

# ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™

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

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## READY REFERENCE SHEETS

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## READY REFERENCE SHEETS

**ASE&SH™ Ready Reference Sheets** are intended as a useful tool for the game referee. Here presented are a variety of carefully selected tables that the author and editor of *Astonishing Swordsmen & Sorcerers of Hyperborea™* hold to be amongst the most frequently referenced during game play. These sheets can be printed and stapled together, a handy resource at the referee's disposal. Page number citations are provided for table definitions and rules clarifications.

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**Table 1: Strength**

Strength Score	Attack 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%

See AS&SH VOL. I, p. 7: ATTRIBUTES, *strength*.

**Table 4: Intelligence**

Intelligence Score	Languages	Magician's Bonus Spells Cast per Day	Magician's Chance to Learn New Spell
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%

See AS&SH VOL. I, p. 8: ATTRIBUTES, *intelligence*.

**Table 2: Dexterity**

Dexterity Score	Attack 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%

See AS&SH VOL. I, p. 7: ATTRIBUTES, *dexterity*.

**Table 5: Wisdom**

Wisdom Score	Willpower Adjustment	Cleric's Bonus Spells Cast per Day	Cleric's Chance to Learn New Spell
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%

See AS&SH VOL. I, p. 9: ATTRIBUTES, *wisdom*.

**Table 3: Constitution**

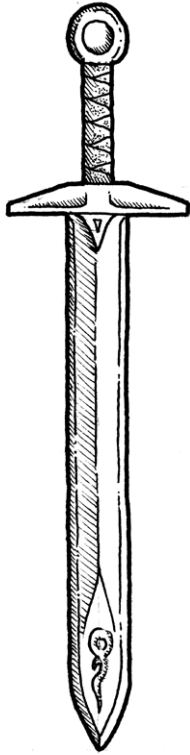
Constitution Score	Hit Point Adjustment	Poison Adjustment	Trauma Survival	Test of Constitution	Extraordinary Feat of Constitution
3	-1	-2	45%	1:6	0%
4-6	-1	-1	55%	1:6	1%
7-8	±0	±0	65%	2:6	2%
9-12	±0	±0	75%	2:6	4%
13-14	+1	±0	80%	3:6	8%
15-16	+1	+1	85%	3:6	16%
17	+2	+1	90%	4:6	24%
18	+3	+2	95%	5:6	32%

See AS&SH VOL. I, p. 8: ATTRIBUTES, *constitution*.

**Table 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

See AS&SH VOL. I, p. 9: ATTRIBUTES, *charisma*.

**Table 43: Unskilled Weapon Attack Penalty**

Character Class	Attack Penalty
Magician	-4
Cryomancer	-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
Purloiner	-2
Scout	-2

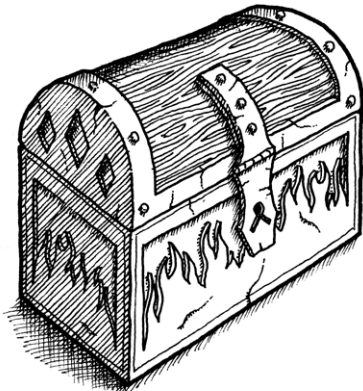
See AS&amp;SH VOL. I, p. 112: WEAPON SKILL.

**Table 44: Attack Rate / Rate of Fire**

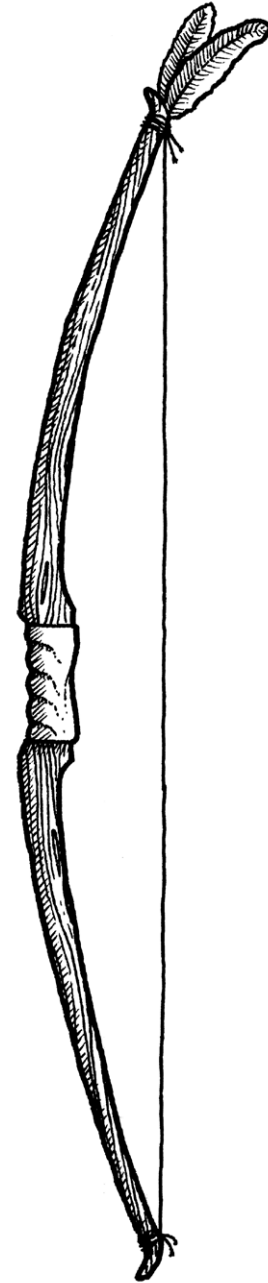
Melee Combat	Attack Rate (Base)	Attack Rate (Master 1 <sup>st</sup> –6 <sup>th</sup> )	Attack Rate (Master 7 <sup>th</sup> –12 <sup>th</sup> )
Melee Weapon (Close-Quarter)	1/1*	3/2	2/1
Missile Combat	Rate of Fire (Base)	Rate of Fire (Master 1 <sup>st</sup> –6 <sup>th</sup> )	Rate of Fire (Master 7 <sup>th</sup> –12 <sup>th</sup> )
Blowgun	1/1	3/2	2/1
Bow	3/2	2/1	5/2
Crossbow, Heavy	1/2	1/2	1/1
Crossbow, Light	1/1	1/1	3/2
Dagger	3/2	2/1	5/2
Dart	2/1	5/2	3/1
Lasso	1/2	1/2	1/1
Sling	1/1	3/2	2/1
Other Hurl'd Weapons**	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, net, etc.

See AS&SH VOL. I, p. 112: WEAPON SKILL, *melee attack rate / missile ROF*.**Table 45: Monetary Exchange**

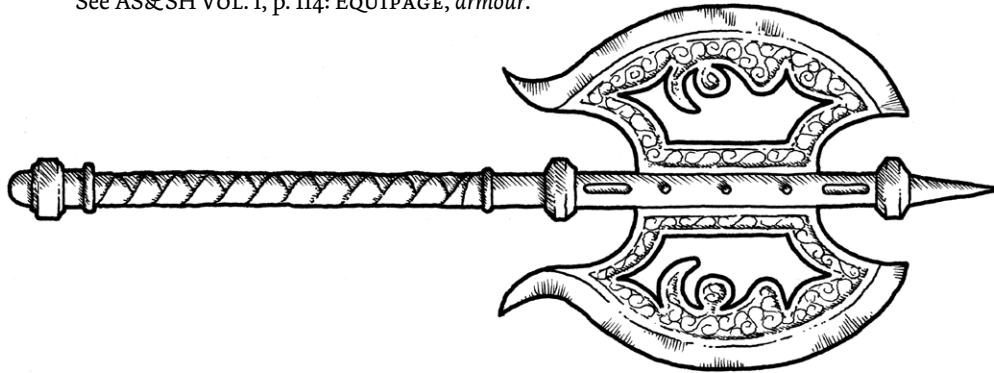
Exchange	pp	gp	ep	sp	cp
pp	1:1	1:5	1:10	1:50	1:250
gp	5:1	1:1	1:2	1:10	1:50
ep	10:1	2:1	1:1	1:5	1:25
sp	50:1	10:1	5:1	1:1	1:5
cp	250:1	50:1	25:1	5:1	1:1

See AS&SH VOL. I, p. 113: COINAGE, *standard exchange rate*.

**Table 46: Armour**

AC	Type	Cost	Damage Reduction (DR)	Weight (lbs.)	Weight Class	Movement (MV)
9	None	—	0	—	—	40
8	Padded	10 gp	0	10	Light	40
7	Leather	15 gp	0	15	Light	40
6	Studded	25 gp	0	20	Light	40
6	Scale	50 gp	1	25	Medium	30
5	Chain Mail	75 gp	1	30	Medium	30
5	Laminated	75 gp	1	30	Medium	30
4	Banded Mail	150 gp	1	35	Medium	30
4	Splint	150 gp	1	35	Medium	30
3	Plate Mail	350 gp	2	40	Heavy	20
2	Field Plate	1,000 gp	2	50	Heavy	20
1	Full Plate	2,000 gp	2	60	Heavy	20

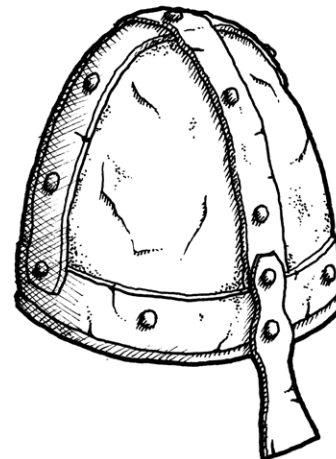
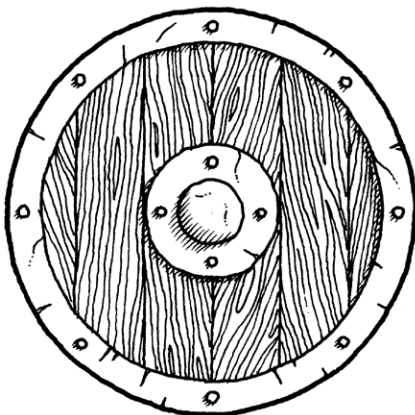
See AS&SH VOL. I, p. 114: EQUIPAGE, *armour*.



**Table 47: Shields**

Type	Cost	Weight (lbs.)	Melee Defence Modifier	Missile Defence Modifier
Small	5 gp	5	+1	+1
Large	10 gp	10	+1	+2
Two-handed	15 gp	20	+2	+3

See AS&SH VOL. I, p. 115: EQUIPAGE, *shields*.



**Table 48: Melee Weapons**

WC	Type	Cost	Weight (lbs.)	Range (S/M/L)	Damage
0	Cæstuses	1 gp	—	—	+1
0	Garrotte (+)	1 gp	—	—	1d3
1	Axe, Hand	5 gp	2	15/30/45	1d6
1	Club, Light	1 gp	2	10/20/30	1d4
1	Dagger	4 gp	1	10/20/30	1d4
1	Flail, Horseman's (♣)	5 gp	3	—	1d6
1	Hammer, Horseman's	5 gp	3	10/20/30	1d6
1	Mace, Horseman's	4 gp	3	—	1d6
1	Pick, Horseman's (Ω)	5 gp	3	—	1d6
1	Sickle	3 gp	2	—	1d4
1	Sword, Short	10 gp	3	—	1d6
1	Sword, Short, Falcata	10 gp	3	—	1d6
1	Sword, Short Scimitar	10 gp	3	—	1d6
2	Axe, Battle	10 gp	5	—	1d8 (1d10)
2	Club, War	3 gp	4	—	1d6 (1d8)
2	Hammer, War	10 gp	5	—	1d8 (1d10)
2	Javelin	3 gp	3	20/40/80	1d4 (1d6)
2	Mace, Footman's	10 gp	5	—	1d8 (1d10)
2	Morning Star (Ω)	15 gp	5	—	1d8 (1d10)
2	Pick, War (Ω)	15 gp	5	—	1d8 (1d10)
2	Sword, Long (or Broad)	20 gp	4	—	1d8 (1d10)
2	Sword, Scimitar	20 gp	4	—	1d8 (1d10)
3	Flail, Footman's (♣ +)	10 gp	10	—	1d10
3	Quarterstaff (↔)	5 gp	5	—	1d6
3	Spear, Short (^)	4 gp	5	15/30/45	1d6 (1d8)
3	Spiked Staff (+ ^ #)	15 gp	7	—	1d10
3	Sword, Bastard	30 gp	5	—	1d8 (2d6)
4	Axe, Great (+ #)	20 gp	10	—	2d6
4	Halberd (+ ^ #)	15 gp	8	—	1d10
4	Hammer, Great (+ #)	20 gp	10	—	2d6
4	Mace, Great (+ #)	20 gp	10	—	2d6
4	Spear, Long (^)	5 gp	7	—	1d6 (1d8)
4	Sword, Two-handed (+)	40 gp	6	—	3d4
4	Sword, Two-handed Scimitar (+)	40 gp	6	—	3d4
4	Trident (^)	10 gp	6	10/20/30	1d6 (1d8)
5	Lance (^ ∇ o)	15 gp	8	—	1d8
5	Spear, Great (+ ^ ∇)	7 gp	9	—	1d8
5	Whip	1 gp	2	—	1d2
6	Pike (+ ^)	7 gp	12	—	1d8

See AS&SH VOL. I, p. 116: EQUIPAGE, *melee weapons*.

**Melee Weapons Table Annotations:**

(♣) = Ignores AC bonus provided by opponent's shield (if any).

(Ω) = +1 attack bonus versus opponents wearing plate armour (plate mail, field plate, full plate).

(+) = A "true" two-handed melee weapon; must be wielded with two hands.

(↔) = +1 AC bonus versus melee attacks; must be wielded with two hands.

(^ ) = Double damage dice (apply modifiers after) when set to receive a charge.

(#) = Weapon has a 4-in-6 chance to dismount a rider on a natural 19 or 20 attack roll.

(∇) = Double damage dice (apply modifiers after) when used from a charging mount.

(o) = Base damage improves to 1d10 when mounted on a heavy warhorse.



**Table 49: Missile Weapons**

Type (Hurled)	Cost	Weight (lbs.)	Range (S/M/L)	Damage
Bola (↗)	3 gp	2	15/30/45	1d2
Boomerang (↗)	1 gp	1	50/100/150	1d4
Dart (↗)	1 gp	1	15/30/45	1d3
Hooked Throwing Knife (↖ ↗)	20 gp	2	30/60/90	1d6
Lasso	3 gp	3	20 feet	—
Net, Fighting	5 gp	7	10 feet	—
Stone (↗)	—	1	30/60/90	1
Type (Launched)	Cost	Weight (lbs.)	Range (S/M/L)	Damage
Blowgun	5 gp	1	30/60/90	1
Bow, Long- (↗)	60 gp	3	70/140/210	1d6
Bow, Long-, Composite (↗)	100 gp	3	80/160/240	1d6
Bow, Short	20 gp	2	50/100/150	1d6
Bow, Short, Composite	50 gp	2	60/120/180	1d6
Crossbow, Heavy	25 gp	10	80/160/240	1d6+2
Crossbow, Light	15 gp	5	60/120/180	1d6+1
Crossbow, Light, Repeating	100 gp	6	50/100/150	1d6
Sling (↗)	2 gp	1	50/100/150	1d4

See AS&SH VOL. I, p. 120: EQUIPAGE, *missile weapons*.

**Missile Weapons Table Annotations:**

(↖) = Ignores AC bonus provided by opponent's shield (if any).

(↗) = Strength *damage adjustment* applies.

(↗) = Strength *damage adjustment* applies only if draw weight is adjusted for the archer.

**Table 62: Armoured Sorcery**

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

See AS&SH VOL. II, p. 140: SPELLS, *spell casting*.

**Table 77: Light Sources**

Light Source	Area of Effect
Bonfire	c. 60-ft. radius
Campfire	c. 40-ft. radius
Candle	5-ft. radius
<i>Continuous Light</i>	30-ft. radius
Lantern, Bull's-Eye	15-ft. radius, 60-ft. beam
Lantern, Hooded	30-ft. radius
<i>Light</i>	15-ft. radius
Torch	30-ft. radius

See AS&SH VOL. III, p. 233: ADVENTURE, *adventure actions and procedures*.



**Table 78: d6 Task Resolution**

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

See AS&SH VOL. III, p. 234: ADVENTURE, *nonstandard actions*.

**Table 79: Calculated Encumbrance**

Strength Score	Unencumbered	Encumbered (-10 MV, -1 AC)	Heavily Encumbered (-20 MV, -2 AC)
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.

See AS&SH Vol. III, p. 236: MOVEMENT, *encumbrance*.

**Table 80: Overland Travel**

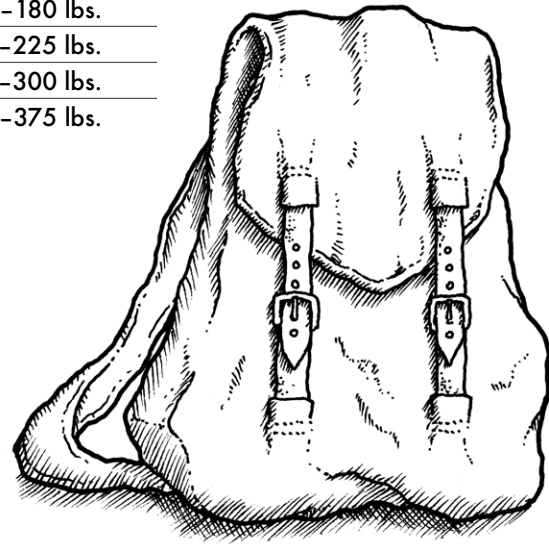
Movement (MV)	60	50	40	30	20	10
Miles per Day	36	30	24	18	12	6

See AS&SH Vol. III, p. 237: MOVEMENT, *wilderness movement*.

**Table 81: Terrain Effects on Movement**

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

See AS&SH Vol. III, p. 237: MOVEMENT, *wilderness movement*.

**Table 82: Becoming Lost**

Terrain Type	Lost Chance*
Desert (steppe), forest (light), hills (low), plains, snow (light)	1:6
Forest (moderate), hills (steep / bluffs), icy / glaciated, mountains, snow (moderate), tundra	2:6
Desert (sandy), forest (heavy), snow (heavy), wetlands	3:6

\* If the party include a barbarian, huntsman, ranger, or scout, roll a d8 instead.

See AS&SH Vol. III, p. 237: MOVEMENT, *wilderness movement*.

**Table 83: Course Deviation (Overland)**

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

See AS&SH Vol. III, p. 237: MOVEMENT, *wilderness movement*.

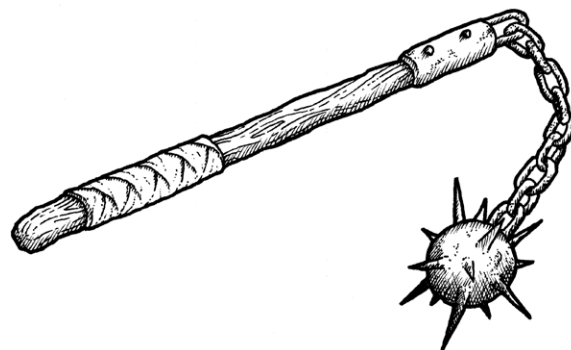


**Table 85: Reaction**

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

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

See AS&SH VOL. III, p. 240: THE ENCOUNTER, *reaction*.



**Table 86: Combat Matrix**

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

See AS&SH VOL. III, p. 241: COMBAT, *combat matrix*.



**Table 87: Attack Roll Modifiers**

Combat Condition	Attack Roll Modifier
<i>Attacker is Blind</i>	-4
<i>Attacker is Invisible</i>	+4
<i>Attacker on Higher Ground</i>	+1
<i>Missile Fire, Long Range</i>	-5
<i>Missile Fire, Medium Range</i>	-2
<i>Missile Target Engaged with Ally</i>	-2
<i>Rear Attack</i>	+2

See AS&SH VOL. III, p. 242: COMBAT, *attack modifiers*.

**Table 88: Armour Class Modifiers**

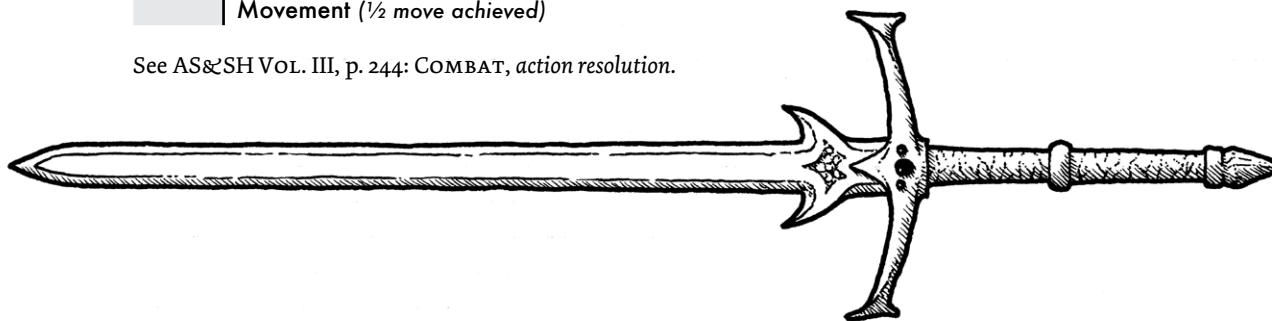
Combat Condition	Armour Class Modifier
<i>Defender is Defenceless</i>	Automatic Hit
<i>Defender is Encumbered</i>	-1
<i>Defender is Flanked</i>	-1
<i>Defender is Fleeing</i>	-2
<i>Defender is Heavily Encumbered</i>	-2
<i>Defender is Hindered</i>	-2
<i>Defender is Prone</i>	-4
<i>Defender is Stunned</i>	-4
<i>Defender on Higher Ground</i>	+1
<i>Missile Target Mostly Concealed</i>	+5
<i>Missile Target Partially Concealed</i>	+2

See AS&SH VOL. III, p. 242: COMBAT, *attack modifiers*.

**Table 89: Basic Combat Sequence**

<b>Phase One</b>	Melee ( $\frac{1}{2}$ move melee and charge attacks made)
	Missiles (stationary missile shots fired)
	Magic (stationary magic discharged)
	Movement ( $\frac{1}{2}$ move achieved)
<b>Phase Two</b>	Melee (full move melee and charge attacks made)
	Missiles ( $\frac{1}{2}$ move missiles fired, albeit at reduced ROF)
	Magic ( $\frac{1}{2}$ move magic discharged)
	Movement ( $\frac{1}{2}$ move achieved)

See AS&SH VOL. III, p. 244: COMBAT, action resolution.

**Table 90: Comprehensive Combat Sequence (Melee)**

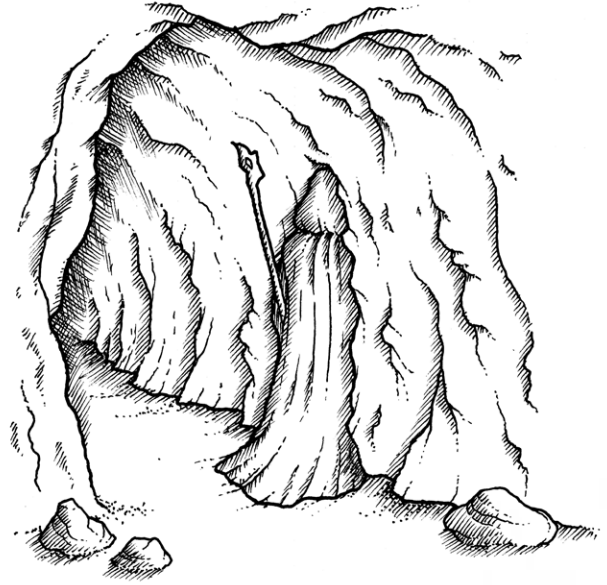
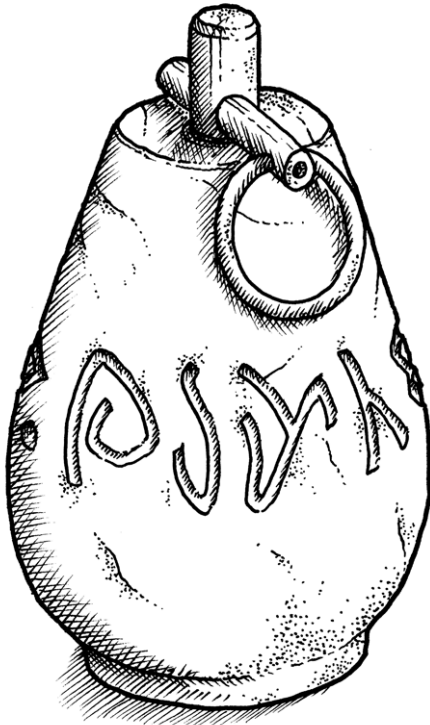
MELEE 1/1 (includes charge attacks, which are always at a 1/1 attack rate)	
Phase One	Phase Two
Attack	Move $\frac{1}{2}$ , or hold action
Move $\frac{1}{2}$ and attack	Move $\frac{1}{2}$ , or hold action
Move $\frac{1}{2}$	Attack, or move $\frac{1}{2}$ and attack
Hold action	Attack, or move $\frac{1}{2}$ and attack
Charge $\frac{1}{2}$ and attack	Move $\frac{1}{2}$ , or hold action
Charge $\frac{1}{2}$	Charge $\frac{1}{2}$ and attack
MELEE 2/1	
Phase One	Phase Two
Attack $\times 2$	Move $\frac{1}{2}$ , or hold action
Attack $\times 1$	Attack $\times 1$ , move $\frac{1}{2}$ , move $\frac{1}{2}$ and attack $\times 1$ , or hold action
Move $\frac{1}{2}$ and attack $\times 2$	Move $\frac{1}{2}$ , or hold action
Move $\frac{1}{2}$ and attack $\times 1$	Attack $\times 1$ , move $\frac{1}{2}$ , move $\frac{1}{2}$ and attack $\times 1$ , or hold action
Move $\frac{1}{2}$	Attack $\times 2$ , or move $\frac{1}{2}$ and attack $\times 2$
Hold action	Attack $\times 2$ , or move $\frac{1}{2}$ and attack $\times 2$
MELEE 3/1	
Phase One	Phase Two
Attack $\times 3$	Move $\frac{1}{2}$ , or hold action
Attack $\times 2$	Attack $\times 1$ , move $\frac{1}{2}$ , move $\frac{1}{2}$ and attack $\times 1$ , or hold action
Attack $\times 1$	Attack $\times 2$ , move $\frac{1}{2}$ , move $\frac{1}{2}$ and attack $\times 2$ , or hold action
Move $\frac{1}{2}$ and attack $\times 3$	Move $\frac{1}{2}$ , or hold action
Move $\frac{1}{2}$ and attack $\times 2$	Attack $\times 1$ , move $\frac{1}{2}$ , move $\frac{1}{2}$ and attack $\times 1$ , or hold action
Move $\frac{1}{2}$ and attack $\times 1$	Attack $\times 2$ , move $\frac{1}{2}$ , move $\frac{1}{2}$ and attack $\times 2$ , or hold action
Move $\frac{1}{2}$	Attack $\times 3$ , or move $\frac{1}{2}$ and attack $\times 3$
Hold action	Attack $\times 3$ , or move $\frac{1}{2}$ and attack $\times 3$

See AS&SH VOL. III, p. 246: COMBAT, action resolution.

**Table 91: Comprehensive Combat Sequence (Missiles)**

MISSILES 1/1	
Phase One	Phase Two
Fire	Move ½, or hold action
Move ½	Fire
Hold action	Fire
MISSILES 2/1	
Phase One	Phase Two
Fire ×2	Hold action
Fire ×1	Fire ×1, move ½, or hold action
Move ½	Fire ×1
Hold action	Fire ×2
MISSILES 3/1	
Phase One	Phase Two
Fire ×3	Hold action
Fire ×2	Fire ×1, move ½, or hold action
Fire ×1	Fire ×2, move ½, or hold action
Move ½	Fire ×2
Hold action	Fire ×3

See AS&SH VOL. III, p. 247: COMBAT, action resolution.



**Table 92: Comprehensive Combat Sequence (Magic)**

SPELLS	
Phase One	Phase Two
Cast spell	Hold action
Move ½	Cast spell
Hold action	Cast spell
SPECIAL ABILITIES	
Phase One	Phase Two
Use special ability	Move ½, or hold action
Move ½	Use special ability
Hold action	Use special ability
MAGIC ITEMS	
Phase One	Phase Two
Discharge device	Move ½, or hold action
Move ½	Discharge device
Hold action	Discharge device

See AS&SH VOL. III, p. 247: COMBAT, action resolution.

**Table 93: Flask (Grenade) Hurling**

Target Size and Position	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

See AS&SH VOL. III, p. 252: COMBAT ACTIONS, missiles.

**Table 94: Turn Undead**

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

See AS&SH VOL. III, p. 253: COMBAT ACTIONS, *magic*.

**Table 95: Combat Movement**

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

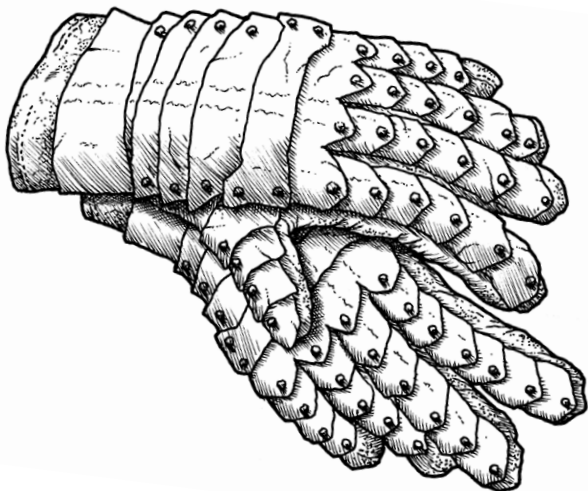
\* 10 MV charge attack occurs only on phase two because of minimum 20-ft. charge distance.

See AS&SH VOL. III, p. 254: COMBAT ACTIONS, *movement*.

**Table 97: Two-Weapon Fighting**

DX	Primary Weapon (P) and Secondary Weapon (S)			
	WC 1 (P) / WC 1 (S)	WC 2 (P) / WC 1 (S)	WC 1 (P) / WC 2 (S)	WC 2 (P) / WC 2 (S)
13–16	–1 / –3	–2 / –3	–1 / –4	–2 / –4
17	–1 / –2	–2 / –2	–1 / –3	–2 / –3
18	–1 / –1	–2 / –1	–1 / –2	–2 / –2

See AS&SH VOL. III, p. 258: ADVANCED COMBAT, *advanced combat actions*.

**Table 98: Critical Hit Results**

d6 Roll	Combatant Type		
	Fighter	Cleric, Thief, Monster	Magician
1	+2 damage	+1 damage	+1 damage
2	+2 damage	+2 damage	+1 damage
3	×2 damage	+2 damage	+2 damage
4	×2 damage	×2 damage	+2 damage
5	×3 damage	×2 damage	×2 damage
6	×3 damage	×3 damage	×2 damage

See AS&SH VOL. III, p. 258: ADVANCED COMBAT, *critical hits*.

**Table 99: 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

See AS&SH VOL. III, p. 259: SAVING THROW.

**Table 100: 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	21
Ceramic / Earthenware	4	18	12	4	19	2	2	11	4	2	21
Cloth / Wool	12	6	3	2	20	2	18	2	18	13	21
Crystal / Phial	6	19	14	7	20	5	15	13	8	3	21
Glass	5	20	15	6	20	2	17	14	9	4	21
Leather / Book (leather-bound)	10	4	2	3	20	2	13	2	10	4	21
Liquid*	15	—	—	12	20	15	18	—	15	13	21
Metal, Hard (iron, steel)	7	6	2	2	17	2	11	2	4	2	21
Metal, Soft (gold, silver, jewellery)	13	14	9	2	19	2	16	4	16	5	21
Mirror**	12	20	15	6	20	2	18	13	12	5	21
Paper / Parchment	16	11	6	2	20	2	20	—	21	18	21
Stone (statue, carving) / Gem	3	17	7	2	18	2	14	4	5	2	20
Wood, Thick (tree, hull) / Rope (1-inch)	8	10	3	2	19	2	12	2	9	5	21
Wood, Thin (chest, door) / Rope (½-inch)	9	13	6	2	20	2	10	2	13	9	21

\* Generally, liquid contents of a phial 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*.

See AS&SH VOL. III, p. 260: SAVING THROW, *item saving throws*.

**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.

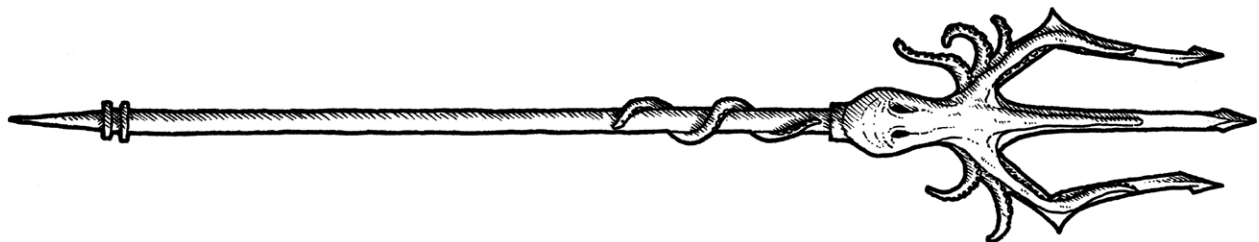
*Class 7 (Electricity, Lightning):* Magical bolt of lightning (e.g., *call lightning*, *lightning bolt*).

*Class 8 (Fall Impact):* Item falls 10 feet and strikes a hard surface (stone). Save is at -1 for each additional 10 feet of falling distance; save is at +2 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 (e.g., burning wood, oil) that consumes the item.

*Class 11 (Lava):* Molten rock erupted from a volcano or fissure; also includes subsurface magma.





**Table 152: Days of the Week**

Day	Activity
Sun	Worship
Earth	Work
Sea	Work
Moon	Work
Star	Work
Sky	Work
Saturn	Rest

See AS&SH VOL. VI, p. 500: CALENDAR, *days of the week*.

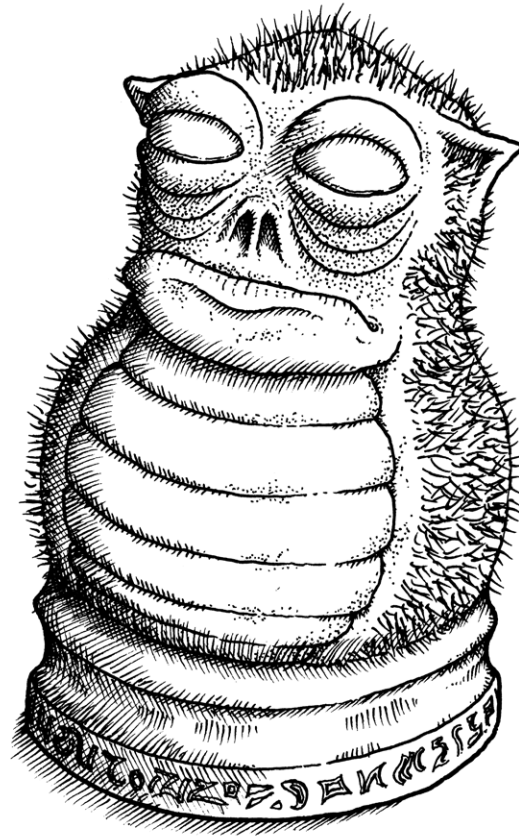
**Table 154: Cyclical Calendar**

Year	Common Denomination	Esoteric Denomination	Season
1	Bear	Genesis	Winter
2	Fish	Renaissance	
3	Wolf	Vernal Equinox	Spring
4	Hare	Tempest	
5	Elk	Deluge	Summer
6	Tiger	High Summer Waxing	
7	Crab	High Summer Waning	
8	Eagle	Drought	Fall
9	Whale	Tranquillity	
10	Aurochs	Autumnal Equinox	
11	Mammoth	Twilight	Winter
12	Fox	Coda	
13	Bat	Nightfall	

See AS&SH VOL. VI, p. 504: CALENDAR, *years of the cycle*.

**Table 155: Daylight Calendar**

Month, Week	Year												
	1	2	3	4	5	6	7	8	9	10	11	12	13
I, Wk. 1	00:05	04:25	08:45	13:05	17:25	21:45	23:55	21:40	17:20	13:00	08:40	04:20	00:00
I, Wk. 2	00:10	04:30	08:50	13:10	17:30	21:50	23:55	21:35	17:15	12:55	08:35	04:15	00:00
I, Wk. 3	00:15	04:35	08:55	13:15	17:35	21:55	23:55	21:30	17:10	12:50	08:30	04:10	00:00
I, Wk. 4	00:20	04:40	09:00	13:20	17:40	22:00	23:55	21:25	17:05	12:45	08:25	04:05	00:00
II, Wk. 1	00:25	04:45	09:05	13:25	17:45	22:05	23:55	21:20	17:00	12:40	08:20	04:00	00:00
II, Wk. 2	00:30	04:50	09:10	13:30	17:50	22:10	23:55	21:15	16:55	12:35	08:15	03:55	00:00
II, Wk. 3	00:35	04:55	09:15	13:35	17:55	22:15	23:55	21:10	16:50	12:30	08:10	03:50	00:00
II, Wk. 4	00:40	05:00	09:20	13:40	18:00	22:20	23:55	21:05	16:45	12:25	08:05	03:45	00:00
III, Wk. 1	00:45	05:05	09:25	13:45	18:05	22:25	23:55	21:00	16:40	12:20	08:00	03:40	00:00
III, Wk. 2	00:50	05:10	09:30	13:50	18:10	22:30	23:55	20:55	16:35	12:15	07:55	03:35	00:00
III, Wk. 3	00:55	05:15	09:35	13:55	18:15	22:35	23:55	20:50	16:30	12:10	07:50	03:30	00:00
III, Wk. 4	01:00	05:20	09:40	14:00	18:20	22:40	23:55	20:45	16:25	12:05	07:45	03:25	00:00





**Table 155 (continued): Daylight Calendar**

Month, Week	Year												
	1	2	3	4	5	6	7	8	9	10	11	12	13
IV, Wk. 1	01:05	05:25	09:45	14:05	18:25	22:45	23:55	20:40	16:20	12:00	07:40	03:20	00:00
IV, Wk. 2	01:10	05:30	09:50	14:10	18:30	22:50	23:55	20:35	16:15	11:55	07:35	03:15	00:00
IV, Wk. 3	01:15	05:35	09:55	14:15	18:35	22:55	23:55	20:30	16:10	11:50	07:30	03:10	00:00
IV, Wk. 4	01:20	05:40	10:00	14:20	18:40	23:00	23:55	20:25	16:05	11:45	07:25	03:05	00:00
V, Wk. 1	01:25	05:45	10:05	14:25	18:45	23:05	23:55	20:20	16:00	11:40	07:20	03:00	00:00
V, Wk. 2	01:30	05:50	10:10	14:30	18:50	23:10	23:55	20:15	15:55	11:35	07:15	02:55	00:00
V, Wk. 3	01:35	05:55	10:15	14:35	18:55	23:15	23:55	20:10	15:50	11:30	07:10	02:50	00:00
V, Wk. 4	01:40	06:00	10:20	14:40	19:00	23:20	23:55	20:05	15:45	11:25	07:05	02:45	00:00
VI, Wk. 1	01:45	06:05	10:25	14:45	19:05	23:25	23:55	20:00	15:40	11:20	07:00	02:40	00:00
VI, Wk. 2	01:50	06:10	10:30	14:50	19:10	23:30	23:55	19:55	15:35	11:15	06:55	02:35	00:00
VI, Wk. 3	01:55	06:15	10:35	14:55	19:15	23:35	23:55	19:50	15:30	11:10	06:50	02:30	00:00
VI, Wk. 4	02:00	06:20	10:40	15:00	19:20	23:40	23:55	19:45	15:25	11:05	06:45	02:25	00:00
VII, Wk. 1	02:05	06:25	10:45	15:05	19:25	23:45	23:55	19:40	15:20	11:00	06:40	02:20	00:00
VII, Wk. 2	02:10	06:30	10:50	15:10	19:30	23:50	23:55	19:35	15:15	10:55	06:35	02:15	00:00
VII, Wk. 3	02:15	06:35	10:55	15:15	19:35	23:55	23:50	19:30	15:10	10:50	06:30	02:10	00:00
VII, Wk. 4	02:20	06:40	11:00	15:20	19:40	23:55	23:45	19:25	15:05	10:45	06:25	02:05	00:00
VIII, Wk. 1	02:25	06:45	11:05	15:25	19:45	23:55	23:40	19:20	15:00	10:40	06:20	02:00	00:00
VIII, Wk. 2	02:30	06:50	11:10	15:30	19:50	23:55	23:35	19:15	14:55	10:35	06:15	01:55	00:00
VIII, Wk. 3	02:35	06:55	11:15	15:35	19:55	23:55	23:30	19:10	14:50	10:30	06:10	01:50	00:00
VIII, Wk. 4	02:40	07:00	11:20	15:40	20:00	23:55	23:25	19:05	14:45	10:25	06:05	01:45	00:00
IX, Wk. 1	02:45	07:05	11:25	15:45	20:05	23:55	23:20	19:00	14:40	10:20	06:00	01:40	00:00
IX, Wk. 2	02:50	07:10	11:30	15:50	20:10	23:55	23:15	18:55	14:35	10:15	05:55	01:35	00:00
IX, Wk. 3	02:55	07:15	11:35	15:55	20:15	23:55	23:10	18:50	14:30	10:10	05:50	01:30	00:00
IX, Wk. 4	03:00	07:20	11:40	16:00	20:20	23:55	23:05	18:45	14:25	10:05	05:45	01:25	00:00
X, Wk. 1	03:05	07:25	11:45	16:05	20:25	23:55	23:00	18:40	14:20	10:00	05:40	01:20	00:00
X, Wk. 2	03:10	07:30	11:50	16:10	20:30	23:55	22:55	18:35	14:15	09:55	05:35	01:15	00:00
X, Wk. 3	03:15	07:35	11:55	16:15	20:35	23:55	22:50	18:30	14:10	09:50	05:30	01:10	00:00
X, Wk. 4	03:20	07:40	12:00	16:20	20:40	23:55	22:45	18:25	14:05	09:45	05:25	01:05	00:00
XI, Wk. 1	03:25	07:45	12:05	16:25	20:45	23:55	22:40	18:20	14:00	09:40	05:20	01:00	00:00
XI, Wk. 2	03:30	07:50	12:10	16:30	20:50	23:55	22:35	18:15	13:55	09:35	05:15	00:55	00:00
XI, Wk. 3	03:35	07:55	12:15	16:35	20:55	23:55	22:30	18:10	13:50	09:30	05:10	00:50	00:00
XI, Wk. 4	03:40	08:00	12:20	16:40	21:00	23:55	22:25	18:05	13:45	09:25	05:05	00:45	00:00
XII, Wk. 1	03:45	08:05	12:25	16:45	21:05	23:55	22:20	18:00	13:40	09:20	05:00	00:40	00:00
XII, Wk. 2	03:50	08:10	12:30	16:50	21:10	23:55	22:15	17:55	13:35	09:15	04:55	00:35	00:00
XII, Wk. 3	03:55	08:15	12:35	16:55	21:15	23:55	22:10	17:50	13:30	09:10	04:50	00:30	00:00
XII, Wk. 4	04:00	08:20	12:40	17:00	21:20	23:55	22:05	17:45	13:25	09:05	04:45	00:25	00:00
XIII, Wk. 1	04:05	08:25	12:45	17:05	21:25	23:55	22:00	17:40	13:20	09:00	04:40	00:20	00:00
XIII, Wk. 2	04:10	08:30	12:50	17:10	21:30	23:55	21:55	17:35	13:15	08:55	04:35	00:15	00:00
XIII, Wk. 3	04:15	08:35	12:55	17:15	21:35	23:55	21:50	17:30	13:10	08:50	04:30	00:10	00:00
XIII, Wk. 4	04:20	08:40	13:00	17:20	21:40	23:55	21:45	17:25	13:05	08:45	04:25	00:05	00:00

See AS&SH VOL. VI, p. 504: CALENDAR, *years of the cycle*.

**Table 156: Common Æra Chronology**

Year	Notable Events
c. 425 BCÆ	Green Death nearly annihilates mankind. Plague ushers in a Dark Age.
c. 300 BCÆ	Half-blood Picts procreate with dæmons of Skarag Coast. Orcust established.
c. 225 BCÆ	Barbarians claim lifeless city of Khromarium.
c. 200 BCÆ	Ape-men claim lifeless city of Kor.
c. 125 BCÆ	Pirates and freebooters wrest control of Zangerios Islands.
c. 110 BCÆ	Witch-Queen assumes control of Yithorium.
c. 50 BCÆ	Vikings resettle New Vinland. Petty kingdoms of Brigand's Bay established.
c. 40 BCÆ	Amazon faction claims Floating Island of Paradoxon.
c. 20 BCÆ	Reports of Crab Archipelago natives emulating their alien masters.
1 CÆ ( <i>Genesis</i> )	Sages' Guild of Khromarium forms. Dark Age ends. Common Æra timeline and Hyperborean calendar established.
27 CÆ ( <i>Genesis</i> )	Khromarium oligarchy forms.
203 CÆ ( <i>Drought</i> )	Keltic city of Gal established.
385 CÆ ( <i>Drought</i> )	Vikings invade Gal City.
386 CÆ ( <i>Tranquillity</i> )	Kelts retake Gal City from Viking invaders. Grand Temple of Artemis rebuilt in Amazon city Pandoros.
485 CÆ ( <i>Tempest</i> )	Port Tinsaar re-established.
495 CÆ ( <i>Genesis</i> )	Kimmerians of lost Krimmea emerge from their hidden city.
532 CÆ ( <i>Twilight</i> )	Apollonians settle valley region of Larchmere Yys.
536 CÆ ( <i>V. Equinox</i> )	Kthulhu priest establishes settlement of Wold Phellora.
542 CÆ ( <i>Tranquillity</i> )	Diamond Desert mining outpost destroyed by purple worms.
559 CÆ ( <i>Nightfall</i> )	Barbarians sack Swampgate and raid streets of Khromarium.
572 CÆ ( <i>Nightfall</i> )	Barbarians sack Swampgate but are repelled at Khromarium wall.
573 CÆ ( <i>Genesis</i> )	Port Greely ceases trade with Khromarium and other neighbouring settlements.
575 CÆ ( <i>V. Equinox</i> )	Vikings brutally raid Khromarium; Erikssgard claims raid was unsanctioned.
576 CÆ ( <i>Tempest</i> )	Gazetteer of Hyperborea completed.

See AS&SH Vol. VI, p. 508: COMMON ÆRA CHRONOLOGY.

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