druid spe	И.		C		
			SPELLS N	<u>IEMORIZEI</u>	D				
Level 1	Level 2		Level 3	Level 4		Level 5		Level 6	
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						190		C	
					23	GAL	2)		J
EXPERIENCE POIL	NTS YY		10% XP Bonus? (Y) or (N): <u>1</u>		Miscellane	ous Notes c	and Calculati	ons	

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ka i		18,000
- C	ð	XP NEEDED FOR NEXT LEVEL

HENCHMEN	HIRELINGS;	ANIMAL	UNDEAD	COMPANIONS
			5	

12,000

A: EXPERIENCE POINTS

90

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
Wild Dog	AL N; SZ S; MV 50; DX 14; AC 7; HD 1 (hp 5); #A 1/1 (bite); D 1d4; SV 16; ML 12; XP 13.
	Special: Perspicacious to otherworldly horrors and undead; may bark or howl in their presence, even if unseen.

	ING SWUKDSMEN	AND SORCERERS OF HYPERBOREA	
	CHARACTER PORTRA	IT BACKGROUND Secondary Skills:	
PHYSIQUE Gender: Male Age: 31 Height: 6' Weight: 180 Hair: red Eyes: brown Distinguishing Features: husky voice		Languages Known: Common, Keltic (Goidelic) Religion: Other Notes (e.g., homeland, clan, history): born in Gal Hills village of Bogrest at age 14, apprenticed to his uncle, a huntsman in Dunwich le was mauled by a bear a few years later, and young Gregor found him to	Do late
	now	carries on huntsman tradition, seeking derring-do and dominating impo	ossible game
	E		
Weapons, Armour, Gear	- Mer	Magic Items	(5.11.)
brigandine armour	(20 lbs.)	Magic Items +1 short spear	(5 lbs.)
brigandine armour silver dagger	(20 lbs.) (1 lb.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)
brigandine armour silver dagger short spears ×3	(20 lbs.) (1 lb.) (15 lbs.)	Magic Items +1 short spear	(5 lbs.)
brigandine armour silver dagger short spears ×3 longbow	(20 lbs.) (1 lb.) (15 lbs.) (3 lbs.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)
brigandine armour silver dagger short spears ×3 longbow arrow quiver	(20 lbs.) (1 lb.) (15 lbs.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)
brigandine armour silver dagger short spears ×3 longbow arrow quiver arrows ×9	(20 lbs.) (1 lb.) (15 lbs.) (3 lbs.) (1 lb.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)
brigandine armour silver dagger short spears ×3 longbow arrow quiver arrows ×9 backpack	(20 lbs.) (1 lb.) (15 lbs.) (3 lbs.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)
brigandine armour silver dagger short spears ×3 longbow arrow quiver arrows ×9 backpack sinew cord	(20 lbs.) (1 lb.) (15 lbs.) (3 lbs.) (1 lb.) (2 lbs.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)
brigandine armour silver dagger short spears ×3 longbow arrow quiver arrows ×9 backpack sinew cord hunting horn	(20 lbs.) (1 lb.) (15 lbs.) (3 lbs.) (1 lb.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)
brigandine armour silver dagger short spears ×3 longbow arrow quiver arrows ×9 backpack sinew cord hunting horn soft leather pouch	(20 lbs.) (1 lb.) (15 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)
brigandine armour silver dagger short spears ×3 longbow arrow quiver arrows ×9 backpack sinew cord hunting horn soft leather pouch spyglass	(20 lbs.) (1 lb.) (15 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)
brigandine armour silver dagger short spears ×3 longbow arrow quiver arrows ×9 backpack sinew cord hunting horn soft leather pouch spyglass torches ×2	(20 lbs.) (1 lb.) (1 lb.) (15 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.) (2 lbs.) (2 lbs.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)
brigandine armour silver dagger short spears ×3 longbow arrow quiver arrows ×9 backpack sinew cord hunting horn soft leather pouch spyglass	(20 lbs.) (1 lb.) (15 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)
brigandine armour silver dagger short spears ×3 longbow arrow quiver arrows ×9 backpack sinew cord hunting horn soft leather pouch spyglass torches ×2 wineskin (full) belt	(20 lbs.) (1 lb.) (1 lb.) (15 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.) (2 lbs.) (4 lbs.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)
brigandine armour silver dagger short spears ×3 longbow arrow quiver arrows ×9 backpack sinew cord hunting horn soft leather pouch spyglass torches ×2 wineskin (full)	(20 lbs.) (1 lb.) (1 lb.) (15 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.) (2 lbs.) (2 lbs.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)
brigandine armour silver dagger short spears ×3 longbow arrow quiver arrows ×9 backpack sinew cord hunting horn soft leather pouch spyglass torches ×2 wineskin (full) belt	(20 lbs.) (1 lb.) (1 lb.) (15 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.) (2 lbs.) (4 lbs.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)
brigandine armour silver dagger short spears ×3 longbow arrow quiver arrows ×9 backpack sinew cord hunting horn soft leather pouch spyglass torches ×2 wineskin (full) belt riding boots	(20 lbs.) (1 lb.) (15 lbs.) (3 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (1 lb.) (2 lbs.) (1 lb.) (2 lbs.) (4 lbs.) (1 lb.)	Magic Items +1 short spear +1 arrows ×3	(5 lbs.)

Copper (cp):	34
Silver (sp):	38
Electrum (ep):	28
Gold (gp):	12
Platinum (pp):	
Gems and Jewellery	<i>r</i>



Ammunition (arrows, bolts, bullets, darts, etc.)

arrows	
+1 arrows	

Supplies (per day)



			STC	ONIS	HIN	IG S	SWO	RDS	ME	N AI	ND S	OR	CER	ERS	0F				
<u>Player Name</u> :		5	R	7	7	7	F	A	Fr.	2/	5)	F.	T	Z		Race	s: Hunts		
<u>Character Name</u>		IJ	ΨĽ] [, L	<u>,</u>	20	U,	5	1	3	Л	K	も	a l	Leve		tia Caas	
Gregor Kravinssor	1			-			Playeı	- Cho	aract	er Sł	neet	L		6.53S		Align	.: Chaot	110 0000	1
10 DX 10 10 CN 10 CN 13 IN 14 IN 18 WS	- Attack (Melee) amage Attack (Missile) Defence HF Poison Langu Learn (Magic Villpwr. Learn (Cleric: eact. / aximun BILLI	mod.: adj.: adj.: adj.: spell: spell: spell: spell: boyalt Loyalt	<u>±0</u> <u>±0</u> <u>±0</u> <u>±0</u> <u>±0</u> <u>±0</u> <u>±0</u> <u>±0</u>	Test of Trauma Test of Bonus s (Clerics +1 6	DX: survive CN: pells: et al.) Jndead (Clerics of	3:6 2:6 31: 7 2:6 - - - - - -	Feat of C	ST: DX: N: All	<u>6%</u> 4%	SAVIO	NG T Sow SI g Throw +2 D +2 TI D A Saving ASS KIEF	Modii EATH (RANSF EVICE VOIDA ORCER Throw	fiers: death m ORMA (magica NCE (b Y (spell: modifi MISS	TION (_I I rings, I oreath w s, scroll ers: <u>will</u>	HD eath ray, oetrifacti rods, sta pns., ray spells, si	ion, poly ives, wa v guns, s	rmorph) nds) some spa ural / sp <u>MOV</u> (×2 if ra (×2 if ra	ells, som ell-like c EME	e traps) ibilities)
(Fighters et al.) longbow (<i>mastery</i>) ⊢	(Non-figh	iters)						Damage					AC Mo	difiers:	+1 mel	ee w/ ofj	f-hand p	arry
		Unskil	led Wee	apon A	ttack P	enalty	/: <u> </u>	2	5						5.00 C				
	OWW	un	}				▶ <u>W</u>	APO	N CO	MBA	<u>r</u> <	~				1/////	Ø		
Melee Weapon	Skill		Wea Clo		Atta Rat	204020	Attack Modifier	s Do	amage	Othe	er Note	s (e.g., 1	wo-han	ded dan	nage, sp	ecial mo	odifiers)		
+1 short spear			3		2/1		+2	1	d6+3	1d8+	3 two-ha	nded, d	ouble d	amage v	vhen set	vs. char	ge attacl	k	
short spear			3		2/1		+1	1	d6+2	1d8+	2 two-ha	nded, d	ouble d	amage v	when set	vs. char	ge attacl	k	
+1 dagger			1		3/2		+1	1	d4+2	casts	light in 1	0-ft. rad	lius						
Missile Weapon	Skill		Rar		Atta	86672	Attack Modifier	Do	amage	Othe	er Note:	s (e.g., j	point ble	ank rang	ge, speci	ial modi	fiers)		
short spear			(S/A 15/30		2/1		+1	_	d6+1										
longbow			70/140		5/2	-+	+1	-	d6+2	+1 at	tack bon	us at po	int-blan	k range	(6-30 fe	eet)			
(Some melee weapo	ons also a	are missi					.)		TMA	e S		at po			(0.001	,			,
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	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22

(Apply weapon's "Attack Modifier" to d20 attack roll.)

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	<u>ABILITIES</u>
Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Alertness	-1 to be surprized
Ambusher	+1 to surprize outdoors when alone
Attack rate	3/2 melee attack rate
Climb	9-in-12
Hide	8-in-12 wilderness, 6-in-12 non-wilderness
Move silently	8-in-12
Predator	+7 damage vs. animals
Subdue animal	6-in-12
Track	10-in-12 wilderness, 5-in-12 non-wilderness
Weapon mastery	short spear, longbow
Wilderness survival	hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building
Wilderness traps	6-in-12
Werewolf slayer	+7 damage vs. lycanthropes when wielding silver or magical weapons



Turn Undead (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.)

CO	SORCERY	
<u>CASTING ABILIT</u> (Magicians, clerics, et al.)		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)
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				SLLS OWN	21 		0 0	
Spell	Level'	Other No	tes (e.g., range, duration)	Spell	Level	Other Not	tes (e.g., range, durat	ion)
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) .								
1 9								
19. 19.								
<u>.</u>								
3 9								
25								
25								
2 2								
92 12								
т. Д								
1. If a sorcerer casts from m	ultiple spell catego	ries, note here;	e.g., a bard might note D1 for <u>SPELLS M</u>	a level 1 druid spell.			20	
Level 1	Level 2		Level 3	Level 4	Level 5		Level 6	
				0	-			
	1							
	5 <u>-</u>			0				
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	1				China Part			

EXPERIENCE POINTS

EXPERIENCE POINTS

60

100,000



Miscellaneous Notes and Calculations

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)	
Wolves ×2	AL N; SZ M; MV 60; DX 11; AC 7; HD 2+1 (hp 7); #A 1/1 (bite); D 1d6; SV 16; ML 12; XP 35.	

ASIUNIS	DUINO DAANKAS	SMILIN AND SU	RCERERS OF HYP	EKDUKEA	1
Lac	CHARACTER F		ACKGROUND condary Skills:	1	
PHYSIQUE -	T		eatman		
Gender: <u>Male</u> Age: <u>34</u>			nguages Known: ommon, Keltic (Goidelic)		
Height: <u>6</u> Weight: <u>180</u> Hair: red			ligion:		P
Eyes: brown Distinguishing Features:		born i	t <mark>her Notes (e.g., homeland, clan, 1</mark> n Gal Hills village of Bogrest		P
husky voice		THE PARTY I	pprenticed to his uncle, a huntsmar a bear a few years later, and young C	1	Ŭ
		now carries on huntsn	nan tradition, seeking derring-do ar	nd dominating impossible gam	e
-W		≥> <u>EQUIPAGE</u> <		Georgenia and an and an and an	_%
Weapons, Armour, Gear		EQUIPAGE	Magic Items	Je	_0
brigandine armour	(20 lbs.)	<u>EQUIPAGE</u>	+1 short spear		
brigandine armour short spears ×3	(15 lbs.)	EQUIPAGE	+1 short spear +1 dagger		
brigandine armour short spears ×3 longbow	(15 lbs.) (3 lbs.)	EQUIPAGE	+1 short spear +1 dagger potion of climbin	g	
brigandine armour short spears ×3 longbow arrow quiver	(15 lbs.) (3 lbs.) (1 lb.)	EQUIPAGE	+1 short spear +1 dagger	g	
brigandine armour short spears ×3 longbow arrow quiver silver arrows ×12	(15 lbs.) (3 lbs.) (1 lb.) (1 lb.)	EQUIPAGE	+1 short spear +1 dagger potion of climbin	g	
brigandine armour short spears ×3 longbow arrow quiver silver arrows ×12 backpack	(15 lbs.) (3 lbs.) (1 lb.)	EQUIPAGE	+1 short spear +1 dagger potion of climbin	g	
brigandine armour short spears ×3 longbow arrow quiver silver arrows ×12 backpack sinew cord	(15 lbs.) (3 lbs.) (1 lb.) (1 lb.) (2 lbs.)	EQUIPAGE	+1 short spear +1 dagger potion of climbin	g	
brigandine armour short spears ×3 longbow arrow quiver silver arrows ×12 backpack sinew cord hunting horn	(15 lbs.) (3 lbs.) (1 lb.) (1 lb.)	EQUIPAGE	+1 short spear +1 dagger potion of climbin	g	
brigandine armour short spears ×3 longbow arrow quiver silver arrows ×12 backpack sinew cord hunting horn soft leather pouch	(15 lbs.) (3 lbs.) (1 lb.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.)	EQUIPAGE	+1 short spear +1 dagger potion of climbin	g	
brigandine armour short spears ×3 longbow arrow quiver silver arrows ×12 backpack sinew cord hunting horn soft leather pouch spyglass	(15 lbs.) (3 lbs.) (1 lb.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.) (1 lb.)	EQUIPAGE	+1 short spear +1 dagger potion of climbin	g	
brigandine armour short spears ×3 longbow arrow quiver silver arrows ×12 backpack sinew cord hunting horn soft leather pouch spyglass wineskin (full)	(15 lbs.) (3 lbs.) (1 lb.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.)	EQUIPAGE	+1 short spear +1 dagger potion of climbin	g	
brigandine armour short spears ×3 longbow arrow quiver silver arrows ×12 backpack sinew cord hunting horn soft leather pouch spyglass wineskin (full) belt	(15 lbs.) (3 lbs.) (1 lb.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.) (1 lb.) (4 lbs.)	EQUIPAGE	+1 short spear +1 dagger potion of climbin	g	
brigandine armour short spears ×3 longbow arrow quiver silver arrows ×12 backpack sinew cord hunting horn soft leather pouch spyglass wineskin (full) belt riding boots	(15 lbs.) (3 lbs.) (1 lb.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.) (1 lb.) (4 lbs.) (1 lb.)	EQUIPAGE	+1 short spear +1 dagger potion of climbin	g	
brigandine armour short spears ×3 longbow arrow quiver silver arrows ×12 backpack sinew cord hunting horn soft leather pouch spyglass wineskin (full) belt riding boots fur cape	(15 lbs.) (3 lbs.) (1 lb.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.) (1 lb.) (4 lbs.) (1 lb.) (1 lb.) (1 lb.)	EQUIPAGE	+1 short spear +1 dagger potion of climbin	g	
brigandine armour short spears ×3 longbow arrow quiver silver arrows ×12 backpack sinew cord hunting horn soft leather pouch spyglass wineskin (full) belt riding boots	(15 lbs.) (3 lbs.) (1 lb.) (1 lb.) (2 lbs.) (1 lb.) (1 lb.) (1 lb.) (4 lbs.) (1 lb.)	EQUIPAGE	+1 short spear +1 dagger potion of climbin	g	(1 lb.

Copper (cp):	9
Silver (sp):	8
Electrum (ep):	6
Gold (gp):	136
Platinum (pp):	23

Gems and Jewellery:



Ammunition (arrows, bolts, bullets, darts, etc.)

silver arrows	
-	

Supplies (per day)

Supp	nes (per ddy)
Wa	ter / Wine: @
	Rations: aaaaaaaaaaaaaaaaaa
	·

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ZOTIS PONTOS (Atlantean male purloiner)

> Zotis Pontos [ZOH-tihs PAHN-tohs] was born and raised on the streets of Khromarium. The son of Atlantean gamblers, Zotis was put to work at a young age as a kerbside beggar-thief, providing for his everpenniless parents. After surviving a vengeful knife attack, Zotis found greater purpose when he met Tull Kamtose, the leader of an unsanctioned thieves' guild. Tull introduced Zotis to the temple of Rel, and soon Zotis was training his mind, body, and spirit. Larceny became a divine art; larceny became sorcery.

> As an operative of Tull's renegade organization, Zotis Pontos has been involved with a plethora of unsanctioned thefts. Consequently, he is wanted by the official Khromarium Commodities Guild. The price on his head has prompted him (with Tull's blessing) to flee the city. In nearby Swampgate he explores the local wilderness and pursues mercenary work to pay his rent.

	ASTONIS	HIN	GS	WO	RDS	ME	N AN	ND S	OR	CER	ERS	OF				
Player Name:	The second	7		F	IT IT	E	2	$\langle \rangle$	F	T	Z	ר ה	n Clas Race Leve	e: Atlan		
<u>Character Name</u> :		<	-	200	レく	5			L	<i>ſ</i> ∼		U	Align	.: Neutr	al	
Zotis Pontos			F	Player	Cho	iract	er Sh	leet					7		_	
						8%	16 SAVING THR		I		HITI d 6 HIT DIE TYPE	HD	\langle	7		HP
17 DEXTERITY DEXTERITY DEXTERITY DEXTERITY DEX DEX DEX DEX DEX DEX DEX DEX DEX DEX	 Test of	DX:	4:6 F	eat of D	X: 32	2%	Saving	g Throw					7	HIT POINTS		
13 CN HP adj.:	<u>+1</u> , Trauma <u>±0</u> , Test of	surviva	l:80	1%		-		\preceq					paralys			ation)
14 IN Languages:	Bonus s (Magicia	pells: —	_				# (D	EVICE	(magica	l rings,	rods, sta	ives, wa	nds)		
						-	\hat{c}	+3 A	VOIDA	NCE (b	oreath w	pns., ray	y guns, s	ome spe	ells, som	e traps)
15 WISDOM WS Willpwr. adj.: Learn spell:	+1 75% Bonus s (Clerics	pells: or et al.)	ne leve	l 1, one le	vel 2	_ \		\prec					upernati			
(Clerics et al.) 15 CHARISMA CH React. / Loyal Maximum hene	y adj.:	Indoad	turnir	a adi .	+1		V	+2) 3	JACEN	i (speil	s, scroll	spens, s	opernan	Jrai / sp	en-like d	ionnes)
CHARISMA UN Maximum hen	chmen: 8	(Clerics e	t al.)	ig uul				Saving	Throw	modifi	ers: othe	er dodging	+1, willpov	ver +1		
FIGHTING ABILITY		S			AI	RMOU	JRCL	ASS	•		(%	H'	R		EME	
1 FA	Constant	}			Z	6 ACVS. M	ELEE		6 AC VS. MISSI	MISS			e e e		EMENT	MV
Weapon Masteries / New W (Fighters et al.) (Non-fig								nield: <u>le</u> ction:		Other		differen	+1 mel	ee w/ ofi	f-hand p	arrv
l Inski	lled Weapon A	ttack Pe	nalty	2	L	vamage	e Kedu	mon:		Omer	AC MC	bainers:			<u>r</u>	
	2				4 P.O.	N COI	MBAT	г <i>с</i>				<u>_</u>				
Comment	5	1		<u> </u>	1		,		Total Advention			V	*****			
Melee Weapon Skill	Weapon Class	Attac Rate		Attack Modifier	s Da	mage	Othe	r Notes	(e.g., t	wo-han	ded dar	nage, sp	ecial mo	odifiers)		
dagger	1	1/1		±0	1	d4+1										
dagger	1	1/1	_	-1	+	d4+1	+	veapon fi								
dagger	1	1/1	-	-2	1	d4+1	two-w	veapon fi	ghting (seconda	ary)					,
n <u>.</u>		Υ _β			+											
. .					-											
Missile Weapon Skill	Range (S/M/L)	Attac Rate	224-224	Attack Modifier	Da	ımage	Othe	r Notes	(e.g., j	point ble	ank rang	ge, spec	ial modi	fiers)		
dagger	10/20/30	3/2		+2		d4+1										
sling	50/100/150	1/1	-	+2	1	d4+1	1									
(Some melee weapons also are miss	ile weapons; e.g. do	ngger, han	d axe.)		 MBA	TMA	TRIX	<u>[</u>								2
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 10 11	12 13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

(Apply weapon's "Affack Modifier" to d20 affack roll.)

17 North Wind Adventu res, LLC

Ability Name Agile Backstab Clandestine tongue Detect secret doors Magic item use Read scrolls Scribe scrolls Sorcery Climb Discern noise Hide Move silently Open locks Pick pockets	+1 AC bonu +4 attack bo Thieves' Car 3-in-6 as cleric or the decipher and		and unencu	imbered (small	l shield allow	ved)		
Agile Backstab Clandestine tongue Detect secret doors Magic item use Read scrolls Scribe scrolls Sorcery Climb Discern noise Hide Manipulate traps Move silently Open locks	+1 AC bonu +4 attack bo Thieves' Car 3-in-6 as cleric or th decipher and write from of cleric spells 9-in-12 4-in-12 6-in-12 4-in-12 6-in-12 4-in-12	is when unarmoured inus, ×2 damage nt hief d invoke spells on cle	and unencu	imbered (small	l shield allow	ved)		
Backstab Clandestine tongue Detect secret doors Magic item use Read scrolls Scribe scrolls Sorcery Climb Discern noise Hide Manipulate traps Move silently Open locks	+4 attack boThieves' Car3-in-6as cleric or thedecipher andwrite from ofcleric spells9-in-124-in-126-in-124-in-126-in-124-in-126-in-124-in-126-in-124-in-126-in-124-in-12	nus, ×2 damage nt hief d invoke spells on cle	ric scrolls					
Detect secret doors Magic item use Read scrolls Scribe scrolls Sorcery Climb Discern noise Hide Manipulate traps Move silently Open locks	Thieves' Car3-in-6as cleric or thedecipher andwrite from ofcleric spells9-in-124-in-126-in-124-in-126-in-124-in-126-in-124-in-126-in-124-in-12	nt hief d invoke spells on cle		roll; requires o	ne week per	• spell level		
Detect secret doors Magic item use Read scrolls Scribe scrolls Sorcery Climb Discern noise Hide Manipulate traps Move silently Open locks	3-in-6 as cleric or the decipher and write from or cleric spells 9-in-12 4-in-12 6-in-12 4-in-12 6-in-12 4-in-12 6-in-12 4-in-12 6-in-12 4-in-12	hief d invoke spells on cle		roll; requires o	ne week per	spell level		
Read scrolls Scribe scrolls Sorcery Climb Discern noise Hide Manipulate traps Move silently Open locks	decipher and write from o cleric spells 9-in-12 4-in-12 6-in-12 4-in-12 6-in-12 4-in-12 4-in-12	d invoke spells on cle		roll; requires o	ne week per	• spell level		
Read scrolls Scribe scrolls Sorcery Climb Discern noise Hide Manipulate traps Move silently Open locks	write from o cleric spells 9-in-12 4-in-12 6-in-12 4-in-12 6-in-12 4-in-12 6-in-12 4-in-12	_		croll; requires o	ne week per	spell level		
Sorcery Climb Discern noise Hide Manipulate traps Move silently Open locks	write from o cleric spells 9-in-12 4-in-12 6-in-12 4-in-12 6-in-12 4-in-12 6-in-12 4-in-12	_		croll; requires o	ne week per	r spell level		
Climb Discern noise Hide Manipulate traps Move silently Open locks	cleric spells 9-in-12 4-in-12 6-in-12 4-in-12 6-in-12 4-in-12 4-in-12							
Climb Discern noise Hide Manipulate traps Move silently Open locks	9-in-12 4-in-12 6-in-12 4-in-12 6-in-12 4-in-12 4-in-12							
Hide Manipulate traps Move silently Open locks	4-in-12 6-in-12 4-in-12 6-in-12 4-in-12 4-in-12							
Manipulate traps Move silently Open locks	6-in-12 4-in-12 6-in-12 4-in-12							
Move silently Open locks	4-in-12 6-in-12 4-in-12							
Move silently Open locks	6-in-12 4-in-12							
Open locks	4-in-12							
·	_							
	J-111-12							
<u>TURN UNDEA</u> (Clerics et al.) Undead Chance t	Turning Ability Type 0	TA 1 2 3	URN UN	NDEAD M. 5 6	ATRIX 7 8	8 9 1	0 11 12	13
Turn Und	dead	r, "NT" for not turned, " more commanding, hen		"D" for destroye ce-in-twelve of suc	rd, "UD" for ul cess is improve	ltimate destruction ed by one.)	n.)	
PELLS CAST PER D.		CASTING ABI (Magicians, clerics, et a				Chance to Lea (See IN for magi	ırn New Spell: cians et al.; see WS foi	75% r clerics et al.)
Spen Cast I	o. of Spells Per Day gician)	Bonus Spells (Magician)	Cast	lo. of Spells Per Day agician)	Cast F	o. of Spells Per Day Veric)	Bonus Spells (Cleric)	Total No. of Spe Cast Per Day (Cleric)
1						1	1	2
2								
			-					
3								

	ð		<u> </u>		1001010011	ULS WN	2			
Spell		Level	Other No	tes (e.g., range, duratio	n)	Spell	Level	Other Not	es (e.g., range, c	duration)
cure light wounds		1	1	instantaneous; reversible						
sanctuary		1	R 0, D 1 tur	'n				6		
					_	3	_			
2 2					_			8 5		
iý.					\neg	2	 			
<u></u>						6		ă.		
8. 13										
2 7										
							_			
						3	_			
2 2					-			8 5		
(2) //			1		\neg	2				
8			1			0				
20 20						9 1				
1. If a sorcerer casts	from mul	tiple spell catego	pries, note here;	e.g., a bard might note D1 f		level 1 druid spell. MORIZED)
Level 1		Level 2		Level 3		Level 4	Level 5		Level 6	
cure light wounds										
sanctuary										
			0							
2			0							
ð.									Contraction	

EXPERIENCE POINTS





Miscellaneous Notes and Calculations

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

ASTONISHING	G SWO	RDSMEN AND SORCE	RERS OF HYPERBOREA"
LAD 3	HARAC	TER PORTRAIT BACKG	y Skills:
PHYSIQUE Gender: Male Age: 16 Height: 5'7" Weight: 150 lbs. Hair: black Eyes: grey Distinguishing Features: wears hat and mask to hide his	and the second sec	Thieves' C Religion: Rel Other Nor born and raised put to work at your	, Hellenic (Atlantean), Keltic (Goidelic),
face and to protect blue-green skin from dryin	ing out	H	d, so fled to Swampgate, where he pursues mercenary work
	S		
Weapons, Armour, Gear			Magic Items
leather armour		eather gloves	
daggers ×2	(2 lbs.) cl		
sling		ıbard	
backpack			(5 lbs.)
bandages		oly water	
blanket	(3 lbs.) w	vooden holy symbol of Rel	
bullets ×20	(2 lbs.)		
soft leather pouch			
small sack			
thieves' tools	(3 lbs.)		
tinderbox	(1 lb.)		
torch	(1 lb.)		
wineskin (full)	(4 lbs.)		
writing stick			
belt			
	(11)		
normal boots	(1 lb.)		
normal boots	(1 lb.) (3 lbs.)		

Copper (cp):	2
Silver (sp):	
Electrum (ep):	
Gold (gp):	3
Platinum (pp):	
Gems and Jewellery:	(3.82)

Ammunition (arrows, bolts, bullets, darts, etc.)

bullets

Supplies (per day)

 Water / Wine:
 Image: Control

 Rations:
 Image: Control

 Animal Feed:
 Image: Control




(Apply weapon's "Attack Modifier" to d20 attack roll.)

			$\gg_{\underline{ABILITIES}}$			
	r				- 1	
Ability Name		scription of Ability, C			Notes	
Agile		nus when unarmoured	and unencumbered (sm	all shield allowed)		
Backstab		bonus, ×2 damage				
Clandestine tongue	e Thieves' C	Cant				
Detect secret doors						
Magic item use	as cleric o	r thief				
Read scrolls	decipher a	and invoke spells on clea	ric scrolls			
Scribe scrolls	write from	n one to five known spe	lls onto a scroll; require	one week per spell lev	vel	
Sorcery	cleric spel	ls				
Turn undead	×2 per da	У				
Climb	9-in-12					
Decipher script	1-in-12					
Discern noise	5-in-12					
Hide	7-in-12					
Manipulate traps	5-in-12					
Move silently	7-in-12					
Open locks	5-in-12					
Pick pockets	6-in-12					
TURN (Clerics e						
				ATRIX		
	t al.)			1 1 1		12 12
	t al.) Undead Type 0		JRN UNDEAD N 4 5 6	<u>1ATRIX</u> 7 8 9	2 10 11	12 13
	t al.) Undead Type 0 Chance to Turn Undead	TI 1 2 3 11:12 8:12 5:12	4 5 6 2:12 NT NT	7 8 9 NT NT NT	T NT NT	12 13 NT NT
	t al.) Undead Type 0 Chance to Turn Undead T (Chance-in-twelve ratio		4 5 6 2:12 NT NT "for turned, "D" for destro "D" for destro	7 8 9 NT NT N' yed, "UD" for ultimate de	T NT NT	G
	t al.) Undead Type 0 Chance to Turn Undead T (Chance-in-twelve ratio	TI 1 2 3 11:12 8:12 5:12 y or, "NI" for not turned, " 5:12	4 5 6 2:12 NT NT "for turned, "D" for destro "D" for destro	7 8 9 NT NT N' yed, "UD" for ultimate de uccess is improved by one	T NT NT	C.
	t al.) Undead Type 0 Chance to Turn Undead T (Chance-in-twelve ratio	TI 1 2 3 11:12 8:12 5:12 y or, "NI" for not turned, " 5:12	4 5 6 2:12 NT NT for turned, "D" for destructed in twelve of a set their chance-in-twelve of a set their chance in twelve of a se	7 8 9 NT NT N' yed, "UD" for ultimate de uccess is improved by one	T NT NT	NT NT
(Clerics e	t al.) Undead Type 0 Chance to Turn Undead (Chance-in-twelve ratic (Sorcerers of 15+ CH of	1 2 3 11:12 8:12 5:12 3; or, "NI" for not turned, "I are more commanding, hence 5	4 5 6 2:12 NT NT for turned, "D" for destro- te their chance-in-twelve of state SORCERY LITY 4 (J.) (J.)	7 8 9 NT NT N' yed, "UD" for ultimate de uccess is improved by one	I NT NT	NT NT
(Clerics e	t al.) Undead Type Chance to Turn Undead (Chance-in-twelve ratio (Sorcerers of 15+ CH of Sorcerers of 15+ CH of TPER DAY Base No. of Spells Cast Per Day	1 2 3 11:12 8:12 5:12 3; or, "NI" for not turned, "I are more commanding, hence 5	4 5 6 2:12 NT NT Total No. of Spell Cast Per Day	7 8 9 NT NT N' yed, "UD" for ultimate de uccess is improved by one CA Chance (See IN f Base No. of Sp. Cast Per Day	T NT NT sstruction.) s.) to Learn New Spe or magicians et al.; see ells	NT NT
(Clerics e PELLS CAST Spell Level	t al.) Undead Type Chance to Turn Undead (Chance-in-twelve ratio (Sorcerers of 15+ CH of TOPER DAY Base No. of Spells	1 2 3 11:12 8:12 5:12 3; or, "NT" for not turned, "Tare more commanding, hence "Tare more commanding, hence CASTING ABIT (Magicians, clerics, et clear) Bonus Spells	4 5 6 2:12 NT NT Total No. of Spell	7 8 9 NT NT NT yed, "UD" for ultimate de uccess is improved by one CA Chance (See IN f Base No. of Sp. Cast Per Day (Cleric)	T NT NT Istruction.) to Learn New Spector magicians et al.; see ells Bonus Sj (Cleri	NT NT
(Clerics e SPELLS CAST Spell	t al.) Undead Type Chance to Turn Undead (Chance-in-twelve ratio (Sorcerers of 15+ CH of Sorcerers of 15+ CH of TPER DAY Base No. of Spells Cast Per Day	1 2 3 11:12 8:12 5:12 3; or, "NT" for not turned, "Tare more commanding, hence "Tare more commanding, hence CASTING ABIT (Magicians, clerics, et clear) Bonus Spells	4 5 6 2:12 NT NT Total No. of Spell Cast Per Day	7 8 9 NT NT N' yed, "UD" for ultimate de uccess is improved by one CA Chance (See IN f Base No. of Sp. Cast Per Day	T NT NT istruction.) to Learn New Spe or magicians et al.; see ells Bonus S	NT NT

(Magician categories include cryomancer, illusionist, necromancer, pyromancer, and witch spell lists; cleric categories include druid spell list.) (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.)

Spell	Level	Other Notes (e.g., range, duration)	Spell	Level	Other Notes (e.g., range, duration,
create water	1	R 10 ft., D permanent; reversible	Q.		
cure light wounds	1	R touch, D instantaneous; reversible			
light	1	R 120 ft., D 6 turns			
omen	1	R touch, D 1 turn			
sanctuary	1	R 0, D 1 turn	0		
aid	2	R touch, D 1 turn			
distinguish alignment	2	R 10 ft., D 6 rounds			
weird war hammer	2	R 30 ft., D 1 round per CA			

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 2		Level 3	Level 4	Level 5	Level 6
aid				0	
weird war hammer					
			0		
					and the second sec
				Set 1	*
300	🔟 aid	aid iii weird war hammer iii iii	aid I weird war hammer I I weird war hammer I I <td>aid I weird war hammer I I weird war hammer I I<td>aid Image: Constraint of the second seco</td></td>	aid I weird war hammer I I weird war hammer I I <td>aid Image: Constraint of the second seco</td>	aid Image: Constraint of the second seco

EXPERIENCE POINTS

12,000



Miscellaneous Notes and Calculations

		20,000
Contract Composition	- m - CI	XP NEEDED FOR NEXT LEVE
HENCHMEN HID	FLINGS ANIMAL /	

<u>HENCHMEN HIREL</u>	INGS; ANIMAL / UNDEAD COMPANIONS
Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
2	
<u>v</u>	

ASIUNIS	HING SW	ORDSMEN AND	SOKCEKEK		:KBUKEA	٨
PHYSIQUE	CHARA	CTER PORTRAIT	BACKGROUN Secondary Skills messenger	r -		
Gender: Male Age: 18 Height: 5'7" Weight: 150 lbs. Hair: black Eyes: grey Distinguishing Features: wears hat and mask to hide	his		Thieves' Cant Religion: Rel	ic (Atlantean), Keltic <u>1., homeland, clan, h</u> eets of Khromarium	istory):	rents
face and to protect blue-green skin f	rom drying out	h-	ack, found faith of Rel ar			
Weapons Armour, Gear		EQUIPA		Magic Items	\	jj-
Weapons, Armour, Gear		EQUIPA	A	Magic Items		
studded armour		normal clothing	(3 lbs.)	+1 dagger	Y	(1 lb.)
studded armour repeating crossbow	(6 lbs.)	normal clothing leather gloves	A	+1 dagger +2 dagger		
studded armour repeating crossbow backpack	(6 lbs.)	normal clothing leather gloves cloth hat	A	+1 dagger +2 dagger protection scroll: c		
studded armour repeating crossbow backpack bandages	(6 lbs.) (2 lbs.)	normal clothing leather gloves cloth hat tabard	(3 lbs.)	+1 dagger +2 dagger		
studded armour repeating crossbow backpack bandages blanket	(6 lbs.) (2 lbs.) (3 lbs.)	normal clothing leather gloves cloth hat tabard iron rations	A	+1 dagger +2 dagger protection scroll: c		
studded armour repeating crossbow backpack bandages blanket bolt case	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.)	normal clothing leather gloves cloth hat tabard iron rations holy water	(3 lbs.)	+1 dagger +2 dagger protection scroll: c		
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.)	normal clothing leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel	(3 lbs.)	+1 dagger +2 dagger protection scroll: c		
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.)	normal clothing leather gloves cloth hat tabard iron rations holy water	(3 lbs.)	+1 dagger +2 dagger protection scroll: c		
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.)	normal clothing leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel	(3 lbs.)	+1 dagger +2 dagger protection scroll: c		
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch soft leather pouch	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.)	normal clothing leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel	(3 lbs.)	+1 dagger +2 dagger protection scroll: c		
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch soft leather pouch small sack	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.)	normal clothing leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel	(3 lbs.)	+1 dagger +2 dagger protection scroll: c		
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch soft leather pouch small sack thieves' tools	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (3 lbs.)	normal clothing leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel	(3 lbs.)	+1 dagger +2 dagger protection scroll: c		
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch soft leather pouch small sack thieves' tools tinderbox	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (3 lbs.) (1 lb.)	normal clothing leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel	(3 lbs.)	+1 dagger +2 dagger protection scroll: c		
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch soft leather pouch small sack thieves' tools tinderbox wineskin (full)	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (3 lbs.)	normal clothing leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel	(3 lbs.)	+1 dagger +2 dagger protection scroll: c		
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch soft leather pouch small sack thieves' tools tinderbox wineskin (full) writing stick	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (3 lbs.) (1 lb.)	normal clothing leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel	(3 lbs.)	+1 dagger +2 dagger protection scroll: c		
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch soft leather pouch small sack thieves' tools tinderbox wineskin (full)	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (3 lbs.) (1 lb.)	normal clothing leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel	(3 lbs.)	+1 dagger +2 dagger protection scroll: c		(1 lb.) (1 lb.)

Copper (cp):	
Silver (sp):	9
Electrum (ep):	
Gold (gp):	77
Platinum (pp):	
Gems and Jewellery:	- 1942



Ammunition (arrows, bolts, bullets, darts, etc.)

lts	

Supplies (per day)

Supplies	(per aay)
Water	/ Wine: 000000000000000000000000000000000000
	Rations: addagaaaaaa
	í -







(Apply weapon's "Attack Modifier" to d20 attack roll.)

Chance to Т Т D D 11:12 8:12 5:12 2:12 NT NT NT NT Turn Undead (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.)

(Magicians, clerics, et al.)

Y	SORCERY	Concernance of the second seco
	\frown	
CASTING ABILITY	<u> </u>	Chance to Learn New Spell: 75% (See IN for magicians et al.; see WS for clerics et al.

CASTING ABILITY

Chance to Learn New Spell:<u>75%</u> (See IN for magicians et al.; see WS for clerics et al.)

NT

NT

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	1	3
2				1	1	2
3				1		1
4			р. -			
5						
6			ė.			0

(Magician categories include cryomancer, illusionist, necromancer, pyromancer, and witch spell lists; cleric categories include druid spell list.) (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.)

		- 3.3 MMM	<u>ells</u> OWN	8 ⁶ 8	
Spell	Level	Other Notes (e.g., range, duration)	Spell	Level	Other Notes (e.g., range, duration)
bless	1	R 0, D 3 turns; reversible			
create water	1	R 10 ft., D permanent; reversible			
cure light wounds	1	R touch, D instantaneous; reversible			
light	1	R 120 ft., D 6 turns			
omen	1	R touch, D 1 turn			
purify food and drink	1	R 10 ft., D instantaneous; reversible			
sanctuary	1	R 0, D 1 turn			
aid	2	R touch, D 1 turn			
distinguish alignment	2	R 10 ft., D 6 rounds			
find traps	2	R 30 ft., D 1 turn per 2 CA			
invisibility to undead	2	R touch, D special			
weird war hammer	2	R 30 ft., D 1 round per CA			
create food and water	3	R 10 ft., D permanent		-	
cure disease	3	R touch, D permanent; reversible			
2 <u>0</u> 74					

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 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	evel 1 Level 2		Level 3		Level 4	Level 5	Level 6		
bless		aid 🗉	cure disease						
cure light wounds		weird war hammer 🛛 🗆							
omen					0				
-									
<u>.</u>									
2			1	8	650	Store Star			

EXPERIENCE POINTS

EXPERIENCE POINTS

100,000



Miscellaneous Notes and Calculations

<u>HENCHMEN HIREL</u>	INGS; ANIMAL UNDEAD COMPANIONS	
Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)	
-		
10 10		
17. Se		

ASIUNIS	HING SW	ORDSMEN AND	SORCERERS	S OF HYPERBOREA [™]	١
	CHARA	CTER PORTRAIT	BACKGROUN Secondary Skills messenger		
PHYSIQUE Gender: Male Age: 21 Height: 5'7" Weight: 150 lbs. Hair: black Eyes: grey Distinguishing Features: wears hat and mask to hide H		after knife at	Thieves' Cant <u>Religion:</u> Rel <u>Other Notes (e.g</u> born and raised on str ut to work at young age as tack, found faith of Rel an	c (Atlantean), Keltic (Goidelic), ,, homeland, clan, history): eets of Khromarium s kerbside beggar-thief, providing for parents d joined Tull Kamtose's unsanctioned thieves' gu	
				d to Swampgate, where he pursues mercenary wo	
Weapons, Armour, Gear				Magic Items	
Weapons, Armour, Gear studded armour	(20 lbs.)	normal clothing	(3 lbs.)		(1 lb.)
		normal clothing leather gloves	(3 lbs.)	+1 dagger	(1 lb.) (1 lb.)
studded armour	(6 lbs.)		(3 lbs.)	+1 dagger	
studded armour repeating crossbow	(6 lbs.)	leather gloves	(3 lbs.)	+1 dagger +2 dagger	(1 lb.)
studded armour repeating crossbow backpack	(6 lbs.) (2 lbs.)	leather gloves cloth hat	(3 lbs.) (5 lbs.)	+1 dagger +2 dagger cleric scroll (darkness)	(1 lb.)
studded armour repeating crossbow backpack bandages	(6 lbs.) (2 lbs.) (3 lbs.)	leather gloves cloth hat tabard		+1 dagger +2 dagger cleric scroll (darkness) cleric scroll (create water, purify food and drink;	(1 lb.)
studded armour repeating crossbow backpack bandages blanket	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.)	leather gloves cloth hat tabard iron rations		+1 dagger +2 dagger cleric scroll (darkness) cleric scroll (create water, purify food and drinks create food and water; CA 6)	(1 lb.)
studded armour repeating crossbow backpack bandages blanket bolt case	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.)	leather gloves cloth hat tabard iron rations holy water		+1 dagger +2 dagger cleric scroll (darkness) cleric scroll (create water, purify food and drink; create food and water; CA 6) love potion	(1 lb.)
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.)	leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel		+1 dagger +2 dagger cleric scroll (darkness) cleric scroll (create water, purify food and drink; create food and water; CA 6) love potion potion of climbing	(1 lb.)
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.)	leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel		+1 dagger +2 dagger cleric scroll (darkness) cleric scroll (create water, purify food and drink; create food and water; CA 6) love potion potion of climbing	(1 lb.)
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.)	leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel		+1 dagger +2 dagger cleric scroll (darkness) cleric scroll (create water, purify food and drink; create food and water; CA 6) love potion potion of climbing	(1 lb.)
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch soft leather pouch	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.)	leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel		+1 dagger +2 dagger cleric scroll (darkness) cleric scroll (create water, purify food and drink; create food and water; CA 6) love potion potion of climbing	(1 lb.)
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch soft leather pouch small sack	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.)	leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel		+1 dagger +2 dagger cleric scroll (darkness) cleric scroll (create water, purify food and drink; create food and water; CA 6) love potion potion of climbing	(1 lb.)
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch soft leather pouch small sack thieves' tools tinderbox	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (3 lbs.)	leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel		+1 dagger +2 dagger cleric scroll (darkness) cleric scroll (create water, purify food and drink; create food and water; CA 6) love potion potion of climbing	(1 lb.)
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch soft leather pouch small sack thieves' tools	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (3 lbs.) (1 lb.)	leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel		+1 dagger +2 dagger cleric scroll (darkness) cleric scroll (create water, purify food and drink; create food and water; CA 6) love potion potion of climbing	(1 lb.)
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch soft leather pouch small sack thieves' tools tinderbox wineskin (full)	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (3 lbs.) (1 lb.)	leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel		+1 dagger +2 dagger cleric scroll (darkness) cleric scroll (create water, purify food and drink; create food and water; CA 6) love potion potion of climbing	(1 lb.)
studded armour repeating crossbow backpack bandages blanket bolt case light bolts ×20 brass scroll case hard leather pouch soft leather pouch small sack thieves' tools tinderbox wineskin (full) writing stick	(6 lbs.) (2 lbs.) (3 lbs.) (1 lb.) (2 lbs.) (3 lbs.) (1 lb.)	leather gloves cloth hat tabard iron rations holy water silver holy symbol of Rel		+1 dagger +2 dagger cleric scroll (darkness) cleric scroll (create water, purify food and drink; create food and water; CA 6) love potion potion of climbing	(1 lb.)

Copper (cp):		Con Co
Silver (sp):		Rea-
Electrum (ep):		In Ch
Gold (gp):	102	CAR KON
Platinum (pp):	10	N.
Gems and Jewellery	: 25-gp ony	x, 50-gp garnet



Ammunition (arrows, bolts, bullets, darts, etc.)

light bolts

Supplies (per day)

Water / Wine:







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	L					<u> </u>	DILII	<u>IES</u>									
Ability Name	Bi	rief Des	cription	of Abil	lity, Cl	hance of	Succes	s, Savi	ng Thr	ow, Ot	her No	tes					
une graving						; invoking				-							
le rune	tu	rn water	to ale th	hat heals ?	2 hp ×	l per day;	produce	e mead	than car	n <i>cure d</i>	isease ×	1 per we	ek				
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	UNDEAD	\frown	\ T /	A	(Y								
TURN (Clerics		TURNING)t/	A	(Ĩ	JE .						
	et al.)	ABILITY)t/	A		URN U	1			-							
	undead Type	ABILITY		2	(<u>TU</u> 3	URN UI	NDEA 5	.D M.	ATRI 7	X 8	9	10	11	12	13		
	Undead Type Chance to Turn Undead	ABILITY	1		3	4	5	6	7	8			11	12	13		
	Undead Type	ABILITY	1		3	4	5	6	7	8			11	12	13		
	Undead Type Chance to Turn Undead	ABILITY	1		3	4	5	6	7	8			11	12	13		
	Undead Type Chance to Turn Undead	ABILITY	1		3	4 " for turnec e their char	5	6 destroye ve of suc	7	8			11	12	13		
	Undead Type Chance to Turn Undead	ABILITY	1		3	4 " for turnec e their char	5 J, "D" for ace-in-twel	6 destroye ve of suc	7	8			11	12	13		
	Undead Type Chance to Turn Undead	ABILITY	or, "NI" re more co	for not tur ommandin	3 med, "T ng, hence ABII	4 " for turnece e their char S LITY	5 J, "D" for for ce-in-twelve	6 destroye ve of suc	7 d, "UD" cess is in	8 for ultime pproved b	ate destru	uction.)					
(Clerics	et al.) Undead Type Chance to Turn Undead (Chance-in-tw (Sorcerers of	ABILITY	or, "NI" re more co	for not tur ommandin	3 med, "T ng, hence ABII	4 " for turnece e their char S LITY	5 J, "D" for for for SORCH	6 destroyee of suc	7	8 for ultime pproved b	ate destru	uction.)		12 Dell:			
(Clerics	et al.) Undead Type Chance to Turn Undead (Chance-in-two (Sorcerers of	ABILITY 0 sive ratio; 15+ CH ar	or, "NI" re more co	for not tur ommandin	3 med, "T ng, hence ABII	4 " for turnece e their char S LITY L.)	5 d, "D" for face-in-twelf	6 destroye ve of suc	7 d, "UD" cess is in	8 for ultim proved b Cha (Se	nce to e IN for r	Learn I					
(Clerics	et al.) Undead Type Chance to Turn Undead (Chance-in-tw (Sorcerers of	ABILITY 0 solve ratio; 15+ CH ar	1 or, "NT" re more co <u>CAST</u> (Magi Bor	for not tur ommandin	3 med, "T rg, henco ABII ics, et a	4 " for turnece e their char S LITY [.] Total I Case	5 J, "D" for cce-in-twell	6 destroyer of suc SRY	7 d, "UD" cess is in	8 for ultime pproved b	nce to e IN for r	Learn I nagicians		ell: e WS for a		al.) al.)	pe
(Clerics C PELLS CAS Spell	et al.) Undead Type Chance to Turn Undead (Chance-in-two (Sorcerers of TPER DAY Base No. of S Cast Per D	ABILITY 0 solve ratio; 15+ CH ar	1 or, "NT" re more co <u>CAST</u> (Magi Bor	for not tur ommandin FING	3 med, "T rg, henco ABII ics, et a	4 " for turnece e their char S LITY [.] Total I Case	5 d, "D" for fore-in-twelf BORCH ABILITY No. of S st Per D	6 destroyer of suc SRY	7 d, "UD" cess is in	8 for ultim proved b Cha (Se e No. o ast Per	nce to e IN for r	Learn I nagicians	New Sp et al.; se Bonus S	ell: e WS for a		tal No. of S Cast Per Do	pe
Clerics CELLS CAS Spell Level 1 2	et al.) Undead Type Chance to Turn Undead (Chance-in-two (Sorcerers of TPER DAY Base No. of S Cast Per D	ABILITY 0 solve ratio; 15+ CH ar	1 or, "NT" re more co <u>CAST</u> (Magi Bor	for not tur ommandin FING	3 med, "T rg, henco ABII ics, et a	4 " for turnece e their char S LITY [.] Total I Case	5 d, "D" for fore-in-twelf BORCH ABILITY No. of S st Per D	6 destroyer of suc SRY	7 d, "UD" cess is in	8 for ultimo proved b Cha (Se e No. o ast Per (Cleri	nce to e IN for r	Learn I nagicians	New Sp et al.; se Bonus S	ell: e WS for a		tal No. of S Cast Per Do (Cleric)	pe
Clerics CELLS CAS Spell Level 1 2 3	et al.) Undead Type Chance to Turn Undead (Chance-in-two (Sorcerers of TPER DAY Base No. of S Cast Per D	ABILITY 0 solve ratio; 15+ CH ar	1 or, "NT" re more co <u>CAST</u> (Magi Bor	for not tur ommandin FING	3 med, "T rg, henco ABII ics, et a	4 " for turnece e their char S LITY [.] Total I Case	5 d, "D" for fore-in-twelf BORCH ABILITY No. of S st Per D	6 destroyer of suc SRY	7 d, "UD" cess is in	8 for ultimo proved b Cha (Se e No. o ast Per (Cleri	nce to e IN for r	Learn I nagicians	New Sp et al.; se Bonus S	ell: e WS for a		tal No. of S Cast Per Do (Cleric)	pe Jy
Clerics CELLS CAS Spell Level 1 2	et al.) Undead Type Chance to Turn Undead (Chance-in-two (Sorcerers of TPER DAY Base No. of S Cast Per D	ABILITY 0 solve ratio; 15+ CH ar	1 or, "NT" re more co <u>CAST</u> (Magi Bor	for not tur ommandin FING	3 med, "T rg, henco ABII ics, et a	4 " for turnece e their char S LITY [.] Total I Case	5 d, "D" for fore-in-twelf BORCH ABILITY No. of S st Per D	6 destroyer of suc SRY	7 d, "UD" cess is in	8 for ultimo proved b Cha (Se e No. o ast Per (Cleri	nce to e IN for r	Learn I nagicians	New Sp et al.; se Bonus S	ell: e WS for a		tal No. of S Cast Per Do (Cleric)	pe Jy

(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.)

					ells own		2 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0			
Spell		Level	Other Not	es (e.g., range, duration)			Level ¹	Other Not	es (e.g., range, e	duration)
man (command)		1	R 30 ft., D 6							
点 11								6 10		
3		_								
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5 <u>7</u> 7.1										
145 1								i		
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50 50								6 		
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a.										
1. If a sorcerer casts from	n multip	 ole spell categor	l ries, note here;	e.g., a bard might note D1 for <u>SPELLS M</u>	 a level 1 druid spel EMORIZEI			E	2)
Level 1		Level 2		Level 3	Level 4		Level 5		Level 6	
man										
12										
80 										
										L
					-	- -	0	-	CT	
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EXPERIENCE P	<u>01N</u>	<u>TS</u> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~		10% XP Bonus? (Y) or (N): <u>N</u>		Miscellane	eous Notes c	ind Calculat	tions	tap:#
	0		XP			1 <u>4</u> 1 <u></u>				

HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

EXPERIENCE POINTS

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

3,000

XP NEEDED FOR NEXT LEVEL

	ING SWI	URDSMEN AND S	ORCERERS	S OF HYPERBOREA"
PHYSIQUE Gender: Male Age: 27		CTER PORTRAIT	BACKGROUN Secondary Skills fisherman Languages Know Common, Old No	
Height: <u>6'4"</u> Weight: <u>231 lbs.</u> Hair: blond Eyes: <u>hazel</u> Distinguishing Features: weather-beaten		selecte	ills from Ragnarrhein d to serve elder rune	graver due to his preternatural talents
н н С		-	tage of adventure, th	of training, so left to learn of outside world lough oft thinks of his homeland
	Y			~
Weapons, Armour, Gear	Y)	A	Magic Items
Weapons, Armour, Gear ring mail	(20 lbs.)	writing stick	A	Magic Items
	(20 lbs.) (4 lbs.)			Magic Items
ring mail	(4 lbs.)		(1 lb.)	Magic Items
ring mail hand axes ×2	(4 lbs.) (1 lb.)	belt	(1 lb.) (3 lbs.)	Magic Items
ring mail hand axes ×2 dagger	(4 lbs.) (1 lb.) (5 lbs.)	belt normal boots		Magic Items
ring mail hand axes ×2 dagger battle axe	(4 lbs.) (1 lb.) (5 lbs.) (2 lbs.)	belt normal boots normal clothing		Magic Items
ring mail hand axes ×2 dagger battle axe backpack	(4 lbs.) (1 lb.) (5 lbs.) (2 lbs.)	belt normal boots normal clothing fur leggings	(3 lbs.)	Magic Items
ring mail hand axes ×2 dagger battle axe backpack bandages	(4 lbs.) (1 lb.) (5 lbs.) (2 lbs.)	belt normal boots normal clothing fur leggings iron rations	(3 lbs.)	Magic Items
ring mail hand axes ×2 dagger battle axe backpack bandages chalk	(4 lbs.) (1 lb.) (5 lbs.) (2 lbs.)	belt normal boots normal clothing fur leggings iron rations wooden holy symbol of Ymir	(3 lbs.)	Magic Items
ring mail hand axes ×2 dagger battle axe backpack bandages chalk dice	(4 lbs.) (1 lb.) (5 lbs.) (2 lbs.)	belt normal boots normal clothing fur leggings iron rations wooden holy symbol of Ymir	(3 lbs.)	Magic Items
ring mail hand axes ×2 dagger battle axe backpack bandages chalk dice fishing hooks ×12	(4 lbs.) (1 lb.) (5 lbs.) (2 lbs.)	belt normal boots normal clothing fur leggings iron rations wooden holy symbol of Ymir	(3 lbs.)	Magic Items
ring mail hand axes ×2 dagger battle axe backpack bandages chalk dice fishing hooks ×12 fishing string	(4 lbs.) (1 lb.) (5 lbs.) (2 lbs.)	belt normal boots normal clothing fur leggings iron rations wooden holy symbol of Ymir	(3 lbs.)	Magic Items
ring mail hand axes ×2 dagger battle axe backpack bandages chalk dice fishing hooks ×12 fishing string small hammer	(4 lbs.) (1 lb.) (5 lbs.) (2 lbs.) (2 lbs.)	belt normal boots normal clothing fur leggings iron rations wooden holy symbol of Ymir	(3 lbs.)	Magic Items
ring mail hand axes ×2 dagger battle axe backpack bandages chalk dice fishing hooks ×12 fishing string small hammer drinking horn (full of ale) silver mirror	(4 lbs.) (1 lb.) (5 lbs.) (2 lbs.) (2 lbs.) (2 lbs.) (1 lb.)	belt normal boots normal clothing fur leggings iron rations wooden holy symbol of Ymir	(3 lbs.)	Magic Items
ring mail hand axes ×2 dagger battle axe backpack bandages chalk dice fishing hooks ×12 fishing string small hammer drinking horn (full of ale)	(4 lbs.) (1 lb.) (5 lbs.) (2 lbs.) (2 lbs.) (2 lbs.) (1 lb.) (1 lb.)	belt normal boots normal clothing fur leggings iron rations wooden holy symbol of Ymir	(3 lbs.)	Magic Items
ring mail hand axes ×2 dagger battle axe backpack bandages chalk dice fishing hooks ×12 fishing string small hammer drinking horn (full of ale) silver mirror soft leather pouch	(4 lbs.) (1 lb.) (5 lbs.) (2 lbs.) (2 lbs.) (2 lbs.) (1 lb.) (1 lb.) (1 lb.) (1 lb.)	belt normal boots normal clothing fur leggings iron rations wooden holy symbol of Ymir	(3 lbs.)	Magic Items
ring mail hand axes ×2 dagger battle axe backpack bandages chalk dice fishing hooks ×12 fishing string small hammer drinking horn (full of ale) silver mirror soft leather pouch tinderbox	(4 lbs.) (1 lb.) (5 lbs.) (2 lbs.) (2 lbs.) (2 lbs.) (1 lb.) (1 lb.)	belt normal boots normal clothing fur leggings iron rations wooden holy symbol of Ymir	(3 lbs.)	Magic Items

Copper (cp):	4
Silver (sp):	9
Electrum (ep):	
Gold (gp):	2
Platinum (pp):	
Gems and Jewellery	:



Ammunition (arrows, bolts, bullets, darts, etc.)

Supplies (per day)

Water / Wine: @______

Animal Feed: ______





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Change of the second	Re						ABILI	TIES							2)	Carron Georgeneral
Ability Name	in the second se	Brief Des	criptior	of Ab	ility, Cł	nance o	of Succes	ss, Savi	ng Thr	ow, Ot	her No	tes			-	
Rune graving		each rune	emulate	s a speci	fic spell	; invokin	ng a rune	costs 1	hp per s	spell lev	el					
Ale rune		turn water	to ale th	at heals	8 hp ×1	per day	; produc	e mead	than ca	n <i>cure d</i>	isease ×	1 per we	eek			
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2 X																
1																
5																
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	(Sorcerers	twelve ratio; of 15+ CH a	re more c	ommandi	ng, hence	e their cho	ance-in-twe	lve of suc	cess is in	proved b	by one.)	chon.)				
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							\bigwedge	>	5 825							
				<u>FING</u>			$\begin{bmatrix} 4 \end{bmatrix}$		A	Cha (Se	nce to	Learn	New Sp	ell:	clerics et a	ıl.)
			(Magi	cians, cle	rics, et al	./	CASTIN	Y		100		0.00				11.51
SPELLS CAS								c "								
Spell Level	Base No. of Cast Per (Magici	Day	Boi (N	nus Spe Iagicia	ells n)	Co	No. of ast Per E Magicia	Day	Base	e No. o ast Per (Cleri	Day	5	Bonus (Cle	Spells ric)		al No. of Spells Cast Per Day (Cleric)
1										3						3
2										2						2
3						ž.						_				
4						8						_				
5						16 10						-			_	
6 (Magician cated	 gories include crya	mancer, illus	sionist, ne	cromance	r. pyrom	ancer, and	d witch spi	ell lists: cl	 eric cate	aories inc	lude dru	id spell li	st.)			

(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.)

Spell	Level	Other Notes (e.g., range, duration)	Spell	Level	Other Notes (e.g., range, duration)
giant (enlargement)	1	R 5 ft. per CA, D 1 turn	0		
man (command)	1	R 30 ft., D 6 rounds			
riding (mount)	1	R 10 ft., D 3 turns per CA			-
constraint (hold person)	2	R 120 ft., D 6 turns			
wealth (fool's gold)	2	R 10 ft., D 6 turns per CA			
-					
1					

SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
giant	constraint				
man	wealth				
riding			0		
2 12					
					1000
δέ.				Str.	

EXPERIENCE POINTS

EXPERIENCE POINTS

12,000



Miscellaneous Notes and Calculations

HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
12	

ASTONISH	IING SW	ORDSMEN AND S	ORCERER	S OF HYPERBOREA [™]	
	CHARA	CTER PORTRAIT	BACKGROUN	VD C	
	Z		<u>Secondary Skills</u> fisherman		
PHYSIQUE Gender: Male Age: 29 Height: 6 ⁴ " Weight: 231 lbs. Hair: blond Eyes: hazel Distinguishing Features: weather-beaten		charged to travel	ails from Ragnarrhei ed to serve elder rune abroad as final stage rtage of adventure, th	rse ., homeland, clan, history):	
Weapons, Armour, Gear		Ale -	\sim	Magic Items	
hand axes ×2	(1 lbs)	riding boots	(1 lb.)	+1 laminated armour	(15 lbs.)
silver dagger		fur cape	(1 lb.) (2 lbs.)	+1 familiated at mour	(15 103.)
battle axe		normal clothing	(2 lbs.)		
backpack		fur leggings	(3 103.)		
bandages		iron rations	(5 lbs.)	100 	,
chalk			(******	2	
12	1	sliver noly symbol of 1 mir			1
dice		silver holy symbol of Ymir runes (giant, man, riding; constra	aint, wealth)		2
		runes (giant, man, riding; constra	nint, wealth)	с. с	
fishing hooks ×12			aint, wealth)		2
fishing hooks ×12 fishing string			nint, wealth)		
fishing hooks ×12 fishing string small hammer	(2 lbs.)		nint, wealth)		
fishing hooks ×12 fishing string small hammer drinking horn (full of ale)			nint, wealth)		
fishing hooks ×12 fishing string small hammer	(2 lbs.) (1 lb.)		nint, wealth)		
fishing hooks ×12 fishing string small hammer drinking horn (full of ale) soft leather pouch	(2 lbs.) (1 lb.) (1 lb.)		aint, wealth)		
fishing hooks ×12 fishing string small hammer drinking horn (full of ale) soft leather pouch tinderbox	(2 lbs.) (1 lb.) (1 lb.) (1 lb.) (2 lbs.)		nint, wealth)		
fishing hooks ×12 fishing string small hammer drinking horn (full of ale) soft leather pouch tinderbox torches ×2 waterskin (full)	(2 lbs.) (1 lb.) (1 lb.)		nint, wealth)		
fishing hooks ×12 fishing string small hammer drinking horn (full of ale) soft leather pouch tinderbox torches ×2	(2 lbs.) (1 lb.) (1 lb.) (1 lb.) (2 lbs.)		nint, wealth)		

Copper (cp):	
Silver (sp):	10
Electrum (ep):	
Gold (gp):	50
Platinum (pp):	46

70-gp chrysoberyl, 100-gp gold ring

Gems and Jewellery: 200-gp amber, 100-gp fire opal,



Ammunition (arrows, bolts, bullets, darts, etc.)

Supplies (per day)





(Apply weapon's "Attack Modifier" to d20 attack roll.)

Ability Name Brief Description of Ability, Chance of Success, Saving Threw, Other Notes Nore gaving each rune emulates a specific speli, invoking a rune cents 1 by per qu'il level Ur row ture voter to ale that heals 14 by 1 per day, produce meed than can care discase 11 per voek. Caring of oth as ageyrs 1 per day NNking puble as bertow curve s1 per month Image: State of the state of the heals 14 by 1 per day, produce meed than can curve discase 11 per voek. Image: State of the state	S and so a second s						\gg	<u>CLAS</u>			-					N	Distances (1999	6498
Base graving each rune emulates a specific spell, invoking a rune costs 1 hp per spell level Um water to ale that heads 14 hp ×1 per day produce mead than can care disease ×1 per week. Carring of bits as bestow carse ×1 per month Image: the specific spell, invoking a rune costs 1 hp per spell level Image: the specific spell, invoking a rune costs 1 hp per spell level Vitilizing pole as bestow carse ×1 per month Image: the specific spell, invoking a rune costs 1 hp per spell level Image: the specific spell, invoking a rune costs 1 hp per spell level Image: the specific spell, invoking a rune costs 1 hp per spell level Image: the specific spell, invoking a rune costs 1 hp per spell level Image: the specific spell, invoking a rune costs 1 hp per spell level Image: the specific spell, invoking a rune costs 1 hp per spell level Image: the specific specific spell, invoking a rune costs 1 hp per spell level Image: the specific		La					<u>A</u>]	BILIT	IES							2)	r -	
Marrier turn water to ale that heals 14 hp ×1 per day, produce meal than can care disease ×1 per week. Carring of boto as augury ×1 per day Nikhing pole as bettow care ×1 per month Image: Second Control of the second care with per month Image: Second care ×1 per month Image: Second care with per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month Image: Second care ×1 per month<	Ability Name	Br	ief Des	cription	of Ability,	, Cha	nce of S	Success,	Savi	ng Thro	ow, Ot	her No	tes					
Carting of last is augury x1 per day: tabling pole as bettore carse x1 per month a a b a b a b a b	Rune graving	eac	each rune emulates a specific spell; invoking a rune costs 1 hp per spell level															
Nithing pole as below curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve x1 per month Image: Section curve section curve x1 per month Image: Section curve x1 per month Image: Section curve section curve x1 per month Image: Section curve x1 per month Image: Section curve section curve curve x1 per month Image: Section curve x1 per month Image: Section curve section curve curve x1 per month Image: Section curve x1 per month Image: Section curve section curve curve x1 per month Image: Section curve x1 per month Image: Section curve section curve curve section curve section curve section curve x1 per month Image: Section curve x1 per month<	Ale rune	tur	urn water to ale that heals 14 hp \times 1 per day; produce mead than can <i>cure disease</i> \times 1 per week															
Image: Solution of the	Casting of lots	as	as <i>augury</i> ×1 per day															
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UNING ABURT TURN UNDEAD MATRIX Description Description Undead Type 0 1 2 3 4 5 6 7 8 9 10 11 12 13 Undead Type 0 1 2 3 4 5 6 7 8 9 10 11 12 13 Chance to Turn Undead 0 1 2 3 4 5 6 7 8 9 10 11 12 13 Chance to Turn Undead 0 1 2 3 4 5 6 7 8 9 10 11 12 13 Chance to Sorcers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.) Chance to Learn New Spell: [Sore IN for magicions et al.; see WS for derics et al.] PELLS CAST PER DAY Chance to Learn New Spell: [Level Bonus Spells Total No. of Spells Base No. of Spells Bonus Spells Total No. of Spells 2 Base No. of Spells Bonus Spells Cast Per Day (Magician) Gast Per Day (Magician)<																		
Chance to Turn Undead 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.) CASTING ABILITY (Magicians, clerics, et al.) SORCERY (Magicians, clerics, et al.) Chance to Learn New Spell:)1/	A	TUF		NDEAL	D M.	ATRI	X	1						100 March 100 Ma
Turn Undead Image: Stress of 15+ CH are more commanding, hence their chance in-twelve of success is improved by one.] Chance-in-twelve ratio; or, "NT" for not turned, "T" for destroyed, "UD" for ultimate destruction.] Soncerry Soncerry CASTING ABILITY (Magicians, clerics, et al.) 7 (Sittle Cast Per Day (Magician) Chance to Learn New Spell: (See IN for magicians et al.) see WS for clerics et al.) Spell Base No. of Spells Bonus Spells Total No. of Spells Base No. of Spells Bonus Spells Total No. of Spells Spell Cast Per Day (Magician) Total No. of Spells Base No. of Spells Bonus Spells Total No. of Spells 1 3 3 3 3 3 2 3 3 3 3 3 3 3 3 3		Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13		
CASTINGABILITY (Magicians, clerics, et al.) 7 (statility) Chance to Learn New Spell: (See IN for magicians et al.; see WS for clerics et al.) PELLS CAST PER DAY Bonus Spells Cast Per Day (Magician) Total No. of Spells Cast Per Day (Magician) Base No. of Spells Cast Per Day (Magician) Bonus Spells Cast Per Day (Magician) Total No. of Spells Cast Per Day (Magician) Bonus Spells Cast Per Day (Cleric) Total No. of Spells Cast Per Day (Cleric) 1 3 3 3 2 3 3 3 3 3 3 3 4 1 1 1		Turn Undead	lve ratio; 15+ CH a	or, "NT" re more c	for not turned ommanding, h	l, "T" fo hence tl	or turned, heir chanc	"D" for d ce-in-twelve	estroye e of suc	d, "UD" cess is im	for ultime proved b	ate destru by one.)	uction.)				•3	
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Spell LevelBase 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 Cast Per Day (Cleric)Total No. of Spel Cast Per Day (Cleric)133233333411							<u>ty</u> (A	Cha (See	nce to e IN for i	Learn magician	New Sp s et al.; se	oell: e WS for	clerics et	al.)	
Cast Per Day (Magician)Donos Opens (Magician)Cast Per Day (Magician)Cast Per Day (Cleric)Donos Opens (Cleric)Cast Per Day (Cleric)11133233333334111	PELLS CAS					T												
2 3 3 3 3 3 4 6 6 1	Spell Level	Cast Per Do	y k	Bor (N	nus Spells Iagician)		Cast	Per Da	y	Base Co	ast Per	Day	S	Bonus (Cle	Spells ric)	То	Cast Per Do	pel ay
3 3 3 3 3 4 1 1 1	1										3						3	
4 1 1	2										3						3	
	3									_	3						3	
5	4										1						1	
	5					6												

(Magician categories include cryomancer, illusionist, necromancer, pyromancer, and witch spell lists; cleric categories include druid spell list.) (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.)

Spell	Level	Other Notes (e.g., range, duration)	Spell	 Level	Other Notes (e.g., range, duration)
giant (enlargement)	1	R 5 ft. per CA, D 1 turn			
man (command)	1	R 30 ft., D 6 rounds			
riding (mount)	1	R 10 ft., D 3 turns per CA	-		
constraint (hold person)	2	R 120 ft., D 6 turns	11		
shower (black cloud)	2	R 240 ft., D 1 turn			
wealth (fool's gold)	2	R 10 ft., D 6 turns per CA	-		
plenty (create food and water)	3	R 10 ft., D permanent			
ulcer (inflict disease)	3	R touch, D permanent			
yew (twofold missile)	3	R touch, D 3 rounds	-		
ice (freeze surface)	4	R 240 ft., D special			

 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
giant	constraint 🔲	plenty 🔲	ice 🔲	0	
man	shower 🗆	ulcer 🛛			
riding	wealth 🛛	yew 🛛	0		
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2 2					
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	0				
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EXPERIENCE POINTS

EXPERIENCE POINTS

10

100,000



Miscellaneous Notes and Calculations

<u>HENCHMEN H</u>	IIRELI	NGS; ANIMAL	UNDEAD COMPANIONS
Name, Class, Species	es, etc.	Abilities (AL; SZ; MV;	DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)

ASTURISHI	10 JW	UKDSMEN AND	SORCERER:	S OF HYPERBOREA"	A
	CHARA	CTER PORTRAIT	BACKGROUI	ND Con	
	7	7	Secondary Skills fisherman	(E)	
PHYSIQUE Gender: Male Age: 32 Height: 6'4" Weight: 231 lbs. Hair: blond Eyes: hazel Distinguishing Features: weather-beaten		charged to tra	hails from Ragnarrhei ected to serve elder rune wel abroad as final stage	rse ., homeland, clan, history):	
			A	N	
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~					
Weapons, Armour, Gear		EQUIPA		Magic Items	
Weapons, Armour, Gear	(4 lbs.)	₩~		Magic Items	(15 lbs.)
hand axes ×2	(4 lbs.) (1 lb.)	normal clothing	(3 lbs.)	+1 laminated armour	(15 lbs.) (5 lbs.)
hand axes ×2 silver dagger	(1 lb.)	normal clothing fur leggings	(3 lbs.)	+1 laminated armour +2 battle axe	(5 lbs.)
hand axes ×2 silver dagger backpack		normal clothing fur leggings iron rations		+1 laminated armour +2 battle axe armband of the housecarls (3 pieces)	
hand axes ×2 silver dagger	(1 lb.)	normal clothing fur leggings iron rations silver holy symbol of Ymir	(3 lbs.) (5 lbs.)	+1 laminated armour +2 battle axe	(5 lbs.)
hand axes ×2 silver dagger backpack bandages	(1 lb.)	normal clothing fur leggings iron rations silver holy symbol of Ymir runes ( <b>giant, man, riding; con</b>	(3 lbs.) (5 lbs.) straint, shower,	+1 laminated armour +2 battle axe armband of the housecarls (3 pieces)	(5 lbs.)
hand axes ×2 silver dagger backpack bandages chalk dice	(1 lb.)	normal clothing fur leggings iron rations silver holy symbol of Ymir	(3 lbs.) (5 lbs.) straint, shower,	+1 laminated armour +2 battle axe armband of the housecarls (3 pieces)	(5 lbs.)
hand axes ×2 silver dagger backpack bandages chalk dice fishing hooks ×12	(1 lb.)	normal clothing fur leggings iron rations silver holy symbol of Ymir runes ( <b>giant, man, riding; con</b>	(3 lbs.) (5 lbs.) straint, shower,	+1 laminated armour +2 battle axe armband of the housecarls (3 pieces)	(5 lbs.)
hand axes ×2 silver dagger backpack bandages chalk dice	(1 lb.) (2 lbs.)	normal clothing fur leggings iron rations silver holy symbol of Ymir runes ( <b>giant, man, riding; con</b>	(3 lbs.) (5 lbs.) straint, shower,	+1 laminated armour +2 battle axe armband of the housecarls (3 pieces)	(5 lbs.)
hand axes ×2 silver dagger backpack bandages chalk dice fishing hooks ×12 fishing string small hammer	(1 lb.) (2 lbs.) (2 lbs.)	normal clothing fur leggings iron rations silver holy symbol of Ymir runes ( <b>giant, man, riding; con</b>	(3 lbs.) (5 lbs.) straint, shower,	+1 laminated armour +2 battle axe armband of the housecarls (3 pieces)	(5 lbs.)
hand axes ×2 silver dagger backpack bandages chalk dice fishing hooks ×12 fishing string small hammer drinking horn (full of ale)	(1 lb.) (2 lbs.) (2 lbs.) (1 lb.)	normal clothing fur leggings iron rations silver holy symbol of Ymir runes ( <b>giant, man, riding; con</b>	(3 lbs.) (5 lbs.) straint, shower,	+1 laminated armour +2 battle axe armband of the housecarls (3 pieces)	(5 lbs.)
hand axes ×2 silver dagger backpack bandages chalk dice fishing hooks ×12 fishing string small hammer	(1 lb.) (2 lbs.) (2 lbs.) (1 lb.) (1 lb.)	normal clothing fur leggings iron rations silver holy symbol of Ymir runes ( <b>giant, man, riding; con</b>	(3 lbs.) (5 lbs.) straint, shower,	+1 laminated armour +2 battle axe armband of the housecarls (3 pieces)	(5 lbs.)
hand axes ×2 silver dagger backpack bandages chalk dice fishing hooks ×12 fishing string small hammer drinking horn (full of ale) soft leather pouch (16 twigs and bone dust tinderbox	(1 lb.) (2 lbs.) (2 lbs.) (1 lb.) t) (1 lb.)	normal clothing fur leggings iron rations silver holy symbol of Ymir runes ( <b>giant, man, riding; con</b>	(3 lbs.) (5 lbs.) straint, shower,	+1 laminated armour +2 battle axe armband of the housecarls (3 pieces)	(5 lbs.)
hand axes ×2 silver dagger backpack bandages chalk dice fishing hooks ×12 fishing string small hammer drinking horn (full of ale) soft leather pouch (16 twigs and bone dust tinderbox waterskin (full)	(1 lb.) (2 lbs.) (2 lbs.) (1 lb.) (1 lb.)	normal clothing fur leggings iron rations silver holy symbol of Ymir runes ( <b>giant, man, riding; con</b>	(3 lbs.) (5 lbs.) straint, shower,	+1 laminated armour +2 battle axe armband of the housecarls (3 pieces)	(5 lbs.)
hand axes ×2 silver dagger backpack bandages chalk dice fishing hooks ×12 fishing string small hammer drinking horn (full of ale) soft leather pouch (16 twigs and bone dust tinderbox	(1 lb.) (2 lbs.) (2 lbs.) (1 lb.) t) (1 lb.)	normal clothing fur leggings iron rations silver holy symbol of Ymir runes ( <b>giant, man, riding; con</b>	(3 lbs.) (5 lbs.) straint, shower,	+1 laminated armour +2 battle axe armband of the housecarls (3 pieces)	(5 lbs.)
hand axes ×2 silver dagger backpack bandages chalk dice fishing hooks ×12 fishing string small hammer drinking horn (full of ale) soft leather pouch (16 twigs and bone dust tinderbox waterskin (full) writing stick belt	(1 lb.) (2 lbs.) (2 lbs.) (1 lb.) (1 lb.) (1 lb.) (4 lbs.)	normal clothing fur leggings iron rations silver holy symbol of Ymir runes ( <b>giant, man, riding; con</b>	(3 lbs.) (5 lbs.) straint, shower,	+1 laminated armour +2 battle axe armband of the housecarls (3 pieces)	(5 lbs.)
hand axes ×2 silver dagger backpack bandages chalk dice fishing hooks ×12 fishing string small hammer drinking horn (full of ale) soft leather pouch (16 twigs and bone dust tinderbox waterskin (full) writing stick	(1 lb.) (2 lbs.) (2 lbs.) (1 lb.) t) (1 lb.)	normal clothing fur leggings iron rations silver holy symbol of Ymir runes ( <b>giant, man, riding; con</b>	(3 lbs.) (5 lbs.) straint, shower,	+1 laminated armour +2 battle axe armband of the housecarls (3 pieces)	(5 lbs.)

100-gp gold ring

Copper (cp):	1
Silver (sp):	
Electrum (ep):	
Gold (gp):	100
Platinum (pp):	49
Gems and Jewellery	200-gp platinum ring,



#### Ammunition (arrows, bolts, bullets, darts, etc.)

#### Supplies (per day)

Water / Wine: Rations: DDDDDDDDDDDDD

Animal Feed: ______





Nikomedes the Lawgiver (KIMMERIAN CATAPHRACT)



Andromeda Hippolytedoros (AMAZON PALADIN)



Deishu Seet (Half-blood Pictish cryomancer)



Attor Buhr (SAXON BARBARIAN)

OMMAN



Gregor Kravinsson (Common huntsman)



Zotis Pontos (Atlantean purloiner)



Hrolf Styrsson (VIKING RUNEGRAVER)



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