

# ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™

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

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## ROGUES GALLERY II

*Being a collection of seven characters in Hyperborea presented at 1<sup>st</sup>, 4<sup>th</sup>, and 7<sup>th</sup> levels*

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[www.HYPERBOREA.tv](http://www.HYPERBOREA.tv)

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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 Swordsman & Sorcerers of Hyperborea*™ 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 *ASESH*™ and as interior art in the adventure modules *The Anthropophagi of Xambaala*™ and *The Beasts of Kraggoth Manor*™.

These seven characters exhibit the diverse array of subclasses available for play in *ASESH*. 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.



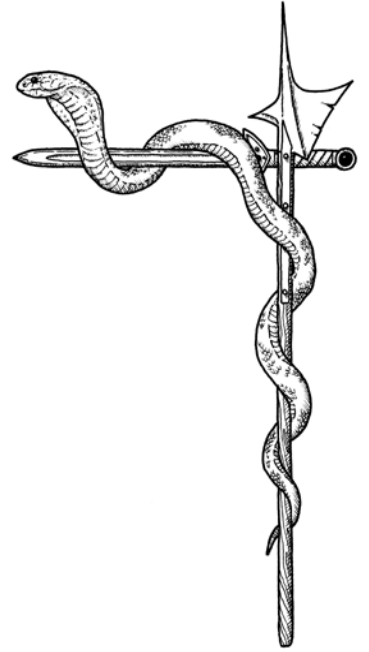
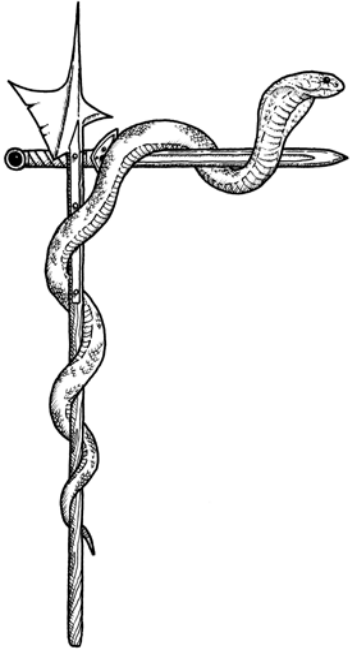
### GROUP THREE

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.

<b>Andromeda Hippolytedoros</b> (AMAZON FEMALE PALADIN) .....	<b>3</b>
<b>Nikomedes the Lawgiver</b> (KIMMERIAN MALE CATAPHRACT) .....	<b>16</b>
<b>Deishu Seet</b> (HALF-BLOOD PICTISH MALE CRYOMANCER).....	<b>29</b>
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<b>Zotis Pontos</b> (ATLANTEAN MALE PURLOINER).....	<b>68</b>
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# ANDROMEDA HIPPOLYTEDOROS

(AMAZON FEMALE PALADIN)



At the age of 13, Andromeda Hippolytedoros [an-DRAH-meh-duh hih-pah-lih-tuh-DOH-rohs] was an exuberant young noblewoman of the Floating Island of Paradoxon. She was selected to be amongst the crew of a sky ship destined for mainland Hyperborea. As her ship began its descent, it was assailed by winged dæmons that emerged from the slot canyons of Trogos. The beleaguered ship crashed, and its crew were killed—save Andromeda, who was ejected from the wreckage.

Andromeda travelled to Khromarium, where at length she found a home with the Dyadic Cult of Consanguine Divinity, dedicated to the twin deities Apollo and Artemis. She serves with distinction in the midst of a city marred by corruption and debauchery. She has disregarded potential opportunities to return to Paradoxon, and few know of her relationship to the queen of the City in the Clouds.





# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name:

Character Name:

Andromeda Hippolytedoros

# HYPERBOREA

Class: Paladin  
Race: Amazon  
Level: 1  
Align.: Lawful Good

## Player Character Sheet

### ATTRIBUTES

**15 ST** STRENGTH  
Attack mod.: +1 (Melee)  
Damage adj.: +1  
Test of ST: 3:6 Feat of ST: 24%

**15 DX** DEXTERITY  
Attack mod.: +1 (Missile)  
Defence adj.: +1  
Test of DX: 3:6 Feat of DX: 16%

**16 CN** CONSTITUTION  
HP adj.: +1 Trauma survival: 85%  
Poison adj.: +1 Test of CN: 3:6 Feat of CN: 16%

**10 IN** INTELLIGENCE  
Languages: +0  
Learn spell: - Bonus spells: -  
(Magicians et al.) (Magicians et al.)

**14 WS** WISDOM  
Willpwr. adj.: +0  
Learn spell: - Bonus spells: -  
(Clerics et al.) (Clerics et al.)

**17 CH** CHARISMA  
React. / Loyalty adj.: +2 Undead turning adj.: +1  
Maximum henchmen: 10 (Clerics et al.)

### SAVING THROW

**16 SV** SAVING THROW

### HIT DICE

**d 10 HD** HIT DIE TYPE

**11 HP** HIT POINTS

### Saving Throw Modifiers:

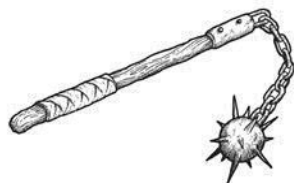


- +2 DEATH (death magic, death ray, paralysis, poison, radiation)
- +2 TRANSFORMATION (petrification, polymorph)
- +2 DEVICE (magical rings, rods, staves, wands)
- +3 AVOIDANCE (breath wps., ray guns, some spells, some traps)
- +2 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1, poison +1

### FIGHTING ABILITY

**1 FA** FIGHTING ABILITY



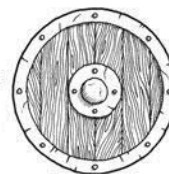
Weapon Masteries / New Weapon Skills: long sword (mastery)  
(Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty: -

### ARMOUR CLASS

**5 AC** MELEE AC VS. MELEE

**5 AC** MISSILE AC VS. MISSILES



### MOVEMENT

(x2 if running / charging)

**30 MV** MOVEMENT

Armour and Shield: scale

Damage Reduction: 1 Other AC Modifiers: +1 vs. Evil,

+1 melee w/ off-hand parry



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
long sword	2	3/2	+2	1d8+2	1d10+2 two-handed
long sword	2	3/2	-1	1d8+2	two-weapon fighting (primary)
dagger	1	1/1	-3	1d4+1	two-weapon fighting (secondary)
dagger	1	1/1	+1	1d4+1	
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
dagger	10/20/30	3/2	+1	1d4+1	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	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.)











# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name:

Character Name:

Andromeda Hippolyteoros

# HYPERBOREA

Class: Paladin  
Race: Amazon  
Level: 4  
Align.: Lawful Good

## Player Character Sheet

### ATTRIBUTES

**16 ST** (STRENGTH) *Attack mod.: +1 (Melee)* *Damage adj.: +1* *Test of ST: 3:6* *Feat of ST: 24%*

**15 DX** (DEXTERITY) *Attack mod.: +1 (Missile)* *Defence adj.: +1* *Test of DX: 3:6* *Feat of DX: 16%*

**16 CN** (CONSTITUTION) *HP adj.: +1* *Trauma survival: 85%* *Poison adj.: +1* *Test of CN: 3:6* *Feat of CN: 16%*

**10 IN** (INTELLIGENCE) *Languages: ±0* *Learn spell: — (Magicians et al.)* *Bonus spells: — (Magicians et al.)*

**14 WS** (WISDOM) *Willpwr. adj.: ±0* *Learn spell: — (Clerics et al.)* *Bonus spells: — (Clerics et al.)*

**17 CH** (CHARISMA) *React. / Loyalty adj.: +2* *Undead turning adj.: +1* *Maximum henchmen: 10 (Clerics et al.)*

### SAVING THROW

**15 SV** (SAVING THROW)

### HIT DICE

**d 10 HD** (HIT DIE TYPE)

**32 HP** (HIT POINTS)

### Saving Throw Modifiers:

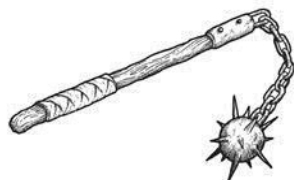


- +2 DEATH (death magic, death ray, paralysis, poison, radiation)
- +2 TRANSFORMATION (petrification, polymorph)
- +2 DEVICE (magical rings, rods, staves, wands)
- +3 AVOIDANCE (breath wps., ray guns, some spells, some traps)
- +2 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1, poison +1

### FIGHTING ABILITY

**4 FA** (FIGHTING ABILITY)



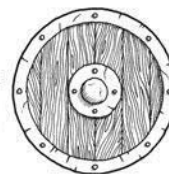
Weapon Masteries / New Weapon Skills: long sword (mastery), composite short bow (mastery)

Unskilled Weapon Attack Penalty: —

### ARMOUR CLASS

**2 AC** (MELEE AC VS. MELEE)

**2 AC** (MISSILE AC VS. MISSILES)



### MOVEMENT

(x2 if running / charging)

**20 MV** (MOVEMENT)

Armour and Shield: plate mail

Damage Reduction: 2 Other AC Modifiers: +1 vs. Evil

+1 melee w/ off-hand parry



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+1 long sword	2	3/2	+3	1d8+3	1d10+3 two-handed, casts light in 20-ft. radius
+1 long sword	2	3/2	±0	1d8+3	two-weapon fighting (primary), casts light in 20-ft. radius
silver dagger	1	1/1	-3	1d4+1	two-weapon fighting (secondary)
silver dagger	1	1/1	+1	1d4+1	
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
silver dagger	10/20/30	3/2	+1	1d4+1	
composite short bow	60/120/180	2/1	+2	1d6+1	+1 attack bonus at point-blank range (6-30 feet)

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	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.)













# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: \_\_\_\_\_

# HYPERRBOREA™

Class: Paladin

Race: Amazon

Level: 7

Align.: Lawful Good

Character Name: \_\_\_\_\_

Andromeda Hippolyteoros

## Player Character Sheet

### ATTRIBUTES

**16 ST** (STRENGTH) *Attack mod.: +1 (Melee)* *Damage adj.: +1* *Test of ST: 3:6* *Feat of ST: 24%*

**15 DX** (DEXTERITY) *Attack mod.: +1 (Missile)* *Defence adj.: +1* *Test of DX: 3:6* *Feat of DX: 16%*

**16 CN** (CONSTITUTION) *HP adj.: +1* *Trauma survival: 85%* *Poison adj.: +1* *Test of CN: 3:6* *Feat of CN: 16%*

**10 IN** (INTELLIGENCE) *Languages: ±0* *Learn spell: —* *Bonus spells: —* (Magicians et al.)

**14 WS** (WISDOM) *Willpwr. adj.: ±0* *Learn spell: —* *Bonus spells: —* (Clerics et al.)

**17 CH** (CHARISMA) *React. / Loyalty adj.: +2* *Undead turning adj.: +1* *Maximum henchmen: 10* (Clerics et al.)

### SAVING THROW

**13 SV** (SAVING THROW)

### HIT DICE

**d 10 HD** (HIT DICE TYPE)

**47 HP** (HIT POINTS)

### Saving Throw Modifiers:

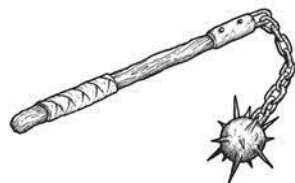


- +2 DEATH (death magic, death ray, paralysis, poison, radiation)
- +2 TRANSFORMATION (petrification, polymorph)
- +2 DEVICE (magical rings, rods, staves, wands)
- +3 AVOIDANCE (breath wps., ray guns, some spells, some traps)
- +2 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1, poison +1

### FIGHTING ABILITY

**7 FA** (FIGHTING ABILITY)



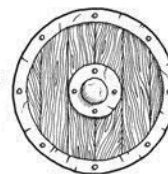
Weapon Masteries / New Weapon Skills: long sword (mastery), composite short bow (mastery)

Unskilled Weapon Attack Penalty: —

### ARMOUR CLASS

**2 AC** (MELEE AC VS. MELEE)

**2 AC** (MISSILE AC VS. MISSILES)



### MOVEMENT

**20 MV** (MOVEMENT, ×2 if running / charging)

Armour and Shield: plate mail

Damage Reduction: 2 Other AC Modifiers: +1 vs. Evil

+1 melee w/ off-hand parry



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+1 long sword	2	2/1	+3	1d8+3	1d10+3 two-handed, casts light in 20-ft. radius
+1 long sword	2	2/1	±0	1d8+3	two-weapon fighting (primary), casts light in 20-ft. radius
+1 dagger	1	3/2	-2	1d4+2	two-weapon fighting (secondary), casts light in 10-ft. radius
+1 dagger	1	3/2	+2	1d4+2	casts light in 10-ft. radius
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
+1 dagger	10/20/30	3/2	+2	1d4+2	casts light in 10-ft. radius
composite short bow	60/120/180	5/2	+2	1d6+1	+1 attack bonus at point-blank range (6-30 feet), +2 attack and damage with +2 arrows

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	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.)



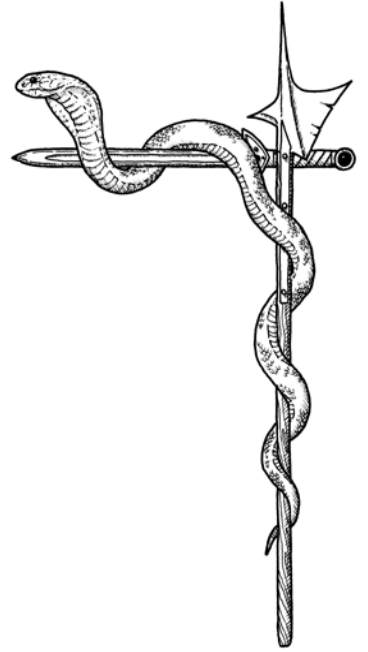
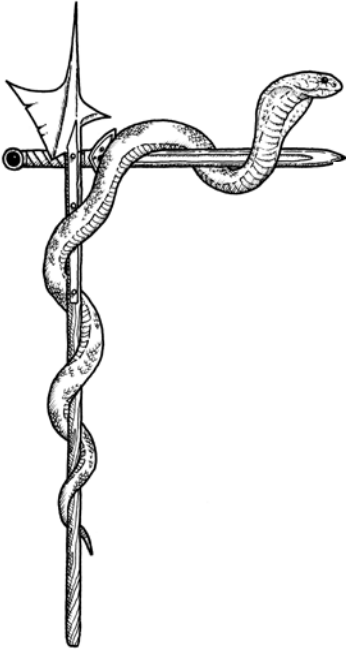






# NIKOMEDES the **LAWGIVER**

(KIMMERIAN MALE CATAPHRACT)



When a stalwart Nikomedes [nih-koh-MEE-dees] found himself in the awkward position of passing judgment on the son of his commanding officer, he chose the law of the Kimmerian Steppe over laxity. As a consequence, the officer's son was banished for his transgression, and Nikomedes was assigned to accompany him. The two horsemen did not travel far before the criminal attacked the lawgiver, resulting in the exile's death. Afterwards, Nikomedes resolved to leave his native lands and seek his fortunes elsewhere.

In Khromarium, Nikomedes found no satisfaction. Working as a city guard, he never saw justice meted out with consistency or equality. He took to drinking and carousing, until the day he met Andromeda Hippolytedoros, when his faith in the tenets of Law were not only restored but enhanced.





# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: \_\_\_\_\_

Class: Cataphract

# HYPERRBOREA™

Race: Kimmerian

Character Name: \_\_\_\_\_

Level: 1

Nikomedes the Lawgiver

Align.: Lawful Good

## Player Character Sheet

### ATTRIBUTES

**16 ST** (STRENGTH) *Attack mod.: +1 (Melee)* *Damage adj.: +1* *Test of ST: 3:6* *Feat of ST: 24%*

**16 DX** (DEXTERITY) *Attack mod.: +1 (Missile)* *Defence adj.: +1* *Test of DX: 3:6* *Feat of DX: 16%*

**12 CN** (CONSTITUTION) *HP adj.: ±0* *Trauma survival: 75%* *Poison adj.: ±0* *Test of CN: 2:6* *Feat of CN: 4%*

**12 IN** (INTELLIGENCE) *Languages: ±0* *Learn spell: — (Magicians et al.)* *Bonus spells: — (Magicians et al.)*

**14 WS** (WISDOM) *Willpwr. adj.: ±0* *Learn spell: — (Clerics et al.)* *Bonus spells: — (Clerics et al.)*

**16 CH** (CHARISMA) *React. / Loyalty adj.: +1* *Undead turning adj.: —* *Maximum henchmen: 8 (Clerics et al.)*

### SAVING THROW

**16 SV** (SAVING THROW)

### HIT DICE

**d 10 HD** (HIT DIE TYPE)

**10 HP** (HIT POINTS)

### Saving Throw Modifiers:

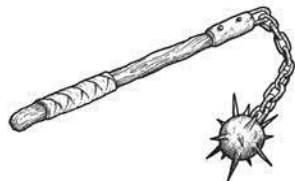


- +2 DEATH (death magic, death ray, paralysis, poison, radiation)
- +2 TRANSFORMATION (petrification, polymorph)
- DEVICE (magical rings, rods, staves, wands)
- +1 AVOIDANCE (breath wps., ray guns, some spells, some traps)
- SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1

### FIGHTING ABILITY

**1 FA** (FIGHTING ABILITY)



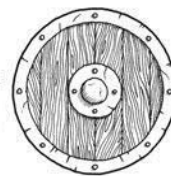
Weapon Masteries / New Weapon Skills: lance (mastery)  
(Fighters et al.) (Non-fighters)  
bastard sword (mastery)

Unskilled Weapon Attack Penalty: —

### ARMOUR CLASS

**4 AC** (MELEE AC VS. MELEE)

**4 AC** (MISSILE AC VS. MISSILES)



### MOVEMENT

(×2 if running / charging)

**30 MV** (MOVEMENT)

Armour and Shield: scale

Damage Reduction: 1 Other AC Modifiers: +1 melee w/ off-hand parry



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
bastard sword	3	3/2	+2	1d8+2	2d6+2 two handed
dagger	1	1/1	+1	1d4+1	
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
dagger	10/20/30	3/2	+1	1d4+1	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	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.)

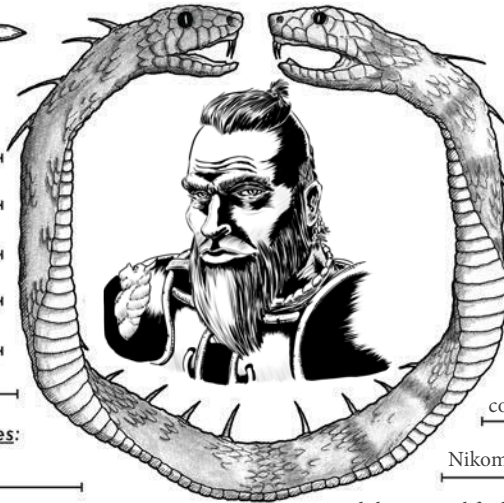






# ASTONISHING SWORDSMEN AND SORCERERS OF HYPERBOREA™

## CHARACTER PORTRAIT



### PHYSIQUE

Gender: Male

Age: 40

Height: 6'1"

Weight: 180 lbs.

Hair: black

Eyes: grey

### Distinguishing Features:

resonant voice

## BACKGROUND

### Secondary Skills:

guard

### Languages Known:

Common, Hellenic (Kimmerian)

### Religion:

Krimmr (loosely)

### Other Notes (e.g., homeland, clan, history):

commanding officer's son banished from Kimmerian Steppe

Nikomedes, who passed judgment, assigned to accompany the exile

did not travel far before criminal attacked lawgiver, resulting in exile's death

took to drinking and carousing as city guard in Khromarium, where he found no satisfaction

## EQUIPAGE

### Weapons, Armour, Gear

scale armour	(25 lbs.)
dagger	(1 lb.)
bastard sword	(5 lbs.)
backpack	(2 lbs.)
bandages	
hooded lantern	(2 lbs.)
lamp oil	(1 lb.)
soft leather pouch	
tinderbox	(1 lb.)
wineskin (full)	(4 lbs.)
belt	
normal boots	(1 lb.)
normal clothing	(3 lbs.)
iron rations	(5 lbs.)

### Magic Items

Total Calculated Encumbrance:

50 lbs.

## COINAGE

Copper (cp): \_\_\_\_\_

Silver (sp): \_\_\_\_\_ 1

Electrum (ep): \_\_\_\_\_

Gold (gp): \_\_\_\_\_

Platinum (pp): \_\_\_\_\_

Gems and Jewellery: \_\_\_\_\_



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

\_\_\_\_\_

\_\_\_\_\_

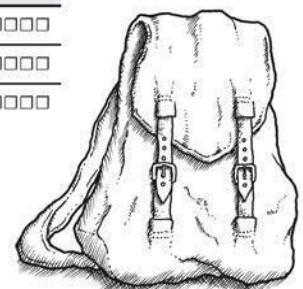
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### Supplies (per day)

Water / Wine: \_\_\_\_\_

Rations: \_\_\_\_\_

Animal Feed: \_\_\_\_\_







# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: \_\_\_\_\_

Class: Cataphract

# HYPERRBOREA

Race: Kimmerian

Character Name: \_\_\_\_\_

Level: 4

Nikomedes the Lawgiver

Align.: Lawful Good

## Player Character Sheet

### ATTRIBUTES

**16 ST** (STRENGTH) *Attack mod.: +1 (Melee)* *Damage adj.: +1* *Test of ST: 3:6* *Feat of ST: 24%*

**16 DX** (DEXTERITY) *Attack mod.: +1 (Missile)* *Defence adj.: +1* *Test of DX: 3:6* *Feat of DX: 16%*

**13 CN** (CONSTITUTION) *HP adj.: +1* *Trauma survival: 80%* *Poison adj.: ±0* *Test of CN: 3:6* *Feat of CN: 8%*

**12 IN** (INTELLIGENCE) *Languages: ±0* *Learn spell: — (Magicians et al.)* *Bonus spells: — (Magicians et al.)*

**14 WS** (WISDOM) *Willpwr. adj.: ±0* *Learn spell: — (Clerics et al.)* *Bonus spells: — (Clerics et al.)*

**16 CH** (CHARISMA) *React. / Loyalty adj.: +1* *Undead turning adj.: —* *Maximum henchmen: 8 (Clerics et al.)*

### SAVING THROW

**15 SV** (SAVING THROW)

### HIT DICE

**d 10 HD** (HIT DIE TYPE)

**34 HP** (HIT POINTS)

### Saving Throw Modifiers:

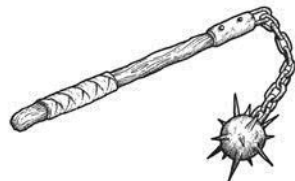


- +2 DEATH (death magic, death ray, paralysis, poison, radiation)
- +2 TRANSFORMATION (petrification, polymorph)
- 0 DEVICE (magical rings, rods, staves, wands)
- +1 AVOIDANCE (breath wps., ray guns, some spells, some traps)
- 0 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1

### FIGHTING ABILITY

**4 FA** (FIGHTING ABILITY)



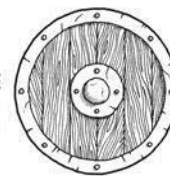
Weapon Masteries / New Weapon Skills: lance (mastery), bastard sword (mastery), composite short bow (mastery)

Unskilled Weapon Attack Penalty: —

### ARMOUR CLASS

**2 AC** (MELEE AC VS. MELEE)

**2 AC** (MISSILE AC VS. MISSILES)



### MOVEMENT

(x2 if running / charging)

**30 MV** (MOVEMENT)

Armour and Shield: banded mail

Damage Reduction: 1 Other AC Modifiers: +1 melee w/ off-hand parry



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
bastard sword	3	3/2	+2	1d8+2	2d6+2 two handed
dagger	1	1/1	+1	1d4+1	
lance	5	3/2	+2	1d8+2	double damage when set vs. charge attack, treble from charging mount
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
dagger	10/20/30	3/2	+1	1d4+1	
composite short bow	60/120/180	2/1	+2	1d6+1	+1 attack bonus at point-blank range (6-30 ft.)

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	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.)











# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: \_\_\_\_\_

Class: Cataphract

# HYPERRBOREA™

Race: Kimmerian

Character Name: \_\_\_\_\_

Level: 7

Nikomedes the Lawgiver

Align.: Lawful Good

## Player Character Sheet

### ATTRIBUTES

**15 ST** STRENGTH  
 Attack mod.: +1 (Melee)  
 Damage adj.: +1  
 Test of ST: 3:6 Feat of ST: 24%

**15 DX** DEXTERITY  
 Attack mod.: +1 (Missile)  
 Defence adj.: +1  
 Test of DX: 3:6 Feat of DX: 16%

**12 CN** CONSTITUTION  
 HP adj.: ±0 Trauma survival: 75%  
 Poison adj.: ±0 Test of CN: 2:6 Feat of CN: 4%

**13 IN** INTELLIGENCE  
 Languages: +1  
 Learn spell: — Bonus spells: —  
 (Magicians et al.) (Magicians et al.)

**15 WS** WISDOM  
 Willpwr. adj.: +1  
 Learn spell: — Bonus spells: —  
 (Clerics et al.) (Clerics et al.)

**16 CH** CHARISMA  
 React. / Loyalty adj.: +1 Undead turning adj.: —  
 Maximum henchmen: 8 (Clerics et al.)

### SAVING THROW

**13 SV** SAVING THROW

### HIT DICE

**d 10 HD** HIT DIE TYPE

**50 HP** HIT POINTS

### Saving Throw Modifiers:



- +2 DEATH (death magic, death ray, paralysis, poison, radiation)
- +2 TRANSFORMATION (petrification, polymorph)
- 0 DEVICE (magical rings, rods, staves, wands)
- +1 AVOIDANCE (breath wps., ray guns, some spells, some traps)
- 0 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1, willpower +1

### FIGHTING ABILITY

**7 FA** FIGHTING ABILITY



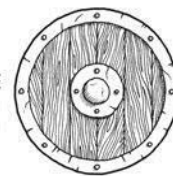
Weapon Masteries / New Weapon Skills: lance (mastery),  
 (Fighters et al.) (Non-fighters)  
bastard sword (mastery), composite short bow (mastery)

Unskilled Weapon Attack Penalty: —

### ARMOUR CLASS

**0 AC** MELEE AC VS. MELEE

**0 AC** MISSILE AC VS. MISSILES



### MOVEMENT

(x2 if running / charging)

**20 MV** MOVEMENT

Armour and Shield: plate mail

Damage Reduction: 2 Other AC Modifiers: +1 melee w/ off-hand parry



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+2 bastard sword	3	2/1	+4	1d8+4	2d6+4 two handed, casts light in 20-ft. radius
dagger	1	3/2	+1	1d4+1	
lance	5	2/1	+2	1d8+2	double damage when set vs. charge attack, treble from charging mount
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
dagger	10/20/30	3/2	+1	1d4+1	
composite short bow	60/120/180	5/2	+2	1d6+1	+1 attack bonus at point-blank range (6-30 ft.)

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	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.)



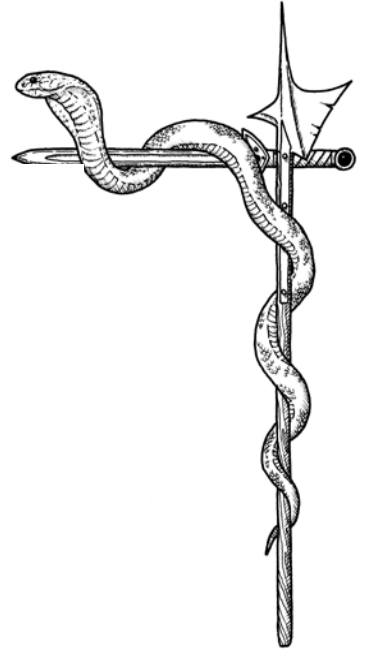
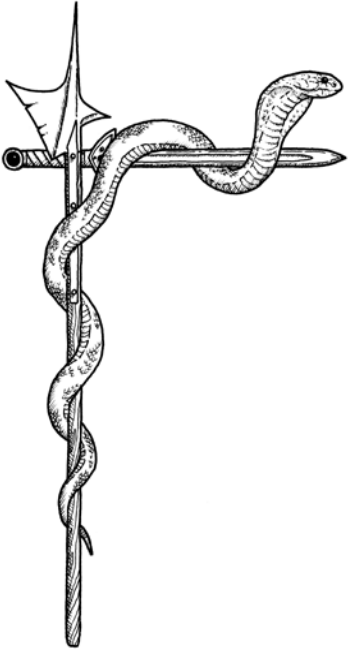






# DEISHU SEET

(HALF-BLOOD PICTISH MALE CRYOMANCER)



In Khromarium, the Cabal of the Ashen Worm comprises cryomancers who dwell in a ghost-haunted tower of the “Old City”. There they pore over ancient texts, striving to apprehend the designs of Yikkorth, “The Ashen Worm”. Law and order are chief amongst the tenets of the Cabal, but they are ensconced within a city teeming with lawlessness.

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.





# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: \_\_\_\_\_

Class: Cryomancer \_\_\_\_\_

# HYPARBOREA™

Race: Half-Blood Pict \_\_\_\_\_

Character Name: \_\_\_\_\_

Level: 1 \_\_\_\_\_

Deishu Seet \_\_\_\_\_

Align.: Lawful Good \_\_\_\_\_

## Player Character Sheet

### ATTRIBUTES

**12 ST** STRENGTH *Attack mod.: ±0 (Melee)* *Damage adj.: ±0* *Test of ST: 2:6* *Feat of ST: 4%*

**14 DX** DEXTERITY *Attack mod.: +1 (Missile)* *Defence adj.: ±0* *Test of DX: 3:6* *Feat of DX: 8%*

**10 CN** CONSTITUTION *HP adj.: ±0* *Trauma survival: 75%* *Poison adj.: ±0* *Test of CN: 2:6* *Feat of CN: 4%*

**16 IN** INTELLIGENCE *Languages: +1* *Learn spell: 75% (Magicians et al.)* *Bonus spells: one level 1, one level 2 (Magicians et al.)*

**13 WS** WISDOM *Willpwr. adj.: ±0* *Learn spell: — (Clerics et al.)* *Bonus spells: — (Clerics et al.)*

**10 CH** CHARISMA *React. / Loyalty adj.: ±0* *Undead turning adj.: —* *Maximum henchmen: 4 (Clerics et al.)*

### SAVING THROW

**16 SV** SAVING THROW

### HIT DICE

**d 4 HD** HIT DIE TYPE

**4 HP** HIT POINTS

### Saving Throw Modifiers:

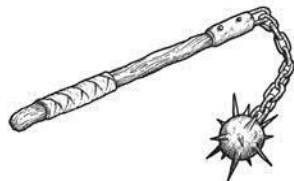


- DEATH (death magic, death ray, paralysis, poison, radiation)
- TRANSFORMATION (petrification, polymorph)
- +2 DEVICE (magical rings, rods, staves, wands)
- AVOIDANCE (breath wps., ray guns, some spells, some traps)
- +2 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: cold +2, fire -2

### FIGHTING ABILITY

**0 FA** FIGHTING ABILITY



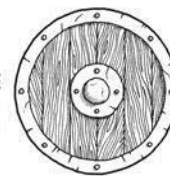
Weapon Masteries / New Weapon Skills: \_\_\_\_\_  
(Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty: -4

### ARMOUR CLASS

**9 AC** MELEE AC VS. MELEE

**9 AC** MISSILE AC VS. MISSILES



### MOVEMENT

(x2 if running / charging)

**40 MV** MOVEMENT

Armour and Shield: \_\_\_\_\_

Damage Reduction: \_\_\_\_\_ Other AC Modifiers: +1 melee w/ quarterstaff



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
quarterstaff	3	1/1	±0	1d6	
silver dagger	1	1/1	±0	1d4	
ice axe	1	1/1	±0	1d3	
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
silver dagger	10/20/30	3/2	+1	1d4	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29

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











# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: \_\_\_\_\_

Class: Cryomancer \_\_\_\_\_

# HYPERBOREA™

Race: Half-Blood Pict \_\_\_\_\_

Character Name: \_\_\_\_\_

Level: 4 \_\_\_\_\_

Deishu Seet \_\_\_\_\_

Align.: Lawful Good \_\_\_\_\_

## Player Character Sheet

### ATTRIBUTES

**12 ST** STRENGTH *Attack mod.: ±0 (Melee)* *Damage adj.: ±0* *Test of ST: 2:6* *Feat of ST: 4%*

**14 DX** DEXTERITY *Attack mod.: +1 (Missile)* *Defence adj.: ±0* *Test of DX: 3:6* *Feat of DX: 8%*

**10 CN** CONSTITUTION *HP adj.: ±0* *Trauma survival: 75%* *Poison adj.: ±0* *Test of CN: 2:6* *Feat of CN: 4%*

**16 IN** INTELLIGENCE *Languages: +1* *Learn spell: 75% (Magicians et al.)* *Bonus spells: one level 1, one level 2 (Magicians et al.)*

**13 WS** WISDOM *Willpwr. adj.: ±0* *Learn spell: — (Clerics et al.)* *Bonus spells: — (Clerics et al.)*

**10 CH** CHARISMA *React. / Loyalty adj.: ±0* *Undead turning adj.: —* *Maximum henchmen: 4 (Clerics et al.)*

### SAVING THROW

**15 SV** SAVING THROW

### HIT DICE

**d 4 HD** HIT DIE TYPE

**12 HP** HIT POINTS

### Saving Throw Modifiers:



- DEATH (death magic, death ray, paralysis, poison, radiation)
- TRANSFORMATION (petrification, polymorph)
- +2 DEVICE (magical rings, rods, staves, wands)
- AVOIDANCE (breath wps., ray guns, some spells, some traps)
- +2 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: cold +2, fire -2

### FIGHTING ABILITY

**1 FA** FIGHTING ABILITY



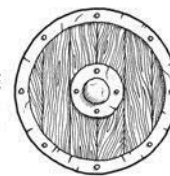
Weapon Masteries / New Weapon Skills: light crossbow (Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty: -4

### ARMOUR CLASS

**9 AC** MELEE AC VS. MELEE

**9 AC** MISSILE AC VS. MISSILES



### MOVEMENT

(x2 if running / charging)

**40 MV** MOVEMENT

Armour and Shield: —

Damage Reduction: — Other AC Modifiers: +1 melee w/ quarterstaff



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
quarterstaff	3	1/1	±0	1d6	
silver dagger	1	1/1	±0	1d4	
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
silver dagger	10/20/30	3/2	+1	1d4	
light crossbow	60/120/180	1/1	+1	1d6+1	+1 to attack & damage rolls with +1 bolts

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	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.)







**SPELLS  
KNOWN**



Spell	Level <sup>1</sup>	Other Notes (e.g., range, duration)	Spell	Level <sup>1</sup>	Other Notes (e.g., range, duration)
<i>decipher language</i>	1	R 0, D 1 turn per CA			
<i>detect magic</i>	1	R 60 ft., D 1 turn			
<i>magic ice dart</i>	1	R 120 ft., D 1 round per CA			
<i>unseen servant</i>	1	R 120 ft., D 6 turns; <i>components</i>			
<i>ice armour</i>	2	R 0, D 1 turn per CA			
<i>levitate</i>	2	R 20 ft. per CA, D 1 turn per CA			
<i>wall of vapours</i>	2	R 60 ft., D 1 turn			

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
<i>decipher language</i> <input type="checkbox"/>	<i>ice armour</i> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>detect magic</i> <input type="checkbox"/>	<i>levitate</i> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>magic ice dart</i> <input type="checkbox"/>	<i>wall of vapours</i> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>unseen servant</i> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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**EXPERIENCE POINTS**

12,000

**XP**

EXPERIENCE POINTS

10% XP Bonus? (Y) or (N): No



20,000

XP NEEDED FOR NEXT LEVEL

**Miscellaneous Notes and Calculations**

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**HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS**

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





# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: \_\_\_\_\_

Class: Cryomancer

# HYPARBOREA™

Race: Half-Blood Pict

Character Name: \_\_\_\_\_

Level: 7

Deishu Seet

Align.: Lawful Good

## Player Character Sheet

### ATTRIBUTES

**13 ST** STRENGTH *Attack mod.: ±0 (Melee)* *Damage adj.: +1* *Test of ST: 3:6* *Feat of ST: 8%*

**14 DX** DEXTERITY *Attack mod.: +1 (Missile)* *Defence adj.: ±0* *Test of DX: 3:6* *Feat of DX: 8%*

**10 CN** CONSTITUTION *HP adj.: ±0* *Trauma survival: 75%* *Poison adj.: ±0* *Test of CN: 2:6* *Feat of CN: 4%*

**16 IN** INTELLIGENCE *Languages: +1* *Learn spell: 75% (Magicians et al.)* *Bonus spells: one level 1, one level 2 (Magicians et al.)*

**13 WS** WISDOM *Willpwr. adj.: ±0* *Learn spell: — (Clerics et al.)* *Bonus spells: — (Clerics et al.)*

**10 CH** CHARISMA *React. / Loyalty adj.: ±0* *Undead turning adj.: —* *Maximum henchmen: 4 (Clerics et al.)*

### SAVING THROW

**13 SV** SAVING THROW

### HIT DICE

**d 4 HD** HIT DIE TYPE

**19 HP** HIT POINTS

### Saving Throw Modifiers:

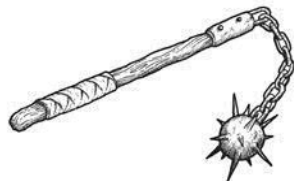


- DEATH (death magic, death ray, paralysis, poison, radiation)
- TRANSFORMATION (petrification, polymorph)
- +2 DEVICE (magical rings, rods, staves, wands)
- AVOIDANCE (breath wps., ray guns, some spells, some traps)
- +2 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: cold +2, fire -2

### FIGHTING ABILITY

**3 FA** FIGHTING ABILITY



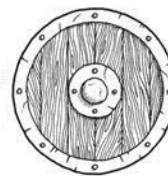
Weapon Masteries / New Weapon Skills: light crossbow  
(Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty: -4

### ARMOUR CLASS

**5 AC** MELEE AC VS. MELEE

**5 AC** MISSILE AC VS. MISSILES



### MOVEMENT

(×2 if running / charging)

**40 MV** MOVEMENT

Armour and Shield: —

Damage Reduction: — Other AC Modifiers: +1 melee w/ quarterstaff



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
quarterstaff	3	1/1	±0	1d6+1	
silver dagger	1	1/1	±0	1d4+1	
+2 hand axe	1	1/1	+2	1d6+3	
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
silver dagger	10/20/30	3/2	+1	1d4+1	
+2 hand axe	15/30/45	1/1	+3	1d6+3	
light crossbow	60/120/180	1/1	+1	1d6+1	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

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







## SPELLS KNOWN



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

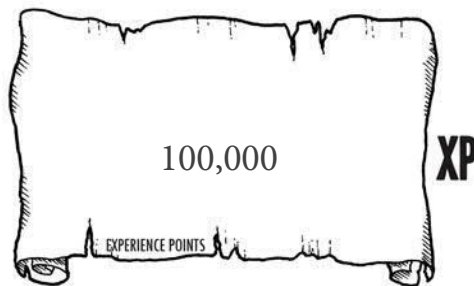


## SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<i>chill touch</i> <input type="checkbox"/>	<i>frost sphere</i> <input type="checkbox"/>	<i>freeze surface</i> <input type="checkbox"/>	<i>wall of ice</i> <input type="checkbox"/>		
<i>decipher language</i> <input type="checkbox"/>	<i>levitate</i> <input type="checkbox"/>	<i>lightning bolt</i> <input type="checkbox"/>			
<i>detect magic</i> <input type="checkbox"/>	<i>shatter</i> <input type="checkbox"/>				
<i>freezing hands</i> <input type="checkbox"/>	<i>wall of vapours</i> <input type="checkbox"/>				
<i>magic ice dart</i> <input type="checkbox"/>					
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



## EXPERIENCE POINTS



10% XP Bonus?  
(Y) or (N): No



## Miscellaneous Notes and Calculations

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## HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

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





# ATTOR BUHR

(SAXON MALE BARBARIAN)



Attor Buhr [A-tawr BER] is of dubious origin. He was discovered by barbarian fishermen as a small child, wandering down a muddy bank and calling for his mother. The barbarians, members of a Kimmeri-Keltic tribe, took the child with them. Although remnant Saxon clans were known to be extant in the Fields of Vol, none had been observed in years. The child, who knew his name to be Attor Buhr, was adopted by Kimmeri-Keltic nomads.

When Attor Buhr came of age, he abandoned his tribe to find himself. He soon landed in Khromarium, but after several run-ins with the city guard, he moved to Swampgate. In that frontier town he has found employ as a sellsword, but thus far has avoided conflict with his adopted tribe.



# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: \_\_\_\_\_

# HYPARBORAEA™

Class: Barbarian

Race: Saxon

Level: 1

Align.: Chaotic Good

Character Name: \_\_\_\_\_

Attor Buhr

## Player Character Sheet

### ATTRIBUTES

**15 ST** STRENGTH  
 Attack mod.: +1 (Melee)  
 Damage adj.: +1  
 Test of ST: 3:6 Feat of ST: 24%

**14 DX** DEXTERITY  
 Attack mod.: +1 (Missile)  
 Defence adj.: ±0  
 Test of DX: 3:6 Feat of DX: 16%

**13 CN** CONSTITUTION  
 HP adj.: +1 Trauma survival: 80%  
 Poison adj.: ±0 Test of CN: 3:6 Feat of CN: 8%

**13 IN** INTELLIGENCE  
 Languages: +1  
 Learn spell: — Bonus spells: —  
 (Magicians et al.) (Magicians et al.)

**7 WS** WISDOM  
 Willpwr. adj.: ±0  
 Learn spell: — Bonus spells: —  
 (Clerics et al.) (Clerics et al.)

**12 CH** CHARISMA  
 React. / Loyalty adj.: ±0 Undead turning adj.: —  
 Maximum henchmen: 4 (Clerics et al.)

### SAVING THROW

**16 SV** SAVING THROW

### HIT DICE

**d 12 HD** HIT DIE TYPE

**13 HP** HIT POINTS

### Saving Throw Modifiers:

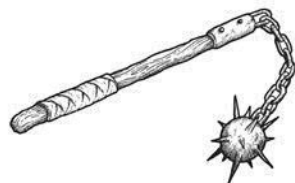


- +2 DEATH (death magic, death ray, paralysis, poison, radiation)
- +2 TRANSFORMATION (petrification, polymorph)
- +2 DEVICE (magical rings, rods, staves, wands)
- +2 AVOIDANCE (breath wps., ray guns, some spells, some traps)
- +2 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: \_\_\_\_\_

### FIGHTING ABILITY

**1 FA** FIGHTING ABILITY



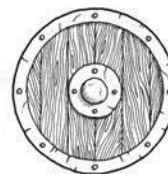
Weapon Masteries / New Weapon Skills: scimitar (mastery)  
(Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty: —

### ARMOUR CLASS

**7 AC** MELEE AC VS. MELEE

**6 AC** MISSILE AC VS. MISSILES



### MOVEMENT

(x2 if running / charging)

**50 MV** MOVEMENT

Armour and Shield: large shield

Damage Reduction: — Other AC Modifiers: shieldless AC 8



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
scimitar	2	3/2	+2	1d8+2	1d10+2 two-handed
scimitar	2	3/2	-1	1d8+2	two-weapon fighting (primary)
dagger	1	1/1	-3	1d4+1	two-weapon fighting (secondary)
dagger	1	1/1	+1	1d4+1	
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
dagger	10/20/30	3/2	+1	1d4+1	
short bow	50/100/150	3/2	+1	1d6	

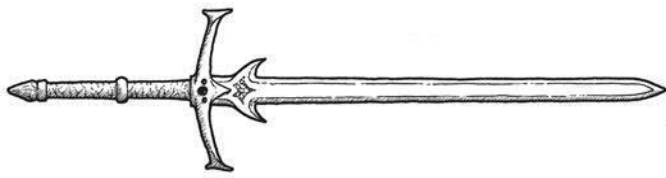
(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### COMBAT MATRIX

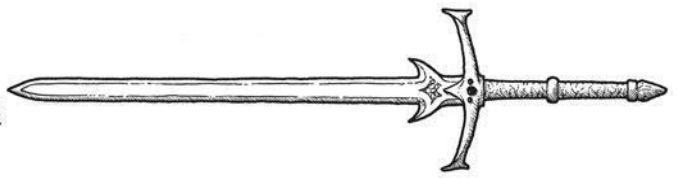
Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

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





**CLASS  
ABILITIES**



Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Agile	+1 AC bonus when unarmoured and unencumbered
Alertness	-1 to be surprized
Ambusher	+1 to surprize outdoors when alone or with prepared party
Attack rate	1/1 melee attack rate; improves to 3/2 at 7 <sup>th</sup> level
Climb	8-in-12
Draw poison	3-in-6 within 2 rounds, 2-in-6 within 4 rounds, 1-in-6 within 6 rounds
Hardy	+2 bonus to all saving throws
Horsemanship	from the saddle of a tamed mount, can fight with melee weapons and discharge missiles
Leap	25 feet, if unencumbered
Move silently	5-in-12
Run	base 50 MV when lightly armoured or unarmoured
Sense magic	4-in-12
Sorcerous distrust	suspicious of sorcery and those who wield it
Track	10-in-12 wilderness, 3-in-12 non-wilderness
Weapon mastery	scimitar
Wilderness survival	hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building

**TURN UNDEAD**  
(Clerics et al.)



**TURN UNDEAD MATRIX**

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
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.)



**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)
1						
2						
3						
4						
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.)









# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: \_\_\_\_\_

Class: Barbarian

# HYPERRBOREA™

Race: Saxon

Character Name: \_\_\_\_\_

Level: 4

Attor Buhr

Align.: Chaotic Good

## Player Character Sheet

### ATTRIBUTES

**15 ST** (STRENGTH) *Attack mod.: +1 (Melee)* *Damage adj.: +1* *Test of ST: 3:6* *Feat of ST: 24%*

**14 DX** (DEXTERITY) *Attack mod.: +1 (Missile)* *Defence adj.: ±0* *Test of DX: 3:6* *Feat of DX: 16%*

**13 CN** (CONSTITUTION) *HP adj.: +1* *Trauma survival: 80%* *Poison adj.: ±0* *Test of CN: 3:6* *Feat of CN: 8%*

**13 IN** (INTELLIGENCE) *Languages: +1* *Learn spell: — (Magicians et al.)* *Bonus spells: — (Magicians et al.)*

**7 WS** (WISDOM) *Willpwr. adj.: ±0* *Learn spell: — (Clerics et al.)* *Bonus spells: — (Clerics et al.)*

**12 CH** (CHARISMA) *React. / Loyalty adj.: ±0* *Undead turning adj.: —* *Maximum henchmen: 4 (Clerics et al.)*

### SAVING THROW

**15 SV** (SAVING THROW)

### HIT DICE

**d 12 HD** (HIT DICE TYPE)

**34 HP** (HIT POINTS)

### Saving Throw Modifiers:

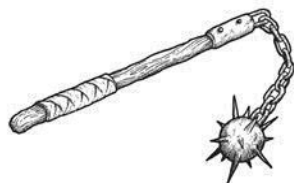


- +2 DEATH (death magic, death ray, paralysis, poison, radiation)
- +2 TRANSFORMATION (petrification, polymorph)
- +2 DEVICE (magical rings, rods, staves, wands)
- +2 AVOIDANCE (breath wps., ray guns, some spells, some traps)
- +2 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: \_\_\_\_\_

### FIGHTING ABILITY

**4 FA** (FIGHTING ABILITY)



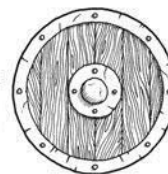
Weapon Masteries / New Weapon Skills: scimitar (mastery)  
(Fighters et al.) (Non-fighters)  
short bow (mastery)

Unskilled Weapon Attack Penalty: —

### ARMOUR CLASS

**7 AC** (MELEE AC VS. MELEE)

**6 AC** (MISSILE AC VS. MISSILES)



### MOVEMENT

(×2 if running / charging)

**50 MV** (MOVEMENT)

Armour and Shield: large shield

Damage Reduction: — Other AC Modifiers: shieldless AC 8



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+1 scimitar	2	3/2	+3	1d8+3	1d10+3 two-handed, casts light in 20-ft. radius
+1 scimitar	2	3/2	±0	1d8+3	two-weapon fighting (primary), casts light in 20-ft. radius
dagger	1	1/1	-3	1d4+1	two-weapon fighting (secondary)
dagger	1	1/1	+1	1d4+1	
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
dagger	10/20/30	3/2	+1	1d4+1	
short bow	50/100/150	2/1	+2	1d6+1	+1 attack bonus at point-blank range (6-30 feet), +1 attack and damage bonus with +1 arrows

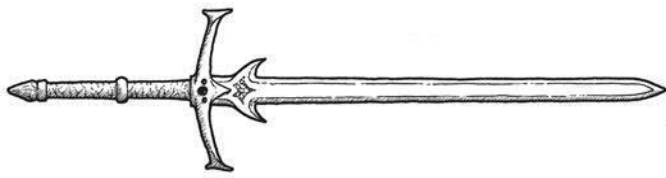
(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### COMBAT MATRIX

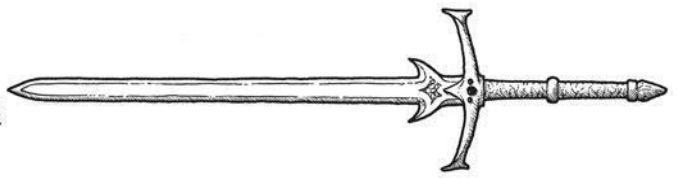
Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

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





**CLASS  
ABILITIES**



Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Agile	+1 AC bonus when unarmoured and unencumbered
Alertness	-1 to be surprized
Ambusher	+1 to surprize outdoors when alone or with prepared party
Attack rate	1/1 melee attack rate; improves to 3/2 at 7 <sup>th</sup> level
Climb	8-in-12
Draw poison	3-in-6 within 2 rounds, 2-in-6 within 4 rounds, 1-in-6 within 6 rounds
Hardy	+2 bonus to all saving throws
Horsemanship	from the saddle of a tamed mount, can fight with melee weapons and discharge missiles
Leap	25 feet, if unencumbered
Move silently	6-in-12
Run	base 50 MV when lightly armoured or unarmoured
Sense magic	4-in-12
Sorcerous distrust	suspicious of sorcery and those who wield it
Track	10-in-12 wilderness, 3-in-12 non-wilderness
Weapon mastery	scimitar, short bow
Wilderness survival	hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building

**TURN UNDEAD**  
(Clerics et al.)



**TA**



**TURN UNDEAD MATRIX**

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
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.)



**SORCERY**



**CASTING ABILITY**  
(Magicians, clerics, et al.)



**CA**

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

**SPELLS CAST PER DAY**

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

(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.)









# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: \_\_\_\_\_

Class: Barbarian

# HYPERRBOREA™

Race: Saxon

Character Name: \_\_\_\_\_

Level: 7

Attor Buhr

Align.: Chaotic Good

## Player Character Sheet

### ATTRIBUTES

**15 ST** STRENGTH  
Attack mod.: +1 (Melee)  
Damage adj.: +1  
Test of ST: 3:6 Feat of ST: 24%

**15 DX** DEXTERITY  
Attack mod.: +1 (Missile)  
Defence adj.: +1  
Test of DX: 3:6 Feat of DX: 24%

**13 CN** CONSTITUTION  
HP adj.: +1 Trauma survival: 80%  
Poison adj.: ±0 Test of CN: 3:6 Feat of CN: 8%

**13 IN** INTELLIGENCE  
Languages: +1  
Learn spell: — Bonus spells: —  
(Magicians et al.) (Magicians et al.)

**7 WS** WISDOM  
Willpwr. adj.: ±0  
Learn spell: — Bonus spells: —  
(Clerics et al.) (Clerics et al.)

**12 CH** CHARISMA  
React. / Loyalty adj.: ±0 Undead turning adj.: —  
Maximum henchmen: 4 (Clerics et al.)

### SAVING THROW

**13 SV** SAVING THROW

### HIT DICE

**d 12 HD** HIT DIE TYPE

**57 HP** HIT POINTS

### Saving Throw Modifiers:

**+2** DEATH (death magic, death ray, paralysis, poison, radiation)

**+2** TRANSFORMATION (petrification, polymorph)

**+2** DEVICE (magical rings, rods, staves, wands)

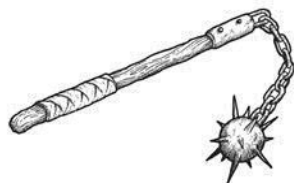
**+3** AVOIDANCE (breath wps., ray guns, some spells, some traps)

**+2** SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1

### FIGHTING ABILITY

**7 FA** FIGHTING ABILITY



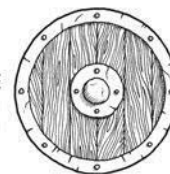
Weapon Masteries / New Weapon Skills: scimitar (mastery)  
(Fighters et al.) (Non-fighters)  
short bow (mastery)

Unskilled Weapon Attack Penalty: —

### ARMOUR CLASS

**4 AC** MELEE AC VS. MELEE

**4 AC** MISSILE AC VS. MISSILES



### MOVEMENT

(×2 if running / charging)

**50 MV** MOVEMENT

Armour and Shield: —

Damage Reduction: — Other AC Modifiers: +1 melee w/ off-hand parry



### WEAPON COMBAT



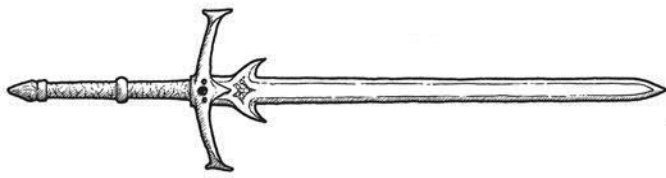
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+1 scimitar	2	2/1	+3	1d8+3	1d10+3 two-handed, casts light in 20-ft. radius
+1 scimitar	2	2/1	±0	1d8+3	two-weapon fighting (primary), casts light in 20-ft. radius
silver dagger	1	3/2	-3	1d4+1	two-weapon fighting (secondary)
silver dagger	1	3/2	+1	1d4+1	
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
silver dagger	10/20/30	3/2	+1	1d4+1	
short bow (+2 arrows)	50/100/150	5/2	+4	1d6+3	+1 attack bonus at point-blank range (6-30 feet)

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

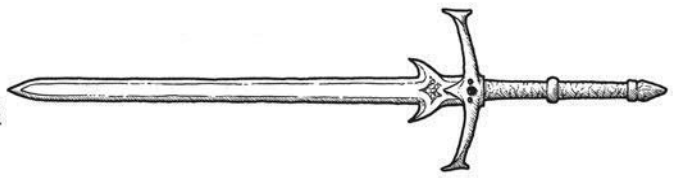
### COMBAT MATRIX

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	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.)



**CLASS  
ABILITIES**



Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Agile	+1 AC bonus when unarmoured and unencumbered
Alertness	-1 to be surprized
Ambusher	+1 to surprize outdoors when alone or with prepared party
Attack rate	3/2 melee attack rate
Climb	9-in-12
Draw poison	3-in-6 within 2 rounds, 2-in-6 within 4 rounds, 1-in-6 within 6 rounds
Hardy	+2 bonus to all saving throws
Horsemanship	from the saddle of a tamed mount, can fight with melee weapons and discharge missiles
Leap	25 feet, if unencumbered
Move silently	8-in-12
Run	base 50 MV when lightly armoured or unarmoured
Sense magic	4-in-12
Sorcerous distrust	suspicious of sorcery and those who wield it
Track	10-in-12 wilderness, 3-in-12 non-wilderness
Weapon mastery	scimitar, short bow
Wilderness survival	hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building

**TURN UNDEAD**  
(Clerics et al.)



**TA**



**TURN UNDEAD MATRIX**

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
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.)



**SORCERY**



**CASTING ABILITY**  
(Magicians, clerics, et al.)



**CA**

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

**SPELLS CAST PER DAY**

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

(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.)

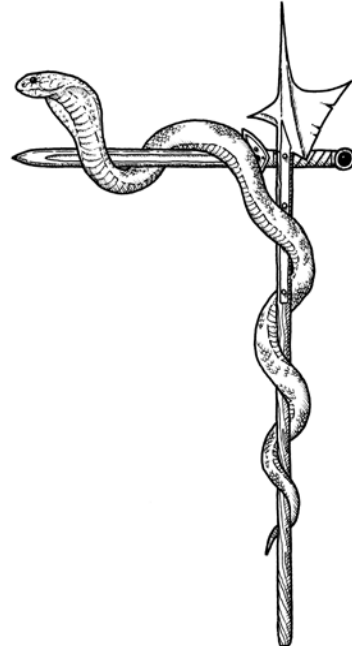
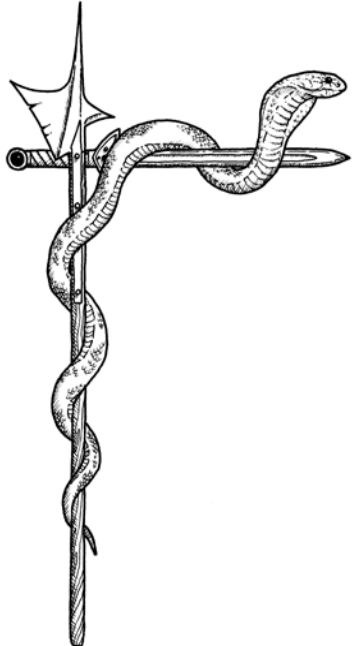






# GREGOR KRAVINSSON

(COMMON MALE HUNTSMAN)



A descendent of Kelts, Picts, Saxons, and Vikings, Gregor Kravinson was born in the village of Bogrest. As a youth, Gregor was trained to gather iron ore nuggets from the surrounding bogs, but by the age of 14, he was sent to live with his uncle, in Dunwich. Gregor's uncle was a huntsman who pursued bears, mammoths, ground sloths, sabre-tooths, and more. Young Gregor sought to emulate the man, so he dedicated himself to mental and physical perfection and thus became his uncle's apprentice.

A few years later, Gregor's uncle was mauled by a bear in the Gal Hills. By the time young Gregor found him, it was already too late. Now, Gregor Kravinson carries on the huntsman tradition, save that he has journeyed beyond the limits of his homeland, seeking derring-do and dominating impossible game.





# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name:

Character Name:

Gregor Kravinson

# HYPERBOREA

Class: Huntsman  
Race: Common  
Level: 1  
Align.: Chaotic Good

## Player Character Sheet

### ATTRIBUTES

**13 ST** STRENGTH  
Attack mod.:  $\pm 0$  (Melee)  
Damage adj.:  $+1$   
Test of ST:  $3:6$  Feat of ST:  $16\%$

**10 DX** DEXTERITY  
Attack mod.:  $\pm 0$  (Missile)  
Defence adj.:  $\pm 0$   
Test of DX:  $2:6$  Feat of DX:  $4\%$

**10 CN** CONSTITUTION  
HP adj.:  $\pm 0$  Trauma survival:  $75\%$   
Poison adj.:  $\pm 0$  Test of CN:  $2:6$  Feat of CN:  $4\%$

**12 IN** INTELLIGENCE  
Languages:  $\pm 0$   
Learn spell:  $-$  Bonus spells:  $-$   
(Magicians et al.) (Magicians et al.)

**16 WS** WISDOM  
Willpwr. adj.:  $+1$   
Learn spell:  $-$  Bonus spells:  $-$   
(Clerics et al.) (Clerics et al.)

**13 CH** CHARISMA  
React. / Loyalty adj.:  $+1$  Undead turning adj.:  $-$   
Maximum henchmen:  $6$  (Clerics et al.)

### SAVING THROW

**16 SV** SAVING THROW

### HIT DICE

**d 10 HD** HIT DIE TYPE

**10 HP** HIT POINTS

### Saving Throw Modifiers:

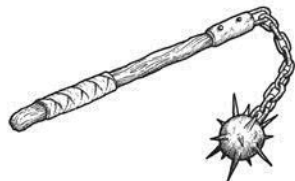


- +2 DEATH (death magic, death ray, paralysis, poison, radiation)
- +2 TRANSFORMATION (petrification, polymorph)
- 0 DEVICE (magical rings, rods, staves, wands)
- 0 AVOIDANCE (breath wps., ray guns, some spells, some traps)
- 0 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: willpower +1

### FIGHTING ABILITY

**1 FA** FIGHTING ABILITY



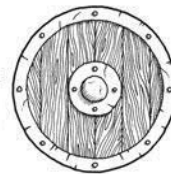
Weapon Masteries / New Weapon Skills: short spear (mastery)  
(Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty:  $-$

### ARMOUR CLASS

**7 AC** MELEE AC VS. MELEE

**7 AC** MISSILE AC VS. MISSILES



### MOVEMENT

( $\times 2$  if running / charging)

**40 MV** MOVEMENT

Armour and Shield: leather

Damage Reduction:  $-$  Other AC Modifiers:  $-$



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
short spear	3	3/2	+1	1d6+2	1d8+2 two-handed, double damage when set vs. charge attack
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	
longbow	70/140/210	3/2	$\pm 0$	1d6+1	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	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.)













# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name:

Character Name:

Gregor Kravinson

# HYPARBOREA™

Class: Huntsman

Race: Common

Level: 4

Align.: Chaotic Good

## Player Character Sheet

### ATTRIBUTES

**13 ST** STRENGTH  
Attack mod.:  $\pm 0$  (Melee)  
Damage adj.:  $+1$   
Test of ST:  $3:6$  Feat of ST:  $16\%$

**10 DX** DEXTERITY  
Attack mod.:  $\pm 0$  (Missile)  
Defence adj.:  $\pm 0$   
Test of DX:  $2:6$  Feat of DX:  $4\%$

**10 CN** CONSTITUTION  
HP adj.:  $\pm 0$  Trauma survival:  $75\%$   
Poison adj.:  $\pm 0$  Test of CN:  $2:6$  Feat of CN:  $4\%$

**13 IN** INTELLIGENCE  
Languages:  $+1$   
Learn spell:  $-$  Bonus spells:  $-$   
(Magicians et al.) (Magicians et al.)

**16 WS** WISDOM  
Willpwr. adj.:  $+1$   
Learn spell:  $-$  Bonus spells:  $-$   
(Clerics et al.) (Clerics et al.)

**13 CH** CHARISMA  
React. / Loyalty adj.:  $+1$  Undead turning adj.:  $-$   
Maximum henchmen:  $6$  (Clerics et al.)

### SAVING THROW

**15 SV** SAVING THROW

### HIT DICE

**d 10 HD** HIT DIE TYPE

**21 HP** HIT POINTS

### Saving Throw Modifiers:

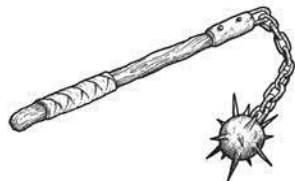


- +2 DEATH (death magic, death ray, paralysis, poison, radiation)
- +2 TRANSFORMATION (petrification, polymorph)
- 0 DEVICE (magical rings, rods, staves, wands)
- 0 AVOIDANCE (breath wps., ray guns, some spells, some traps)
- 0 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: willpower +1

### FIGHTING ABILITY

**4 FA** FIGHTING ABILITY



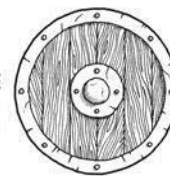
Weapon Masteries / New Weapon Skills: short spear (mastery),  
(Fighters et al.) (Non-fighters)  
longbow (mastery)

Unskilled Weapon Attack Penalty:  $-$

### ARMOUR CLASS

**6 AC** MELEE AC VS. MELEE

**6 AC** MISSILE AC VS. MISSILES



### MOVEMENT

( $\times 2$  if running / charging)

**40 MV** MOVEMENT

Armour and Shield: brigandine

Damage Reduction:  $-$  Other AC Modifiers:  $+1$  melee w/ off-hand parry



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+1 short spear	3	3/2	+2	1d6+3	1d8+3 two-handed, double damage when set vs. charge attack
short spear	3	3/2	+1	1d6+2	1d8+2 two-handed, double damage when set vs. charge attack
silver dagger	1	1/1	$\pm 0$	1d4+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	$\pm 0$	1d4+1	
longbow	70/140/210	2/1	+1	1d6+2	+1 attack bonus at point-blank range (6-30 feet)

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	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.)











# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name:

Character Name:

Gregor Kravinson

# HYPERBOREA

Class: Huntsman  
Race: Common  
Level: 7  
Align.: Chaotic Good

## Player Character Sheet

### ATTRIBUTES

**13 ST** STRENGTH  
Attack mod.:  $\pm 0$  (Melee)  
Damage adj.:  $+1$   
Test of ST: 3:6 Feat of ST: 16%

**10 DX** DEXTERITY  
Attack mod.:  $\pm 0$  (Missile)  
Defence adj.:  $\pm 0$   
Test of DX: 2:6 Feat of DX: 4%

**10 CN** CONSTITUTION  
HP adj.:  $\pm 0$  Trauma survival: 75%  
Poison adj.:  $\pm 0$  Test of CN: 2:6 Feat of CN: 4%

**13 IN** INTELLIGENCE  
Languages:  $+1$   
Learn spell:  $-$  Bonus spells:  $-$   
(Magicians et al.) (Magicians et al.)

**16 WS** WISDOM  
Willpwr. adj.:  $+1$   
Learn spell:  $-$  Bonus spells:  $-$   
(Clerics et al.) (Clerics et al.)

**13 CH** CHARISMA  
React. / Loyalty adj.:  $+1$  Undead turning adj.:  $-$   
Maximum henchmen: 6 (Clerics et al.)

### SAVING THROW

**13 SV** SAVING THROW

### HIT DICE

**d 10 HD** HIT DIE TYPE

**42 HP** HIT POINTS

### Saving Throw Modifiers:

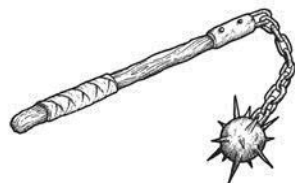


- +2 DEATH (death magic, death ray, paralysis, poison, radiation)
- +2 TRANSFORMATION (petrification, polymorph)
- 0 DEVICE (magical rings, rods, staves, wands)
- 0 AVOIDANCE (breath wps., ray guns, some spells, some traps)
- 0 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: willpower +1

### FIGHTING ABILITY

**7 FA** FIGHTING ABILITY



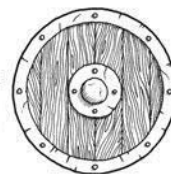
Weapon Masteries / New Weapon Skills: short spear (mastery),  
(Fighters et al.) (Non-fighters)  
longbow (mastery)

Unskilled Weapon Attack Penalty:  $-$

### ARMOUR CLASS

**6 AC** MELEE AC VS. MELEE

**6 AC** MISSILE AC VS. MISSILES



### MOVEMENT

( $\times 2$  if running / charging)

**40 MV** MOVEMENT

Armour and Shield: brigandine

Damage Reduction:  $-$  Other AC Modifiers: +1 melee w/ off-hand parry



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+1 short spear	3	2/1	+2	1d6+3	1d8+3 two-handed, double damage when set vs. charge attack
short spear	3	2/1	+1	1d6+2	1d8+2 two-handed, double damage when set vs. charge attack
+1 dagger	1	3/2	+1	1d4+2	casts light in 10-ft. radius
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	2/1	+1	1d6+1	
longbow	70/140/210	5/2	+1	1d6+2	+1 attack bonus at point-blank range (6-30 feet)

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	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.)



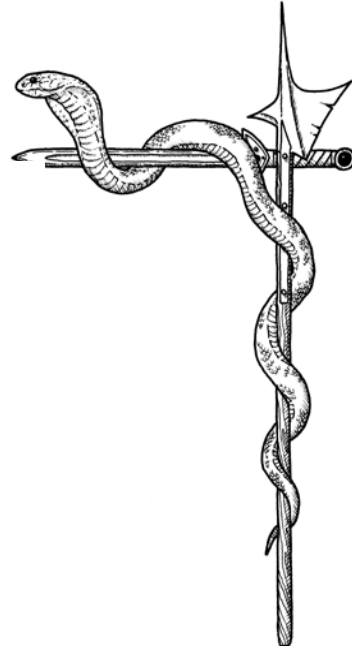
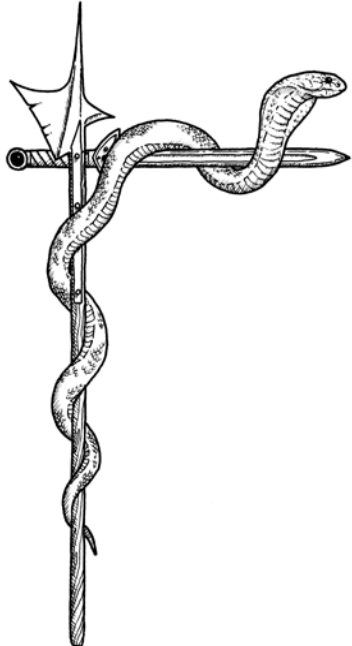






# ZOTIS PONTOS

(ATLANTEAN MALE PURLOINER)



Zotis Pontos [ZOH-tihz 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 ever-penniless 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.





# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: \_\_\_\_\_

# HYPERBOREA

Class: Purloiner

Race: Atlantean

Level: 1

Align.: Neutral

Character Name: \_\_\_\_\_

Zotis Pontos

## Player Character Sheet

### ATTRIBUTES

**13 ST** STRENGTH  
Attack mod.: ±0 (Melee)  
Damage adj.: +1  
Test of ST: 3:6 Feat of ST: 8%

**17 DX** DEXTERITY  
Attack mod.: +2 (Missile)  
Defence adj.: +1  
Test of DX: 4:6 Feat of DX: 32%

**13 CN** CONSTITUTION  
HP adj.: +1 Trauma survival: 80%  
Poison adj.: ±0 Test of CN: 3:6 Feat of CN: 8%

**14 IN** INTELLIGENCE  
Languages: +1  
Learn spell: — Bonus spells: —  
(Magicians et al.) (Magicians et al.)

**15 WS** WISDOM  
Willpwr. adj.: +1  
Learn spell: 75% Bonus spells: one level 1, one level 2  
(Clerics et al.) (Clerics et al.)

**15 CH** CHARISMA  
React. / Loyalty adj.: +1 Undead turning adj.: +1  
Maximum henchmen: 8 (Clerics et al.)

### SAVING THROW

**16 SV** SAVING THROW

### HIT DICE

**d 6 HD** HIT DIE TYPE

**7 HP** HIT POINTS

### Saving Throw Modifiers:

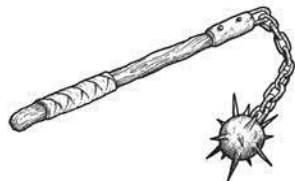


- DEATH (death magic, death ray, paralysis, poison, radiation)
- TRANSFORMATION (petrification, polymorph)
- DEVICE (magical rings, rods, staves, wands)
- +3 AVOIDANCE (breath wps., ray guns, some spells, some traps)
- +2 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1, willpower +1

### FIGHTING ABILITY

**1 FA** FIGHTING ABILITY



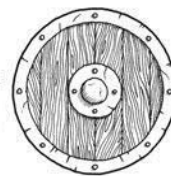
Weapon Masteries / New Weapon Skills: \_\_\_\_\_  
(Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty: -2

### ARMOUR CLASS

**6 AC** MELEE AC VS. MELEE

**6 AC** MISSILE AC VS. MISSILES



### MOVEMENT

(x2 if running / charging)

**40 MV** MOVEMENT

Armour and Shield: leather

Damage Reduction: — Other AC Modifiers: +1 melee w/ off-hand parry



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
dagger	1	1/1	±0	1d4+1	
dagger	1	1/1	-1	1d4+1	two-weapon fighting (primary)
dagger	1	1/1	-2	1d4+1	two-weapon fighting (secondary)
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
dagger	10/20/30	3/2	+2	1d4+1	
sling	50/100/150	1/1	+2	1d4+1	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	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.)











# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name:

Character Name:

Zotis Pontos

# HYPERBOREA

Class: Purloiner  
Race: Atlantean  
Level: 4  
Align.: Neutral

## Player Character Sheet

### ATTRIBUTES

**13 ST** (STRENGTH) Attack mod.:  $\pm 0$  (Melee) Damage adj.:  $+1$  Test of ST:  $3:6$  Feat of ST:  $8\%$

**17 DX** (DEXTERITY) Attack mod.:  $+2$  (Missile) Defence adj.:  $+1$  Test of DX:  $4:6$  Feat of DX:  $32\%$

**13 CN** (CONSTITUTION) HP adj.:  $+1$  Trauma survival:  $80\%$  Poison adj.:  $\pm 0$  Test of CN:  $3:6$  Feat of CN:  $8\%$

**14 IN** (INTELLIGENCE) Languages:  $+1$  Learn spell:  $-$  Bonus spells:  $-$  (Magicians et al.)

**15 WS** (WISDOM) Willpwr. adj.:  $+1$  Learn spell:  $75\%$  Bonus spells: one level 1, one level 2 (Clerics et al.)

**15 CH** (CHARISMA) React. / Loyalty adj.:  $+1$  Undead turning adj.:  $+1$  Maximum henchmen:  $8$  (Clerics et al.)

### SAVING THROW

**15 SV** (SAVING THROW)

### HIT DICE

**d6 HD** (HIT DICE TYPE)

**23 HP** (HIT POINTS)

### Saving Throw Modifiers:

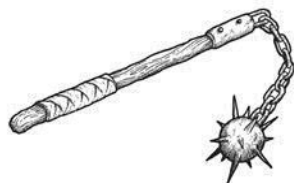


- DEATH (death magic, death ray, paralysis, poison, radiation)
- TRANSFORMATION (petrification, polymorph)
- DEVICE (magical rings, rods, staves, wands)
- +3 AVOIDANCE (breath wps., ray guns, some spells, some traps)
- +2 SORcery (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1, willpower +1

### FIGHTING ABILITY

**3 FA** (FIGHTING ABILITY)



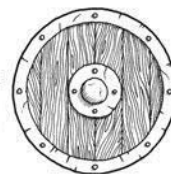
Weapon Masteries / New Weapon Skills: repeating crossbow (Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty:  $-2$

### ARMOUR CLASS

**5 AC** (MELEE AC VS. MELEE)

**5 AC** (MISSILE AC VS. MISSILES)



### MOVEMENT

( $\times 2$  if running / charging)

**40 MV** (MOVEMENT)

Armour and Shield: studded

Damage Reduction:  $-$  Other AC Modifiers:  $+1$  melee w/ off-hand parry



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+2 dagger	1	1/1	+2	1d4+3	casts light in 10-ft. radius
+2 dagger	1	1/1	+1	1d4+3	casts light in 10-ft. radius, two-weapon fighting (primary)
+1 dagger	1	1/1	-1	1d4+2	casts light in 10-ft. radius, two-weapon fighting (secondary)
+1 dagger	1	1/1	+1	1d4+2	casts light in 10-ft. radius
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
+2 dagger	10/20/30	3/2	+4	1d4+3	casts light in 10-ft. radius
+1 dagger	10/20/30	3/2	+3	1d4+2	casts light in 10-ft. radius
repeating crossbow	50/100/150	3/1	+2	1d6	jams on natural 1-3 attack roll, requiring 1d3 rounds to repair

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

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











# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name:

Character Name:

Zotis Pontos

# HYPERBOREA

Class: Purloiner  
Race: Atlantean  
Level: 7  
Align.: Neutral

## Player Character Sheet

### ATTRIBUTES

**13 ST** STRENGTH  
Attack mod.:  $\pm 0$  (Melee)  
Damage adj.:  $+1$   
Test of ST: 3:6 Feat of ST: 8%

**17 DX** DEXTERITY  
Attack mod.:  $+2$  (Missile)  
Defence adj.:  $+1$   
Test of DX: 4:6 Feat of DX: 32%

**13 CN** CONSTITUTION  
HP adj.:  $+1$  Trauma survival: 80%  
Poison adj.:  $\pm 0$  Test of CN: 3:6 Feat of CN: 8%

**14 IN** INTELLIGENCE  
Languages:  $+1$   
Learn spell:  $-$  Bonus spells:  $-$   
(Magicians et al.) (Magicians et al.)

**16 WS** WISDOM  
Willpwr. adj.:  $+1$   
Learn spell: 75% Bonus spells: one level 1, one level 2  
(Clerics et al.) (Clerics et al.)

**15 CH** CHARISMA  
React. / Loyalty adj.:  $+1$  Undead turning adj.:  $+1$   
Maximum henchmen: 8 (Clerics et al.)

### SAVING THROW

**13 SV** SAVING THROW

### HIT DICE

**d6 HD** HIT DIE TYPE

**38 HP** HIT POINTS

### Saving Throw Modifiers:



- DEATH (death magic, death ray, paralysis, poison, radiation)
- TRANSFORMATION (petrification, polymorph)
- DEVICE (magical rings, rods, staves, wands)
- +3 AVOIDANCE (breath wps., ray guns, some spells, some traps)
- +2 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1, willpower +1

### FIGHTING ABILITY

**5 FA** FIGHTING ABILITY



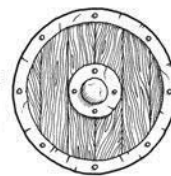
Weapon Masteries / New Weapon Skills: repeating crossbow (Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty: -2

### ARMOUR CLASS

**5 AC** MELEE AC VS. MELEE

**5 AC** MISSILE AC VS. MISSILES



### MOVEMENT

(x2 if running / charging)

**40 MV** MOVEMENT

Armour and Shield: studded

Damage Reduction:  $-$  Other AC Modifiers: +1 melee w/ off-hand parry



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+2 dagger	1	1/1	+2	1d4+3	casts light in 10-ft. radius
+2 dagger	1	1/1	+1	1d4+3	casts light in 10-ft. radius, two-weapon fighting (primary)
+1 dagger	1	1/1	-1	1d4+2	casts light in 10-ft. radius, two-weapon fighting (secondary)
+1 dagger	1	1/1	+1	1d4+2	casts light in 10-ft. radius
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
+2 dagger	10/20/30	3/2	+4	1d4+3	casts light in 10-ft. radius
+1 dagger	10/20/30	3/2	+3	1d4+2	casts light in 10-ft. radius
repeating crossbow	50/100/150	3/1	+2	1d6	jams on natural 1-3 attack roll, requiring 1d3 rounds to repair

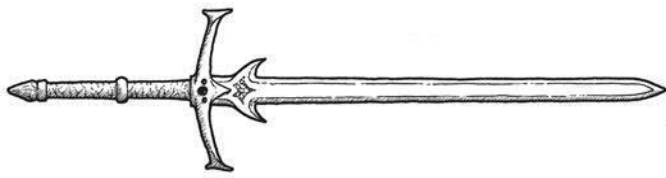
(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### COMBAT MATRIX

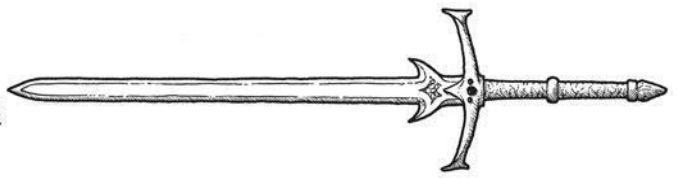
Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

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





**CLASS  
ABILITIES**



Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Agile	+1 AC bonus when unarmoured and unencumbered (small shield allowed)
Backstab	+4 attack bonus, x3 damage
Clandestine tongue	Thieves' Cant
Detect secret doors	3-in-6
Magic item use	as cleric or thief
Read scrolls	decipher and invoke spells on cleric scrolls
Scribe scrolls	write from one to five known spells onto a scroll; requires one week per spell level
Sorcery	cleric spells
Turn undead	x5 per day
Climb	10-in-12
Decipher script	3-in-12
Discern noise	8-in-12
Hide	9-in-12
Manipulate traps	7-in-12
Move silently	9-in-12
Open locks	7-in-12
Pick pockets	8-in-12

**TURN UNDEAD**  
(Clerics et al.)

5  
TURNING  
ABILITY

**TA**



**TURN UNDEAD MATRIX**

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead	D	D	T	T	11:12	8:12	5:12	2:12	NT	NT	NT	NT	NT	NT

(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.)

7  
CASTING  
ABILITY

**CA**

Chance to Learn New Spell:  $\frac{75\%}{100}$   
(See IN for magicians et al.; see WS for clerics et al.)

**SPELLS CAST PER DAY**

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



## SPELLS KNOWN



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

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

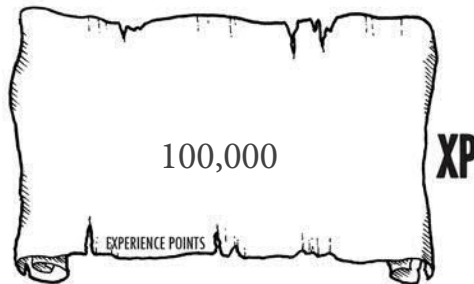


## SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<i>bless</i> <input type="checkbox"/>	<i>aid</i> <input type="checkbox"/>	<i>cure disease</i> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>cure light wounds</i> <input type="checkbox"/>	<i>weird war hammer</i> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>omen</i> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



## EXPERIENCE POINTS



10% XP Bonus?  
(Y) or (N): Yes



## Miscellaneous Notes and Calculations

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## HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

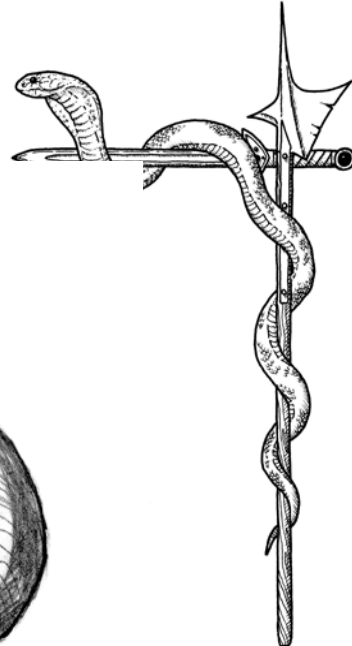
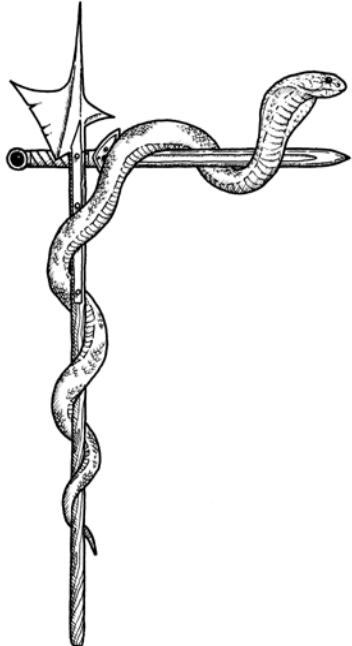
Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)





# HROLF STYRSSON

(VIKING MALE RUNEGRAYER)



Hailing from New Vinland, an adolescent Hrolf Styrsson [HRAWLF STER-suhn] was selected to serve the elder runegraver Oddbjörg Jórundsdóttir, when his strong spiritual connexion was cognized. Due to his preternatural talents and proclivities, Hrolf proved an apt pupil, earning the notice of his jarl, Ragnarr the Sea-Wolf. He likewise distinguished himself with others of his clan as both a fearless warrior and a wise man being groomed to replace his ageing mentor.

Hrolf was charged to travel abroad as the final stage of his training, so he left Ragnarrheim to learn of the outside world. In the frontier town of Swampgate, he has found no shortage of adventure, though he oft thinks of his homeland. Little does he know that his mentor has passed, and that if and when he returns, he will become the jarl's new runegraver.



# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name:

Character Name:

Hrolf Styrsson

# HYPERBORAEA

Class: Runegraver  
Race: Viking  
Level: 1  
Align.: Chaotic Good

## Player Character Sheet

### ATTRIBUTES

**14 ST** STRENGTH  
Attack mod.:  $\pm 0$  (Melee)  
Damage adj.:  $+1$   
Test of ST:  $3:6$  Feat of ST:  $16\%$

**14 DX** DEXTERITY  
Attack mod.:  $+1$  (Missile)  
Defence adj.:  $\pm 0$   
Test of DX:  $3:6$  Feat of DX:  $8\%$

**15 CN** CONSTITUTION  
HP adj.:  $+1$  Trauma survival:  $85\%$   
Poison adj.:  $+1$  Test of CN:  $3:6$  Feat of CN:  $16\%$

**9 IN** INTELLIGENCE  
Languages:  $\pm 0$   
Learn spell:  $-$  Bonus spells:  $-$   
(Magicians et al.) (Magicians et al.)

**16 WS** WISDOM  
Willpwr. adj.:  $+1$   
Learn spell:  $-$  Bonus spells:  $-$   
(Clerics et al.) (Clerics et al.)

**11 CH** CHARISMA  
React. / Loyalty adj.:  $\pm 0$   
Maximum henchmen:  $4$  Undead turning adj.:  $-$   
(Clerics et al.)

### SAVING THROW

**16 SV** SAVING THROW

### HIT DICE

**d 8 HD** HIT DIE TYPE

**9 HP** HIT POINTS

### Saving Throw Modifiers:

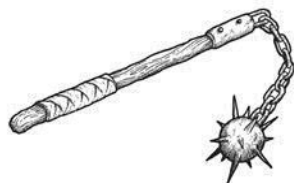


- DEATH (death magic, death ray, paralysis, poison, radiation)
- +2 TRANSFORMATION (petrification, polymorph)
- DEVICE (magical rings, rods, staves, wands)
- AVOIDANCE (breath wps., ray guns, some spells, some traps)
- +2 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: poison +1, willpower +1

### FIGHTING ABILITY

**1 FA** FIGHTING ABILITY



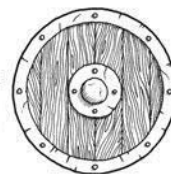
Weapon Masteries / New Weapon Skills: \_\_\_\_\_  
(Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty:  $-$

### ARMOUR CLASS

**6 AC** MELEE AC VS. MELEE

**6 AC** MISSILE AC VS. MISSILES



### MOVEMENT

( $\times 2$  if running / charging)

**40 MV** MOVEMENT

Armour and Shield: ring mail

Damage Reduction:  $-$  Other AC Modifiers: +1 melee w/ off-hand parry



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
battle axe	2	1/1	$\pm 0$	1d8+1	1d10+1 two-handed
hand axe	1	1/1	$\pm 0$	1d6+1	
dagger	1	1/1	$\pm 0$	1d4+1	
battle axe	2	1/1	$-2$	1d8+1	two-weapon fighting (primary)
hand axe	1	1/1	$-3$	1d6+1	two-weapon fighting (secondary)
dagger	1	1/1	$-3$	1d4+1	two-weapon fighting (secondary)
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
hand axe	15/30/45	1/1	+1	1d6+1	
dagger	10/20/30	3/2	+1	1d4+1	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	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.)













# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name: \_\_\_\_\_

Class: Runegraver

# HYPARBOREA

Race: Viking

Character Name: \_\_\_\_\_

Level: 4

Hrolf Styrrson

Align.: Chaotic Good

## Player Character Sheet

### ATTRIBUTES

**15 ST** STRENGTH  
Attack mod.: +1 (Melee)  
Damage adj.: +1  
Test of ST: 3:6 Feat of ST: 24%

**14 DX** DEXTERITY  
Attack mod.: +1 (Missile)  
Defence adj.: ±0  
Test of DX: 3:6 Feat of DX: 8%

**15 CN** CONSTITUTION  
HP adj.: +1 Trauma survival: 85%  
Poison adj.: +1 Test of CN: 3:6 Feat of CN: 16%

**9 IN** INTELLIGENCE  
Languages: ±0  
Learn spell: — Bonus spells: —  
(Magicians et al.) (Magicians et al.)

**16 WS** WISDOM  
Willpwr. adj.: +1  
Learn spell: — Bonus spells: —  
(Clerics et al.) (Clerics et al.)

**11 CH** CHARISMA  
React. / Loyalty adj.: ±0 Undead turning adj.: —  
Maximum henchmen: 4 (Clerics et al.)

### SAVING THROW


**15 SV** SAVING THROW

### HIT DICE

**d 8 HD** HIT DIE TYPE

**30 HP** HIT POINTS

### Saving Throw Modifiers:

  DEATH (death magic, death ray, paralysis, poison, radiation)

+2 TRANSFORMATION (petrification, polymorph)

DEVICE (magical rings, rods, staves, wands)

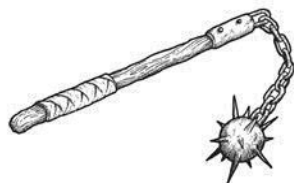
AVOIDANCE (breath wps., ray guns, some spells, some traps)

+2 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: poison +1, willpower +1

### FIGHTING ABILITY

**4 FA** FIGHTING ABILITY



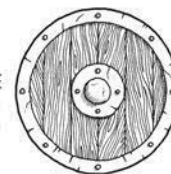
Weapon Masteries / New Weapon Skills: \_\_\_\_\_  
(Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty: —

### ARMOUR CLASS

**4 AC** MELEE AC VS. MELEE

**4 AC** MISSILE AC VS. MISSILES



### MOVEMENT

(x2 if running / charging)

**40 MV** MOVEMENT

Armour and Shield: +1 laminated

Damage Reduction: 1 Other AC Modifiers: +1 melee w/ off-hand parry



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
battle axe	2	1/1	+1	1d8+1	1d10+1 two-handed
hand axe	1	1/1	+1	1d6+1	
silver dagger	1	1/1	+1	1d4+1	
battle axe	2	1/1	-2	1d8+1	two-weapon fighting (primary)
hand axe	1	1/1	-3	1d6+1	two-weapon fighting (secondary)
silver dagger	1	1/1	-3	1d4+1	two-weapon fighting (secondary)
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
hand axe	15/30/45	1/1	+1	1d6+1	
silver dagger	10/20/30	3/2	+1	1d4+1	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	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.)







### SPELLS KNOWN



Spell	Level <sup>1</sup>	Other Notes (e.g., range, duration)	Spell	Level <sup>1</sup>	Other Notes (e.g., range, duration)
giant ( <i>enlargement</i> )	1	R 5 ft. per CA, D 1 turn			
man ( <i>command</i> )	1	R 30 ft., D 6 rounds			
riding ( <i>mount</i> )	1	R 10 ft., D 3 turns per CA			
constraint ( <i>hold person</i> )	2	R 120 ft., D 6 turns			
wealth ( <i>fool's gold</i> )	2	R 10 ft., D 6 turns 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 1	Level 2	Level 3	Level 4	Level 5	Level 6
giant <input type="checkbox"/>	constraint <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
man <input type="checkbox"/>	wealth <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
riding <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



### EXPERIENCE POINTS

12,000 XP

10% XP Bonus? (Y) or (N): No



24,000 XP NEEDED FOR NEXT LEVEL

Miscellaneous Notes and Calculations

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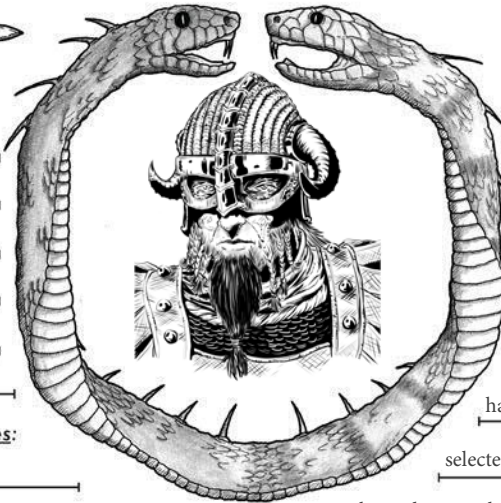
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### HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

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

# ASTONISHING SWORDSMEN AND SORCERERS OF HYPERBOREA™

## CHARACTER PORTRAIT



### PHYSIQUE

Gender: Male

Age: 29

Height: 6'4"

Weight: 231 lbs.

Hair: blond

Eyes: hazel

### Distinguishing Features:

weather-beaten

## BACKGROUND

### Secondary Skills:

fisherman

### Languages Known:

Common, Old Norse

### Religion:

Ymir and Ullr

### Other Notes (e.g., homeland, clan, history):

hails from Ragnarrheim, New Vinland

selected to serve elder runegraver due to his preternatural talents

charged to travel abroad as final stage of training, so left to learn of outside world

has found no shortage of adventure, though oft thinks of his homeland

## EQUIPAGE

### Weapons, Armour, Gear

hand axes ×2	(4 lbs.)
silver dagger	(1 lb.)
battle axe	(5 lbs.)
backpack	(2 lbs.)
bandages	
chalk	
dice	
fishing hooks ×12	
fishing string	
small hammer	(2 lbs.)
drinking horn (full of ale)	(1 lb.)
soft leather pouch	
tinderbox	(1 lb.)
torches ×2	(2 lbs.)
waterskin (full)	(4 lbs.)
writing stick	
belt	

### Magic Items

+1 laminated armour (15 lbs.)

riding boots	(1 lb.)
fur cape	(2 lbs.)
normal clothing	(3 lbs.)
fur leggings	
iron rations	(5 lbs.)
silver holy symbol of Ymir	
runes (giant, man, riding; constraint, wealth)	

Total Calculated Encumbrance:

48 lbs.

## COINAGE

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



Gems and Jewellery: 200-gp amber, 100-gp fire opal,  
 70-gp chrysoberyl, 100-gp gold ring

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

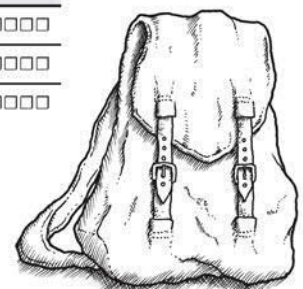
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### Supplies (per day)

Water / Wine: □□□□□□□□□□□□□□□□

Rations: □□□□□□□□□□□□□□□□

Animal Feed: □□□□□□□□□□□□□□□□







# ASTONISHING SWORDSMEN AND SORCERERS OF



Player Name:

Character Name:

Hrolf Styrrson

# HYPERRBOREA

Class: Runegraver  
Race: Viking  
Level: 7  
Align.: Chaotic Good

## Player Character Sheet

### ATTRIBUTES

**15 ST** STRENGTH  
Attack mod.: +1 (Melee)  
Damage adj.: +1  
Test of ST: 3:6 Feat of ST: 24%

**14 DX** DEXTERITY  
Attack mod.: +1 (Missile)  
Defence adj.: ±0  
Test of DX: 3:6 Feat of DX: 8%

**15 CN** CONSTITUTION  
HP adj.: +1 Trauma survival: 85%  
Poison adj.: +1 Test of CN: 3:6 Feat of CN: 16%

**9 IN** INTELLIGENCE  
Languages: ±0  
Learn spell: — Bonus spells: —  
(Magicians et al.) (Magicians et al.)

**16 WS** WISDOM  
Willpwr. adj.: +1  
Learn spell: — Bonus spells: —  
(Clerics et al.) (Clerics et al.)

**11 CH** CHARISMA  
React. / Loyalty adj.: ±0 Undead turning adj.: —  
Maximum henchmen: 4 (Clerics et al.)

### SAVING THROW

**13 SV** SAVING THROW

### HIT DICE

**d 8 HD** HIT DIE TYPE

**41 HP** HIT POINTS

### Saving Throw Modifiers:

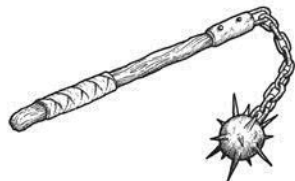


- DEATH (death magic, death ray, paralysis, poison, radiation)
- +2 TRANSFORMATION (petrification, polymorph)
- DEVICE (magical rings, rods, staves, wands)
- AVOIDANCE (breath wps., ray guns, some spells, some traps)
- +2 SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: poison +1, willpower +1, all saves +1 (luckstone)

### FIGHTING ABILITY

**7 FA** FIGHTING ABILITY



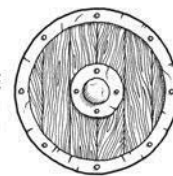
Weapon Masteries / New Weapon Skills: \_\_\_\_\_  
(Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty: —

### ARMOUR CLASS

**4 AC** MELEE AC VS. MELEE

**4 AC** MISSILE AC VS. MISSILES



### MOVEMENT

(×2 if running / charging)

**40 MV** MOVEMENT

Armour and Shield: +1 laminated

Damage Reduction: 1 Other AC Modifiers: +1 melee w/ off-hand parry



### WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+2 battle axe	2	1/1	+3	1d8+3	1d10+3 two-handed
hand axe	1	1/1	+1	1d6+1	
silver dagger	1	1/1	+1	1d4+1	
+2 battle axe	2	1/1	±0	1d8+3	two-weapon fighting (primary)
hand axe	1	1/1	-3	1d6+1	two-weapon fighting (secondary)
silver dagger	1	1/1	-3	1d4+1	two-weapon fighting (secondary)
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
hand axe	15/30/45	1/1	+1	1d6+1	
silver dagger	10/20/30	3/2	+1	1d4+1	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

### 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	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.)





**SPELLS  
KNOWN**



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



**EXPERIENCE POINTS**

100,000

**XP**

EXPERIENCE POINTS

10% XP Bonus?  
(Y) or (N): No



192,000

XP NEEDED FOR NEXT LEVEL

Miscellaneous Notes and Calculations

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**HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS**

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







Nikomedes the Lawgiver  
(KIMMERIAN CATAPHRACT)



Andromeda Hippolytedoros  
(AMAZON PALADIN)



Deishu Seet  
(HALF-BLOOD PICTISH CRYOMANCER)



Attor Buhr  
(SAXON BARBARIAN)



Gregor Kravinsson  
(COMMON HUNTSMAN)



Zotis Pontos  
(ATLANTEAN PURLOINER)



Hrolf Styrsson  
(VIKING RUNEGRAYER)



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