

# HYPERBOREA THIRD EDITION READY REFERENCE SHEETS

HYPERBOREA Third Edition Ready Reference Sheets are intended as a useful tool for the game referee. Here presented are a variety of carefully selected tables, charts, and other pertinent information that the author and other enthusiasts hold to be amongst the most frequently referenced during game play. These sheets can be printed and stapled together, a handy resource for the entire gaming group. Page number and volume citations are provided for further definitions and rules clarifications.

<b>CHARACTER GENERATION</b> .....	3	<b>TIME</b> .....	17
Hyperborea Primer .....	3	<b>MOVEMENT</b> .....	17
Level-Gain Checklist .....	3	Table 129: Overland Travel .....	17
Generate Attributes .....	4	Table 130: Terrain Effects on Movement .....	17
<b>ATTRIBUTES</b> .....	4	Table 131: Transport .....	17
Table 1: Strength .....	4	Table 132: Becoming Lost.....	17
Table 2: Dexterity.....	4	Table 133: Course Deviation.....	17
Table 3: Constitution.....	5	<b>COMBAT</b> .....	18
Table 4: Intelligence.....	5	Table 134: Unskilled Weapon Attack Penalty.....	18
Table 5: Wisdom.....	5	Table 135: Melee Attack Rate .....	18
Table 6: Charisma.....	5	Table 136: Missile Rates of Fire (ROF).....	18
Other Statistics.....	5	Table 137: Reaction.....	18
<b>OVERVIEW OF CLASSES</b> .....	6	Table 138: Combat Movement.....	18
Principal Classes Overview .....	6	Table 139: Attack Roll Modifiers .....	19
Fighter Subclasses Overview.....	6	Table 140: Armour Class Modifiers .....	19
Magician Subclasses Overview.....	6	Table 141: Combat Matrix.....	19
Cleric Subclasses Overview .....	7	Combat Steps.....	19
Thief Subclasses Overview .....	7	How to Make a Morale Check.....	19
Master Experience Point Chart.....	7	Combat Sequence.....	19
<b>TURN UNDEAD</b> .....	8	<b>COMBAT OPTIONS</b> .....	20
Table 13: Turn Undead.....	8	Charge Attack.....	20
<b>PROGRESSIVE THIEF ABILITIES</b> .....	9	Fighting Withdrawal .....	20
Table 16: Progressive Thief Abilities .....	9	Table 142: Flask (Grenade) Hurling.....	20
<b>MONETARY EXCHANGE RATE</b> .....	9	Mounted Combat.....	20
Table 73: Monetary Exchange .....	9	Mounted Charge .....	20
<b>ARMOUR AND SHIELDS</b> .....	10	Unarmed Combat.....	21
Table 74: Armour.....	10	<b>ADVANCED COMBAT OPTIONS</b> .....	22
Table 75: Shields.....	10	Table 143: Advanced Combat Actions.....	22
<b>MELEE WEAPONS</b> .....	10	<b>CRITICAL HITS AND MISSES</b> .....	24
Table 76: Melee Weapons .....	10	Table 144: Critical Hit Results .....	24
<b>MISSILE WEAPONS</b> .....	11	Table 145: Critical Miss Results.....	24
Table 77: Missile Weapons.....	11	<b>SAVING THROW</b> .....	25
Table 78: Ammunition.....	11	Table 146: Saving Throw.....	25
<b>GEAR</b> .....	12	Table 147: Item Saving Throws .....	25
Table 79: Equipment (General) .....	12	<b>DAMAGE AND DEATH</b> .....	25
Table 80: Equipment (Clothing).....	13	Falling Damage .....	25
Table 81: Equipment (Provisions).....	14	Healing .....	25
Table 82: Equipment (Religious).....	14	Death and Dying .....	26
<b>LIVESTOCK, TACK &amp; HARNESS</b> .....	14	<b>EXPERIENCE</b> .....	26
Table 83: Livestock.....	14	Table 199: Awarding Experience Points .....	26
Table 84: Tack & Harness.....	14	Table 200: XP for Monsters .....	26
<b>TRANSPORTATION</b> .....	15	Table 201: XP for Classes Characters .....	27
Table 85: Vehicles .....	15	<b>HYPERBOREAN CALENDAR</b> .....	27
Table 86: Water and Sea Vessels .....	15	Table 257: Days of the Week.....	27
<b>SERVICES</b> .....	15	Table 258: Months of the Year .....	27
Table 87: Food and Drink.....	15	Table 259: Monthly Calendar.....	27
Table 88: Room and Board.....	15	Table 260: Cyclical Calendar.....	27
Table 89: Transportation Services .....	15	Table 261: Moon Phases.....	27
<b>ALCHEMY</b> .....	16	Table 262: Daylight Calendar .....	28
Table 90: Potion Costs .....	16	<b>WEATHER IN HYPERBOREA</b> .....	29
Table 91: Potion Brewing Success.....	16	Table 264: Base Temperature.....	29
Table 92: Poison .....	16	Table 265: Low Precipitation Season .....	29
<b>SPELL CASTING</b> .....	16	Table 266: Moderate Precipitation Seasons .....	29
Spell Casting: Concentration.....	16	Table 267: Heavy Precipitation Season.....	29
Casting a Scroll Spell.....	16	Table 268: Wind Force.....	29
<b>LIGHT</b> .....	17	Table 269: Extreme Weather.....	30
Table 127: Light Sources.....	17	<b>WATERBORNE EXPEDITIONS</b> .....	30
<b>NONSTANDARD ACTIONS</b> .....	17	Table 270: Water Vessels.....	30
Table 128: d6 Task Resolution .....	17	<b>OGL</b> .....	31

## CHARACTER GENERATION

### HYPERBOREA PRIMER

Regardless of your character's class, race, alignment, religion, and secondary skills, there are several facets of life that are generally known to most characters in Hyperborea:

- \* As proved by science and sorcery, Hyperborea is a flat, hexagonal-shaped world.
- \* The sun is a red giant that skirts along the horizon, never rising to a zenith.
- \* Two ellipsoid moons revolve around Hyperborea; one large, the other small.
- \* Saturn is immense in the sky; it is oft visible during diurnal and nocturnal hours.
- \* A week = 7 days, a month = 28 days, a year = 13 months, and a cycle = 13 years.
- \* The 13-year cycle includes a year of perpetual light and a year of perpetual darkness.
- \* The Hyperborean Sea spills off the Rim of the World into the infinite Black Gulf.
- \* The North Wind (or *boreas*) wheels around the realm, beyond the Rim of the World.
- \* Great obelisks rise from the six corners of the realm.
- \* Mount Vhuurmithadon is Hyperborea's north pole, axis, and largest mountain.
- \* Khromarium, a cosmopolitan metropolis, is the largest city of the realm.
- \* The Xathoqua orthodoxy is the most prevalent religion of the realm.
- \* The indigenous Hyperborean race once ruled Hyperborea with savage cruelty.
- \* A plague called the Green Death nearly obliterated mankind 1,000 years ago.

Of course, there are varying degrees of knowledge regarding these particulars. Everyone sees the sun and the moons, but most have never seen the Rim of the World or Mount Vhuurmithadon. Khromarium may be renowned, but it doesn't mean your character has been there. Xathoqua worship is ubiquitous, but your character may be from a locale that eschews the bat-toad's worship. Hyperboreans may be infamous for their wickedness; perhaps your character has never met one and thus prefers to reserve judgement.

*p. 10, Player's Manual*

### LEVEL-GAIN CHECKLIST

Once a character has gained a level of experience, novice and experienced players alike would be wise to review the following checklist:

- \* Roll for additional hit points (hp). Rolling in front of the referee or a fellow player is always an honourable practice.
- \* Adjust saving throw (SV) if gaining an odd-numbered level.
- \* Check to see if fighting ability (FA) has increased (every level for fighters and their subclasses; less quickly for most other classes).
- \* At 4<sup>th</sup>, 8<sup>th</sup>, and 12<sup>th</sup> levels, fighters and fighter subclasses are eligible for new weapon masteries; likewise, all other classes are eligible to develop new weapon skills not included in their respective favoured weapons list.
- \* Check the class description to see if any new special abilities have developed, as some are level dependent.
- \* Check the class description to see if any special abilities have improved or changed; some may gain additional daily uses, and others might expand to more potent or advanced applications.
- \* If the character is a spell caster, determine the development of new spells. Also, review known spells to see if range, duration, and/or effectiveness have improved.

*p. 12, Player's Manual*



## GENERATE ATTRIBUTES

Six methods are recommended for generating attribute scores. Consult your referee to determine which methods are available. Be sure to have a pencil and scrap paper ready when generating attribute scores.

**METHOD I:** Roll 3d6 for each attribute in order of *strength, dexterity, constitution, intelligence, wisdom, and charisma*; the results are your character's attribute scores.

**METHOD II:** Roll 3d6 for each attribute in order of *strength, dexterity, constitution, intelligence, wisdom, and charisma*. Repeat these steps twice more, producing three sets of scores. Choose the set that best suits the type of character you would like to play.

**METHOD III:** Roll 4d6 and discard the lowest die roll. Generate six scores using this method. Assign scores to attributes as desired.

**METHOD IV:** Roll 3d6 three times for each attribute in order of *strength, dexterity, constitution, intelligence, wisdom, and charisma*. Select the best result for each attribute.

**METHOD V:** Roll 2d6+6 for each attribute in order of *strength, dexterity, constitution, intelligence, wisdom, and charisma*; the results are your character's attribute scores.

**METHOD VI:** Choose your character class first (see **Chapter 4: Classes**), and then use the following technique:

- \* Roll 3d6 for each attribute that does not have a required minimum score.
- \* Roll 4d6 (discard low die result) for each attribute that does have a minimum requirement score, rerolling until you achieve the requisite minimum.

So, if you are rolling up a cryomancer, roll 3d6 for *strength, dexterity, constitution, and charisma*. Then roll 4d6 (discard low die result) for both *intelligence and wisdom*, rerolling until you have achieved a minimum score of 9 for each.

**Attribute Adjustment:** With referee permission, an attribute can be raised 1 point if another is reduced 2 points. Such modifications may be made as many times as desired before producing a final set of attribute scores. An attribute cannot, however, be raised to 18; only the luck of the dice should produce such an exceptional result.

*p. 14, Player's Manual*

## ATTRIBUTES

**STRENGTH (ST):** An evaluation of muscularity, power, and force. Strength also represents how well the character can make use of physical might.

**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%

*p. 15, Player's Manual*

**DEXTERITY (DX):** An evaluation of elusiveness, speed, agility, balance, and the ability to physically react to hazardous conditions. Dexterity also covers manual manipulation of mechanical, and sometimes magical, devices.

**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%

*p. 15, Player's Manual*

**CONSTITUTION (CN):** An evaluation of energy, fitness, health, stamina, and vitality. Constitution also represents the body's ability to withstand trauma.

**Table 3: Constitution**

Constitution Score	Hit Point Adjustment	Poison/Radiation 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%

p. 16, Player's Manual

**WISDOM (WS):** An evaluation of common sense, insight, judiciousness, perception, prudence, and understanding. Wisdom also represents one's emotional, intellectual, psychological, and spiritual willpower.

**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%

p. 17, Player's Manual

**INTELLIGENCE (IN):** An evaluation of knowledge, linguistics, literacy, problem-solving ability, and reasoning. Intelligence also represents the capacity to understand and manipulate mechanical, and sometimes magical, devices.

**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%

p. 16, Player's Manual

**CHARISMA (CH):** An evaluation of outward appearance, leadership, personality, persuasiveness, and social graces. Charisma affects how potentially hostile people and monsters might react to the character.

**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

p. 17, Player's Manual

## OTHER STATISTICS

- \* **ARMOUR CLASS (AC):** A numeric value representing the capacity to absorb, avoid, divert, and withstand blows.
- \* **CASTING ABILITY (CA):** A numeric value representing the efficacy of the character's sorcery.
- \* **FIGHTING ABILITY (FA):** A numeric value representing the character's basic combative skill.
- \* **HIT DICE (HD):** A die type (d4, d6, d8, d10, or d12) associated with the character's class. Hit dice are used to generate *hit points* at character creation and at each level through 9<sup>th</sup>.
- \* **Hit Points (hp):** An evaluation of the ability to withstand and minimize physical damage through a combination of experience, fitness, physicality, skill, and no small amount of luck.
- \* **MOVEMENT (MV):** The number of feet per *round* (10 seconds) a character can ambulate. If running, twice this distance is covered. Movement in a dungeon or in the wilderness is measured by the *turn* (10 minutes) and follows a different schedule.
- \* **SAVING THROW (SV):** The chance to avoid, resist, or reduce harmful effects, both magical and mundane.
- \* **TURNING ABILITY (TA):** A numeric value representing the character's capacity to *turn undead*.

p. 18, Player's Manual

## OVERVIEW OF CLASSES

An overview of the **4 principal classes** and **22 subclasses** is presented below. These overviews include required attributes for each class, with prime attributes indicated in **boldface** text. Each entry also includes a page citation for the class as located in the **Hyperborea 3E Player's Manual**.

### PRINCIPAL CLASSES OVERVIEW

**FIGHTER** (p. 26): An elite warrior and battle technician such as a swordsman, bowman, or spearman.  
*Attribute Requirements: ST 9*

**MAGICIAN** (p. 28): A sorcerer who studies arcane formulæ and casts thaumaturgical spells.  
*Attribute Requirements: IN 9*

**CLERIC** (p. 31): An armed and armoured ecclesiastical sorcerer who channels the divine.  
*Attribute Requirements: WS 9*

**THIEF** (p. 35): A cunning and nimble swordsman possessed of numerous specialized skills.  
*Attribute Requirements: DX 9*

### FIGHTER SUBCLASSES OVERVIEW

**BARBARIAN** (p. 38): An outland warrior possessed of feral instincts and wilderness supremacy.  
*Attribute Requirements: ST 13, DX 13, CN 13*

**BERSERKER** (p. 41): A rampaging shock trooper renowned for unbridled battle rage.  
*Attribute Requirements: ST 15, CN 15*

**CATAPHRACT** (p. 44): An armoured, duty-bound horseman, soldier, and warrior elite.  
*Attribute Requirements: ST 9, DX 9, WS 9, CH 9*

**HUNTSMAN** (p. 47): A wilderness warrior who glories in the hunt and subdues beasts.  
*Attribute Requirements: ST 9, DX 9, WS 9, CH 12*

**PALADIN** (p. 50): An honour-bound champion who crusades for justice and Law.  
*Attribute Requirements: ST 9, DX 9, WS 9, CH 15*

**RANGER** (p. 54): A borderland fighter, frontiersman, and nemesis of otherworldly horrors.  
*Attribute Requirements: ST 9, DX 9, IN 9, WS 9*

**WARLOCK** (p. 57): A spell-weaving fighter who wields steel and sorcery interchangeably.  
*Attribute Requirements: ST 12, IN 12 (some require WS 12; see class entry)*

### MAGICIAN SUBCLASSES OVERVIEW

**CRYOMANCER** (p. 60): A specialized sorcerer who masters the elemental powers of cold and ice.  
*Attribute Requirements: IN 9, WS 9*

**ILLUSIONIST** (p. 63): A sorcerer who evokes phantasms, manipulates shadows, and bends minds.  
*Attribute Requirements: DX 9, IN 9*

**NECROMANCER** (p. 66): A wicked sorcerer who practices black magic and communicates with the dead.  
*Attribute Requirements: IN 9, WS 9*

**PYROMANCER** (p. 69): A specialized sorcerer who masters the elemental powers of heat and fire.  
*Attribute Requirements: IN 9, WS 9*

**WITCH** (p. 72): A sorcerer who brews potions, reads portents, works spells, and lays curses.  
*Attribute Requirements: IN 9, WS 9, CH 12*

## CLERIC SUBCLASSES OVERVIEW

**DRUID** (p. 76): A mystic sorcerer empowered by ancestral, elemental, and animistic spirits.

*Attribute Requirements: WS 9, CH 12*

**MONK** (p. 79): A warrior-priest who strives for physical, spiritual, and mental mastery.

*Attribute Requirements: ST 9, DX 9, WS 9*

**PRIEST** (p. 82): A sorcerer of prodigious, ecclesiastical spell-casting and divine favour.

*Attribute Requirements: WS 9, CH 9*

**RUNEGRAVER** (p. 86): A mystic warrior who carves runic spells on bone, metal, stone, and wood.

*Attribute Requirements: ST 9, WS 12*

**SHAMAN** (p. 90): A primal spiritualist who practices both ecclesiastical and thaumaturgical sorcery.

*Attribute Requirements: IN 9, WS 12*

## THIEF SUBCLASSES OVERVIEW

**ASSASSIN** (p. 94): A thief who specializes in murder, subterfuge, disguise, and intrigue.

*Attribute Requirements: ST 9, DX 9, IN 9*

**BARD** (p. 98): A warrior, scholar, sorcerer, rogue, and weaver of enchanted lyrics and music.

*Attribute Requirements: ST 9, DX 9, IN 9, WS 9, CH 15*

**LEGERDEMAINIST** (p. 102): An adept thief who practices the thaumaturgical sorcery of a magician.

*Attribute Requirements: DX 12, IN 12 (some require WS 12; see class entry)*

**PURLOINER** (p. 106): A hallowed thief who practices the ecclesiastical sorcery of a cleric.

*Attribute Requirements: DX 12, WS 12*

**SCOUT** (p. 110): A lightly armed spy, intelligence gatherer, and subterranean explorer.

*Attribute Requirements: DX 9, IN 9*

## MASTER EXPERIENCE POINT CHART

PC Level	Group 1	Group 2	Group 3	Group 4	Group 5	Group 6	Group 7
1	0	0	0	0	0	0	0
2	1,500	1,750	2,000	2,250	2,500	2,750	3,000
3	3,000	3,500	4,000	4,500	5,000	5,500	6,000
4	6,000	7,000	8,000	9,000	10,000	11,000	12,000
5	12,000	14,000	16,000	18,000	20,000	22,000	24,000
6	24,000	28,000	32,000	36,000	40,000	44,000	48,000
7	48,000	56,000	64,000	72,000	80,000	88,000	96,000
8	96,000	112,000	128,000	144,000	160,000	176,000	192,000
9	192,000	224,000	256,000	288,000	320,000	352,000	384,000
10	288,000	336,000	384,000	432,000	480,000	528,000	576,000
11	384,000	448,000	512,000	576,000	640,000	704,000	768,000
12	480,000+	560,000+	640,000+	720,000+	800,000+	880,000+	960,000+

*see individual class and subclass entries, Player's Manual*

**Group 1:** thief; **Group 2:** assassin, scout; **Group 3:** cleric, druid, fighter; **Group 4:** cataphract, huntsman, ranger; **Group 5:** bard, berserker, cryomancer, illusionist, magician, monk, necromancer, purloiner, pyromancer, shaman; **Group 6:** legerdemainist, purloiner; **Group 7:** barbarian, runegraver, warlock, witch