



Table I.1.: Strength

Strength Score	"To Hit" Modifier (Melee)	Damage Adjustment (Melee / Hurled)	Test of Strength	Extraordinary Feat of Strength
3	-2	-2	1:6	0%
4-6	-1	-1	1:6	1%
7-8	±0	-1	2:6	2%
9-12	±0	±0	2:6	4%
13-14	±0	+1	3:6	8%
15-16	+1	+1	3:6	16%
17	+1	+2	4:6	24%
18	+2	+3	5:6	32%

Table I.2.: Dexterity

Dexterity Score	"To Hit" Modifier (Missile)	Defence Adjustment	Test of Dexterity	Extraordinary Feat of Dexterity
3	-2	-2	1:6	0%
4-6	-1	-1	1:6	1%
7-8	-1	±0	2:6	2%
9-12	±0	±0	2:6	4%
13-14	+1	±0	3:6	8%
15-16	+1	+1	3:6	16%
17	+2	+1	4:6	24%
18	+3	+2	5:6	32%

Table I.3.: Constitution

Constitution Score	Hit Point Adjustment	Poison Adjustment	Trauma Survival	Test of Constitution	Extraordinary Feat of Constitution
3	-1	-2	45%	1:6	0%
4-6	-1	-1	55%	1:6	1%
7-8	±0	±0	65%	2:6	2%
9-12	±0	±0	75%	2:6	4%
13-14	+1	±0	80%	3:6	8%
15-16	+1	+1	85%	3:6	16%
17	+2	+1	90%	4:6	24%
18	+3	+2	95%	5:6	32%

Table I.4.: Intelligence

Intelligence Score	Languages	Magician's Bonus Spells Cast per Day	Magician's Chance to Learn New Spells
3	Illiterate	N/A	N/A
4-6	Illiterate	N/A	N/A
7-8	±0	N/A	N/A
9-12	±0	—	50%
13-14	+1	One level 1	65%
15-16	+1	One level 2	75%
17	+2	One level 3	85%
18	+3	One level 4	95%



Table I.5.: Wisdom

Wisdom Score	Willpower Adjustment	Cleric's Bonus Spells Cast per Day	Cleric's Chance to Learn New Spells
3	-2	N/A	N/A
4-6	-1	N/A	N/A
7-8	±0	N/A	N/A
9-12	±0	—	50%
13-14	±0	One level 1	65%
15-16	+1	One level 2	75%
17	+1	One level 3	85%
18	+2	One level 4	95%

Table I.6.: Charisma

Charisma Score	Reaction / Loyalty Adjustment	Maximum Number of Henchmen	Undead Turning Adjustment
3	-3	1	-1
4-6	-2	2	-1
7-8	-1	3	±0
9-12	±0	4	±0
13-14	+1	6	±0
15-16	+1	8	+1
17	+2	10	+1
18	+3	12	+1

Table I.13.: Progressive Thief Abilities

Thief Ability	Thief Level					
	1-2	3-4	5-6	7-8	9-10	11-12
Climb* ( <i>dex</i> )	8:12	8:12	9:12	9:12	10:12	10:12
Decipher Script ( <i>int</i> )	0:12	1:12	2:12	3:12	4:12	5:12
Discern Noise ( <i>wis</i> )	4:12	5:12	6:12	7:12	8:12	9:12
Hide* ( <i>dex</i> )	5:12	6:12	7:12	8:12	9:12	10:12
Manipulate Traps ( <i>dex</i> )	3:12	4:12	5:12	6:12	7:12	8:12
Move Silently* ( <i>dex</i> )	5:12	6:12	7:12	8:12	9:12	10:12
Open Locks ( <i>dex</i> )	3:12	4:12	5:12	6:12	7:12	8:12
Pick Pockets* ( <i>dex</i> )	4:12	5:12	6:12	7:12	8:12	9:12
Read Scrolls ( <i>int</i> )	—	—	0:12	3:12	4:12	5:12

\* Chance-in-twelve reduced by 4 if wearing medium weight armour; impossible in heavy armour.

Table III.24.: Saving Throw

Level / Hit Dice (HD)	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17+
Saving Throw (SV)	17	16	15	14	13	12	11	10	9	8

Table III.21.: Turn Undead

Undead Type	Turning Ability (TA)											
	1	2	3	4	5	6	7	8	9	10	11	12
0	10:12	T	T	D	D	D	UD	UD	UD	UD	UD	UD
1	7:12	10:12	T	T	D	D	D	UD	UD	UD	UD	UD
2	4:12	7:12	10:12	T	T	D	D	D	UD	UD	UD	UD
3	1:12	4:12	7:12	10:12	T	T	D	D	D	UD	UD	UD
4	NT	1:12	4:12	7:12	10:12	T	T	D	D	D	UD	UD
5	NT	NT	1:12	4:12	7:12	10:12	T	T	D	D	D	UD
6	NT	NT	NT	1:12	4:12	7:12	10:12	T	T	D	D	D
7	NT	NT	NT	NT	1:12	4:12	7:12	10:12	T	T	D	D
8	NT	NT	NT	NT	NT	1:12	4:12	7:12	10:12	T	T	D
9	NT	NT	NT	NT	NT	NT	1:12	4:12	7:12	10:12	T	T
10	NT	NT	NT	NT	NT	NT	NT	1:12	4:12	7:12	10:12	T
11	NT	NT	NT	NT	NT	NT	NT	NT	1:12	4:12	7:12	10:12
12	NT	NT	NT	NT	NT	NT	NT	NT	NT	1:12	4:12	7:12
13	NT	NT	NT	NT	NT	NT	NT	NT	NT	NT	1:12	4:12

Table III.7.: Light Sources

Light Sources (Mundane)	Area of Effect
Bonfire	c. 60-ft. radius
Campfire	c. 40-ft. radius
Candle	5-ft. radius
Lantern, Bull's-Eye	15-ft. radius, 60-ft. beam
Lantern, Hooded	30-ft. radius
Torch	30-ft. radius

Light Sources (Magical)	Area of Effect
Continuous Light spell	30-ft. radius
Light spell	15-ft. radius
Magical Dagger*	10-ft. radius
Magical Sword*	20-ft. radius

Table I.40.: Monetary Exchange

Exchange	pp	gp	ep	sp	cp
pp	1:1	1:5	1:10	1:50	1:250
gp	5:1	1:1	1:2	1:10	1:50
ep	10:1	2:1	1:1	1:5	1:25
sp	50:1	10:1	5:1	1:1	1:5
cp	250:1	50:1	25:1	5:1	1:1

Table III.8.: d6 Task Resolution

Estimated Difficulty	Probability of Success
Simple	5:6
Moderate	4:6
Challenging	3:6
Difficult	2:6
Very Difficult	1:6

Table III.9.: Encumbrance

Strength Score	Unencumbered	Encumbered (-10 MV)	Heavily Encumbered (-20 MV)
3	0-10 lbs.	11-20 lbs.	21-30 lbs.
4-5	0-15 lbs.	16-30 lbs.	31-45 lbs.
6-8	0-33 lbs.	34-66 lbs.	67-100 lbs.
9-12	0-50 lbs.	51-100 lbs.	101-150 lbs.
13-15	0-60 lbs.	61-120 lbs.	121-180 lbs.
16	0-75 lbs.	76-150 lbs.	151-225 lbs.
17	0-100 lbs.	101-200 lbs.	201-300 lbs.
18	0-125 lbs.	126-250 lbs.	251-375 lbs.

Table II.1.: Armour-Clad Sorcery

Armour Type	Chance of Spell Failure
Light ( <i>padded, leather, studded</i> )	1-in-6
Medium ( <i>scale, chain mail, laminated, banded mail, splint</i> )	2-in-6
Heavy ( <i>plate mail, field plate, full plate</i> )	3-in-6





Table III.18.: Combat Sequence

Phase One	Melee ( <i>½ move melee and charge attacks made</i> )
	Missiles ( <i>stationary missile shots fired</i> )
	Magic ( <i>stationary magic discharged</i> )
	Movement ( <i>½ move achieved</i> )
Phase Two	Melee ( <i>full move melee and charge attacks made</i> )
	Missiles ( <i>½ move missiles fired, albeit at reduced rate of fire</i> )
	Magic ( <i>½ move magic discharged</i> )
	Movement ( <i>½ move achieved</i> )



COMBAT STEPS:

1. Determine surprize (*first round only*)
2. Declare actions
3. Determine initiative
4. Resolve actions
5. Check morale (*optional*)

Table III.20.: Combat Movement

MV	Standard Move	Double Move
	(Cautious Advance)	(Running or Charging)
60	60 ft. ( <i>½ move = 30 ft.</i> )	120 ft. ( <i>½ move = 60 ft.</i> )
50	50 ft. ( <i>½ move = 25 ft.</i> )	100 ft. ( <i>½ move = 50 ft.</i> )
40	40 ft. ( <i>½ move = 20 ft.</i> )	80 ft. ( <i>½ move = 40 ft.</i> )
30	30 ft. ( <i>½ move = 15 ft.</i> )	60 ft. ( <i>½ move = 30 ft.</i> )
20	20 ft. ( <i>½ move = 10 ft.</i> )	40 ft. ( <i>½ move = 20 ft.</i> )
10	10 ft. ( <i>½ move = 5 ft.</i> )	20 ft. ( <i>½ move = 10 ft.</i> )*

\* 10 MV charge attack occurs only on *phase two* due to min. 20-ft. charge distance.

Melee:

- ★ *Phase One*: Melee and charge attacks (within ½ move)
- ★ *Phase Two*: Melee and charge attacks (within full move)

Missiles:

- ★ *Phase One*: Missile shots fired from stationary position
- ★ *Phase Two*: Missile shots fired following a ½ move (reduced ROF)

Magic:

- ★ *Phase One*: Cast spell, discharge device, or use ability from stationary position
- ★ *Phase Two*: Cast spell, discharge device, or use ability following ½ move

Movement:

- ★ *Phase One*: Advance ½ movement
- ★ *Phase Two*: Advance ½ movement

Table III.16.: Combat Matrix

Armour Class (AC)	Fighting Ability (FA)												
	0	1	2	3	4	5	6	7	8	9	10	11	12
-9	29	28	27	26	25	24	23	22	21	20	19	18	17
-8	28	27	26	25	24	23	22	21	20	19	18	17	16
-7	27	26	25	24	23	22	21	20	19	18	17	16	15
-6	26	25	24	23	22	21	20	19	18	17	16	15	14
-5	25	24	23	22	21	20	19	18	17	16	15	14	13
-4	24	23	22	21	20	19	18	17	16	15	14	13	12
-3	23	22	21	20	19	18	17	16	15	14	13	12	11
-2	22	21	20	19	18	17	16	15	14	13	12	11	10
-1	21	20	19	18	17	16	15	14	13	12	11	10	9
0	20	19	18	17	16	15	14	13	12	11	10	9	8
1	19	18	17	16	15	14	13	12	11	10	9	8	7
2	18	17	16	15	14	13	12	11	10	9	8	7	6
3	17	16	15	14	13	12	11	10	9	8	7	6	5
4	16	15	14	13	12	11	10	9	8	7	6	5	4
5	15	14	13	12	11	10	9	8	7	6	5	4	3
6	14	13	12	11	10	9	8	7	6	5	4	3	2
7	13	12	11	10	9	8	7	6	5	4	3	2	1
8	12	11	10	9	8	7	6	5	4	3	2	1	0
9	11	10	9	8	7	6	5	4	3	2	1	0	-1



Table III.17.: Attack Modifiers

Combat Condition	"To Hit" Modifier
Attacker is Blind	-4
Attacker is Invisible	+4
Attacker on Higher Ground	+1
Attacker on Lower Ground	-1
Defender is Defenceless	Automatic
Defender is Encumbered	+1
Defender is Flanked	+1
Defender is Fleeing	+2
Defender is Heavily Encumbered	+2
Defender is Prone	+4
Defender is Stunned	+4
Missile Fire, Long Range	-5
Missile Fire, Medium Range	-2
Missile Target Engaged with Ally	-2
Missile Target Mostly Concealed	-5
Missile Target Partially Concealed	-2
Rear Attack	+2

Table I.39.: Attack Rate / Rate of Fire

	Attack Rate (Base)	Attack Rate (Master L1-6)	Attack Rate (Master L7-12)
<b>Melee Combat</b>			
Melee Weapon (Close-Quarter)	1/1*	3/2	2/1
<b>Missile Combat</b>			
Bow (All)	3/2	2/1	5/2
Crossbow, Light	1/1	1/1	3/2
Crossbow, Heavy	1/2	1/2	1/1
Dagger	3/2	2/1	5/2
Dart	2/1	5/2	3/1
Sling	1/1	3/2	2/1
Hurled Weapons and Other**	1/1	3/2	2/1

\* At 7<sup>th</sup> level, fighters and their subclasses improve to 3/2.

\*\* Bola, boomerang, hooked throwing knife, etc.

Attack Rate / Rate of Fire Table Defined:

- ★ 1/2 = one attack every two rounds
- ★ 1/1 = one attack per round
- ★ 3/2 = one attack one round, two attacks the next round
- ★ 2/1 = two attacks per round
- ★ 5/2 = two attacks one round, three attacks the next round
- ★ 3/1 = three attacks per round



Table I.38.: Unskilled Weapon "To Hit" Penalty

Character Class	Unskilled "To Hit" Penalty
Magician	-4
Illusionist	-4
Necromancer	-4
Pyromancer	-4
Witch	-4
Cleric	-2
Druid	-2
Monk	-2
Priest	-4
Shaman	-4
Thief	-2
Assassin	-2
Legerdemainist	-2
Scout	-2

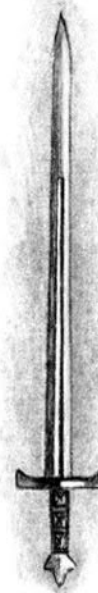




Table I.43.: Melee Weapons

WC	Type	Range (S/M/L)	Damage
1	Axe, Hand	15/30/45	1d6
1	Club, Light	10/20/30	1d4
1	Dagger	10/20/30	1d4
1	Flail, Horseman's (♣)	—	1d6
1	Hammer, Horseman's	10/20/30	1d6
1	Mace, Horseman's	—	1d6
1	Pick, Horseman's (Ω)	—	1d6
1	Sword, Short	—	1d6
1	Sword, Short Scimitar	—	1d6
1	Sword, Falcata	—	1d6
2	Axe, Battle	—	1d8 (1d10)
2	Club, War	—	1d6 (1d8)
2	Hammer, War	—	1d8 (1d10)
2	Mace, Footman's	—	1d8 (1d10)
2	Morning Star (Ω)	—	1d8 (1d10)
2	Pick, War (Ω)	—	1d8 (1d10)
2	Sword, Long or Broad	—	1d8 (1d10)
2	Sword, Scimitar	—	1d8 (1d10)
3	Flail, Footman's (♣)	—	1d8 (1d10)
3	Javelin	20/40/80	1d4 (1d6)
3	Quarterstaff (↔)	—	1d6
3	Sword, Bastard	—	1d8 (2d6)
4	Axe, Great (+)	—	2d6
4	Halberd (+ # ^)	—	1d10
4	Hammer, Great (+ #)	—	2d6
4	Mace, Great (+ #)	—	2d6
4	Spear, Short (^)	15/30/45	1d6 (1d8)
4	Spiked Staff (+ # ^)	—	2d6
4	Sword, Two-handed (+)	—	3d4
4	Sword, Two-handed Scimitar (+)	—	3d4
4	Trident (^)	10/20/30	1d6 (1d8)
5	Spear, Long (^)	—	1d6 (1d8)
5	Lance (^ ∇)	—	1d8
5	Spear, Great (+ ^ ∇)	—	1d8
5	Whip	—	1d2
6	Pike (+ ^)	—	1d8

Table I.41.: Armour

AC	Type	Damage Reduction (DR)	Weight Class	Movement (MV)
9	None	0	—	40
8	Padded	0	Light	40
7	Leather	0	Light	40
6	Studded	0	Light	40
6	Scale	1	Medium	30
5	Chain Mail	1	Medium	30
5	Laminated	1	Medium	30
4	Banded Mail	1	Medium	30
4	Splint	1	Medium	30
3	Plate Mail	2	Heavy	20
2	Field Plate	2	Heavy	20
1	Full Plate	2	Heavy	20

Table III.23.: Critical Hit Results

—Combatant Type—			
d6 Roll	Fighter	Cleric, Thief, Monster	Magician
1	+2 Damage	+1 Damage	+1 Damage
2	+2 Damage	+2 Damage	+1 Damage
3	x2 Damage	+2 Damage	+2 Damage
4	x2 Damage	x2 Damage	+2 Damage
5	x3 Damage	x2 Damage	x2 Damage
6	x3 Damage	x3 Damage	x2 Damage

Table I.44.: Missile Weapons

Type (Hurled)	Range (S/M/L)	Damage
Bola	15/30/45	1d2
Boomerang	50/100/150	1d4
Dart	15/30/45	1d3
Hooked Throwing Knife (♣)	30/60/90	1d6
Stone	30/60/90	1

Type (Launched)	Range (S/M/L)	Damage
Bow, Long	70/140/210	1d6
Bow, Long, Composite	80/160/240	1d6
Bow, Short	50/100/150	1d6
Bow, Short, Composite	60/120/180	1d6
Crossbow, Heavy	80/160/240	1d6+2
Crossbow, Light	60/120/180	1d6+1
Crossbow, Light, Repeating	60/120/180	1d4
Sling	50/100/150	1d4

Table III.19.: Flask (Grenade) Hurling

Target Size and Orientation	d20 Score Needed
Stationary (e.g., unaware man)	7
Large (over 8 ft.)	9
Medium (about 4–8 ft.)	11
Small (under 4 ft.)	13

Melee Weapons Table Annotations:

- (♣) = Ignores AC bonus provided by opponent's shield (if any).
- (Ω) = +1 "to hit" bonus versus opponents wearing plate armour (plate mail, field plate, full plate).
- (↔) = +1 AC bonus versus melee attacks; must be wielded with two hands.
- (+) = A "true" two-handed melee weapon; must be wielded with two hands.
- (#) = Weapon has a 4-in-6 chance to dismount a rider on a natural 19–20 "to hit" roll.
- (^) = Double damage dice (apply modifiers after) when set to receive a charge.
- (∇) = Double damage dice (apply modifiers after) when used from a charging mount.

Table I.42.: Shields

Type	Melee Defence Modifier	Missile Defence Modifier
Small	+1	+1
Large	+1	+2
Two-Handed	+2	+3

Table III.11.: Terrain Effects on Movement

Terrain Type	Movement (MV) Modifier
Smooth	—
Rugged	-10 MV
Very Rugged	-20 MV

Table III.10.: Overland Travel

Movement (MV)	60	50	40	30	20	10
Miles per Day	36	30	24	18	12	6

Table III.12.: Becoming Lost

Terrain Type	Lost Chance*
Desert (steppe), forest (light), grasslands, hills (low), plains, scrublands, snow (light)	1:6
Bluffs, forest (moderate), hills (steep), icy / glaciated, mountains, snow (moderate), tundra (open)	2:6
Desert (sandy), forest (heavy), snow (heavy), swamp / marsh	3:6

\* If the party contains a barbarian, a ranger, a monk, or a scout, roll a d8 instead.

Table III.13.: Becoming Lost: Deviation

d6 Roll	1	2–3	4–5	6
Deviation	90° left	45° left	45° right	90° right





Table III.1.: Hiring Reaction to Offer

2d6 Result	Hiring Reaction
2	Spurns offer; offended and outraged
3	Rejects offer
4-5	Sceptical; not inclined to accept
6-8	Neutral reaction; further negotiation required*
9-10	Interested in offer; likely to accept
11	Accepts offer
12	Enthusiastically accepts; flattered and impressed

\* If further negotiation is engaged, the referee may require a reroll.

Table III.6.: Henchman and Hiring Morale

2d6 Result	Morale
2	<i>Cowardly</i> : flees at the first sign of danger
3	<i>Half-hearted</i> : lacks courage and determination
4-5	<i>Timid</i> : reacts poorly in the face of danger
6-8	<i>Level-headed</i> : knows when to fight, when to run
9-10	<i>Brave</i> : not easily rattled
11	<i>Valiant</i> : boldly will confront danger
12	<i>Fearless</i> : will face impossible odds

- ★ Leader is killed
- ★ 50% of force is defeated (with few or no enemy casualties)
- ★ Terrible sorcery released (frightens animals or primitive / superstitious men or humanoids)
- ★ Outnumbered footmen face a mounted charge
- ★ Enemy holds a fortified, high impenetrable position
- ★ Enemy comprises uncontested fliers
- ★ Enemy seems impervious to harm
- ★ Significant hit point loss

Table III.25.: Item Saving Throws

Item Material	Item Saving Throw Class										
	1	2	3	4	5	6	7	8	9	10	11
Bone / Ivory	11	16	10	2	20	2	8	6	13	3	25
Ceramic / Earthenware	4	18	12	4	19	2	2	11	4	2	25
Cloth / Wool	12	6	3	2	20	2	18	2	18	13	25
Crystal / Vial	6	19	14	7	20	5	15	13	8	3	25
Glass	5	20	15	6	20	2	17	14	9	4	25
Leather / Book ( <i>leather-bound</i> )	10	4	2	3	20	2	13	1	10	4	25
Liquid*	15	—	—	—	20	15	18	—	15	13	25
Metal, Hard ( <i>iron, steel</i> )	7	6	2	2	17	2	11	2	4	2	25
Metal, Soft ( <i>gold, silver, jewellery</i> )	13	14	9	2	19	2	16	4	16	5	25
Mirror**	12	20	15	6	20	2	18	13	12	5	25
Paper / Parchment	16	11	6	2	20	2	20	—	25	18	25
Stone ( <i>statue, carving</i> ) / Gem	3	17	7	2	18	2	14	4	5	2	20
Wood, Thick ( <i>tree, hull</i> ) / Rope ( <i>1-inch</i> )	8	10	3	2	19	2	12	1	9	5	25
Wood, Thin ( <i>chest, door</i> ) / Rope ( <i>1/2-inch</i> )	9	13	6	2	20	2	10	2	13	9	25

\* Generally, liquid contents of a vial are affected when the container fails its save; however, in some instances when the container survives breakage, the contents may yet be adversely affected.

\*\* Silvered glass. If mirror is composed of silver, refer to *metal, soft*, if composed of steel, refer to *metal, hard*.

**Item Saving Throws Table Defined:**

- Class 1 (*Acid*): A large volume of corrosive acid in which the item is immersed.
- Class 2 (*Blow, Crushing*): A blow of great force, such as a falling boulder.
- Class 3 (*Blow, Normal*): A blow from a moderately heavy object, such as a weapon.
- Class 4 (*Cold, Magical*): Cold, frost, and ice magic (e.g., *cone of cold, ice storm*).
- Class 5 (*Disintegration*): The spell *disintegrate* and like effects.
- Class 6 (*Electricity*): Electrical shocks and discharges magical and mundane.
- Class 7 (*Electricity, Lightning*): Magical bolt of lightning (e.g., *call lightning, lightning bolt*).
- Class 8 (*Fall Impact*): Item falls 10 feet and strikes a hard surface (stone). -1 to save for every additional 10 feet of falling distance; +2 save bonus if impact is with a softer surface.
- Class 9 (*Fire, Magical*): Sorcerous fire (e.g., *fireball, wall of fire*) or monster's breath weapon.
- Class 10 (*Fire, Normal*): Non-magical fire (burning wood, oil, etc.) that consumes the item.
- Class 11 (*Lava*): Molten rock erupted from a volcano or fissure; also includes subsurface magma.

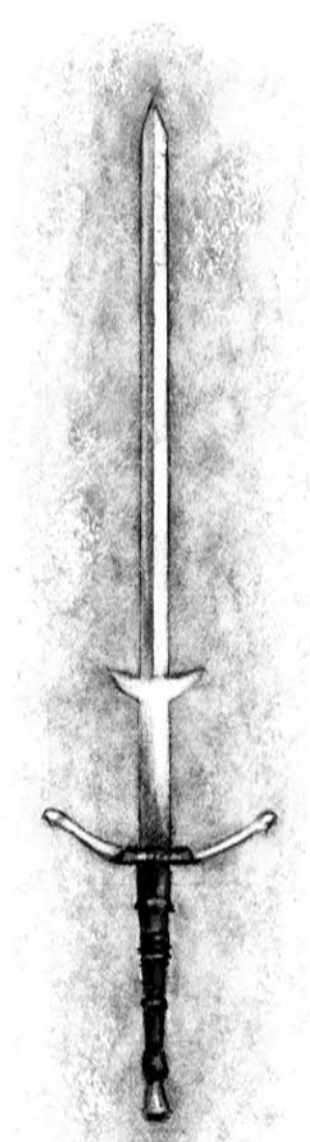
Table III.5.: Henchman and Hiring Loyalty

2d6 Result	Loyalty
2	<i>Traitorous</i> : will abandon or betray employer at any time
3	<i>Untrustworthy</i> : will not remain faithful to employer
4-5	<i>Unreliable</i> : may fail employer at times
6-8	<i>Fair</i> : usually upholds employer directives
9-10	<i>Trustworthy</i> : attempts to please employer
11	<i>Loyal</i> : always strives to honour employer
12	<i>Unwavering</i> : always goes beyond call of duty

Table III.15.: Reaction

2d6 Result	Reaction
2	<i>Violent</i> : immediate attack
3	<i>Hostile</i> : antagonistic; attack likely
4-5	<i>Unfriendly</i> : negative reaction
6-8	<i>Neutral</i> : disinterested or uncertain*
9-10	<i>Friendly</i> : considers ideas / proposals
11	<i>Agreeable</i> : willing and helpful
12	<i>Affable</i> : extremely accommodating

\* Reroll; if result is the same, *neutrality* (disinterest, uncertainty) persists.







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