

PLAYER NAME _____ REFEREE NAME _____

HYPERBOREA®

PLAYER CHARACTER RECORD

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

Level Hit Dice (HD) Hit Points (hp)

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

Attributes

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

Saving Throw

SV BASE SAVE	<input type="text"/>
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(meet/exceed w/d20 roll)

Saving Throw Modifiers

Death Device Sorcery
 Transformation Avoidance

Other Saving Throw Modifiers

(attribute modifiers, spec. abilities, etc.)

<input type="text"/>
<input type="text"/>
<input type="text"/>

Fighting Ability

FA

Unskilled
Weapon Attack
Penalty

<input type="text"/>

Armour Class

AC

Armour and Shield	<input type="text"/>
Other AC Modifiers	<input type="text"/>

Damage Reduction

DR

Movement

MV

Weapon Combat

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

Combat Matrix

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	
Modified d20 Attack Roll																				

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

