HârnMaster

GOLD

PLAYER EDITION

By N. Robin Crossby

HarnMaster GOLD
PLAYER EDITION: VERSION 2.1

RULES FOR ROLEPLAYING
A Gourmet Roleplaying Blend of Character Generation, Skills, Combat, Weaponcraft, Physician & Religion for Novice and Expert Players & Gamemasters,

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Eric Anderson, Terry Austin, Brad Carter, Brian Clemens, Rob Duff, Bill Gant, Ed King, Peter Leitch, Magnus Lyckå, J. P. McDonald, Sharon MacLeod. So many people have helped over the years that this list may well be incomplete. I want to thank everyone, and if you've been left off, please accept my sincere apologies.

HârnMaster Gold

   While several editions of HârnMaster have been published over the past twenty years, as of this date, the Gold edition is the only one officially approved by the author, N. Robin Crossby. All present and future official HârnMaster publications are identified by the "HârnMaster Canon" label.

HârnMaster Gold is divided into several volumes, and is distributed in several formats

This Edition

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They regarded the passageway. Some smiled, some backed away. There was a hazy glow that seemed to gently throb, slowly in a mockery of mundane life. "That is not a thing I have seen before," said one. Another chuckled, but seemed unconvinced of the humour. The first of them entered the cloudy course. The others followed in ones and twos; none seemed eager. They walked. Soon each seemed alone, nothing to see but pale haze, nothing to feel but cool numbness, nothing to hear but the hissing blood in their ears. After an hour, or a few seconds, they could see a darker stain in the haze ahead and sought it eagerly. They did not consider the portent of the darkness. They only knew that it would be better than this...

Bilbo Baggins[1] might have defined *adventure* as, "Someone else having a very unpleasant and difficult time, at a safely removed distance," but it still holds a certain fascination. Nearly everyone has dreamed of visiting Middle Earth, or of travelling back in time to when knights were bold and life was simpler, if not as hygienic.

Children role-play all the time. They visit the North Pole at Christmas; they act out fairy tales, their mission: to boldly go where every child has gone before. Grownups feel obliged to give it up. Adults read books or sit quietly absorbing the radiation emanating from TV sets; somehow they have lost the urge to fantasise. But for those who can suspend their disbelief, there is the option of adventure without risk, literally, the best of both worlds... Roleplaying.

Envision a group of otherwise sensible adults, men and women together, in a basement somewhere, sitting around a table covered with half–eaten pizza, empty beverage cans, lots of papers, maps, rule books, binders full of more papers, a couple of dozen brilliantly painted miniatures, more papers crumpled up in and near a wastebasket, and dice, lots of dice, more dice than you could stuff in your mouth, more dice than you could stuff in any number of places... There's no TV, no playoffs, no one's birthday, it isn't even New Year's Eve. There might not even be any alcohol in the room. And it's four in the morning, and no one cares; they all have to get up early, but there's too much fun going on and no one cares.

So what is role-playing? What is it that makes people act this way? What's the fascination? I wish I had a clear answer (I don't), but it must have to do with creativity. Roleplaying is the only type of game that produces novels and short stories as by–products.

I remember when someone first tried to describe role-playing to me; it sounded rather silly. I have yet to hear an explanation that made it sound more than simple escapism, but Roleplaying is the penultimate escapism, an opportunity to go anywhere, do anything, to anyone. At the same time, it's easy.

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[1]   The reluctant "hero" of J.R.R. Tolkien's *The Hobbit.*

What Is Roleplaying?

While settings vary, role-playing is essentially a process wherein gamemasters create worlds in which players live alternate lives. To paraphrase a maxim, "Gamemasters build castles in the sky, players live in them."

How does role-playing work? Well, the Gamemaster, possibly with the aid of published background material, creates a fictional world. S/he designs its political and social structure and populates it with all manner of folk and creatures. In other words, the GM creates a setting.

Each player then generates a Player–Character or PC. There are different ways of doing this. Most involve rolling dice to assign numerical values to a set of *Attributes* such as *Strength*, *Intelligence*, *Dexterity* and *Comeliness*. Meanwhile, the gamemaster may be generating a collection of Non–Player–Characters (NPCs) to populate the world. Depending on the rules and type of game being played, characters can be wizards, warriors, spies, space-farers, super-heroes, thieves, monsters, cartoon characters, priests, explorers or merchants.

The World

The amount of detail varies. Some "worlds" contain no more than a town linked by a road to an underground labyrinth, populated by all manner of dragons and other monsters. No thought is given to the social structure or basic economics of either. Such "worlds" exist purely for an activity called "dungeoning"; player characters live in the town and travel periodically to the "dungeon" (labyrinth) where they kill monsters and gather treasure.

Other worlds offer more background, creating a detailed social, economic and political structure, a milieu into which town and underworld fit, along with many more features. The difference is one of *scope*. The larger environmental system allows for a wider variety of activities within a coherent framework.

The Players & the Game

An adventuring group usually consists of a few player-characters (and perhaps a few NPCs operated by the GM and variously known to players as "trusted comrades", "flunkies", or "dragon–fodder"). The GM sits at one end of the table with his maps, rules and notes hidden behind a screen, while the players, with their maps and notes, sit at the other end. The players describe the actions taken by their player-characters and the GM interprets these actions, generates the results (using a combination of chance (dice) and imagination (whim)) and tells the players what is happening:

Player: *We enter the cave.*

GM: *The cavern is about 100 yards long and 50 wide. There is a glow at the far end.*

Player: *We approach the glow; Barlun and Araxis take the lead, Tamar brings up the rear, I'm in the middle with the lantern.*

GM: *There's a large mound of gold and silver coins, jewelled weapons, inlaid armour and other beautiful treasure. The glow is coming from the partly open mouth of a sleeping dragon; s/he is about thirty feet long. S/he opens one eye and...*

Player: *(interrupting) we run like hell...*

What a PC will do and say is determined by its player. The Gamemaster operates nPCs, such as the dragon, Barlun and Tamar.

Player: *You two, Barlun and Tamar, hold the dragon here while the rest of us make our getaway.*

GM: *[as Barlun] I beg your pardon?*
[as Tamar] Perhaps I misheard?...
[as the Dragon] Fee, Fie, foe, fum, etc…

[as Narrator] Do any of you speak Dragon?[2]

The dragon rises atop his hoard, stretches his massive, leathery wings, and rolls his large armoured–head at the end of his, long powerful neck; his mighty tail flicks back and forth as he moves, stepping almost delicately amidst the treasure, towards you. He is a mighty and beautiful sight I am sure that you want to stand and admire him for several minutes…

Player: *Actually, we don't... Rapid departure is more what we have in mind... I think I speak for all of us...*

Other Players: *[shrieks and mutters of agreement]…*

To help resolve interactions such as combat or spell–casting, the GM may use a set of rules, such as *HârnMaster*). The GM rolls various dice and consults various tables to generate results.

Player: *Urdas [the player's PC] will attempt the spell* Beam of Nólomàr *at the dragon; his ML is 38…*

GM: *[After rolling a few dice] The spell misfires, your right arm is now a charred ruin. Urdas, Barlun and Chaspar [another of the PCs] are overcome by the flare of the misfire, suffer burns to their exposed flesh, and loose consciousness... so much for fighting fire with fire (heh heh)… Time for a new spokesman…*

The GM narrates and also speaks for the NPCs. Some GMs use accents/voices to help players distinguish between NPCs; some preface role changes by a comment; some let their players induce the GM's current role from context. Most use a combination of techniques.

GM: *The Dragon approaches and blinks a few times. He speaks in Hârnic: "Goodmorrow travellers; do you have word of my eggmate Yarani who was lost in the wilderness east of here some five of your centuries ago?"*

Player: *(a new spokesman) Er...*

Sometimes the players also alternate between description and speech.

Player: *I will move closer to my fallen comrades and examine the damage. "Goodmorrow fair dragon, alas no, we are but youngsters by thy reckoning and have heard naught of the worthy of whom thou speak'st."*

GM: *[Rolling dice to make a Healing (diagnosis) Skill check They seem to have serious burns and are clearly unconscious; this is all a cursory examination will tell you... I presume you are keeping at least one eye on the dragon?*

Player: *You presume correctly...*

GM: *"How came you here and to what end?"*

Player: *[an aside to the other players] To what end indeed, or to whose perhaps?*

Objectives

Roleplaying is different from other kinds of game in that it has no fixed objective, no pre–set victory conditions. If the players want to explore and adventure, that's fine. If they lust after political power, wealth, or a quiet, secure life, that's fine too. There are no time limits. A "campaign" can go on for hundreds of sessions, or it can end in one. Nor is there necessarily the kind of competition required by board games. Players co-operate against unknown worlds.

You might ask, "Who has time for all these rules?" but don't be put off by the voluminous rules provided by role-playing games. In role-playing, the players do not have to know the rules, although it certainly doesn't hurt if they understand the way things work, and it can actually help them, and their GMs get things done.

Mortality & Reincarnation

Survival is an objective common to all characters. There are treasures to find, but there are also fell beasts to overcome. Player-Characters are mortal, and while you are reasonably safe in your 20th century Terran environment, your PC may be injured or killed in any number of interesting, painful, lingering, unpleasant ways. Few PCs reach the pinnacle of their ambitions and retire after long, successful lives. Most die grasping for a grail just beyond reach.[3] Most Hârnians believe that, after death, they are reincarnated on the familial world of Yàsháin. No one knows the rules of reincarnation.

Losing one's character can be a bit of a shock, especially the first time, but when a Player-Character dies, the player simply generates a new one.

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[2] Most Gamemasters thoughtfully inject a touch of humour into the proceedings in order to relieve tension and further entertain their players. This kindness is not always appreciated by players, who are notorious for their ingratitude.

[3] It has been observed that most actually die of terminal avarice: seeking to rob some poor dragon of one too many baubles. Some die of hubris: deciding to try and fight it out with the poor dragon. Some die of gravity: "so what if the rope is only half as long as the cliff is high? It's close enough!

Structure of Roleplaying

Fantasy Role-Playing is essentially a process whereby gamemasters (and publishers) create/define a world in which players live alternate lives. The roles of GM and player do tend to blur. Ideas are generated on both sides of the screen and combine to form amalgams whose parents are not always easy to identify.

High Fantasy

All works of fantasy are woven of familiar threads; if there are outlandish beasts with strange powers, or odd cultural quirks, there is still a feeling that one has been here before. *Deja vu* is a natural consequence of trying to describe any alien world. The audience must fill in gaps with details drawn from experience. There is an assumption that whatever is not specifically described will resemble the real world. Any fantasy world is, in this sense, familiar, but this is not the sole measure of great fantasy.

Good fantasy is probably a matter of degree, of how much, and in what manner, the viewer (player) is required to suspend disbelief. Most are willing to accept that magic works and that fell beasts roam the wilderness, but the trick is *chaos control*, the *degree* of outlandishness. This determines the mood, the *feel* of the place, an elusive principle lying at the heart of successful fantasy. Only a carefully crafted "rational" fantasy can give the feeling that one is involved in an *epic*.

Designing a fantasy environment is like telling a huge lie. If it is to be believed it must *seem* credible; gossamer dreams turn too easily into cobwebs.

The Game

Play is conducted in sessions, usually of four to six hours. A PC's activities may vary from one session to the next. Sometimes there will be a clear objective for the session (like rescuing the princess, or defeating the beast). Perhaps your band of brave adventurers will first have to attend to the necessity of finding food and lodging. A boring game month may be glossed over in only a few minutes of real-time, while you might take more than an hour of real-time to resolve a tense battle situation that lasts only a few minutes of gametime. Business unfinished at the end of one session can be taken up at the next. Some "quests" can be completed in an hour or two, others require many sessions.

Advice for Players

As a long-time GM, I am in the habit of giving lots of advice to players. Sometimes they pay close attention to my suggestions; they eagerly absorb the wisdom, which I have gleaned over many years of role-playing, learn from the mistakes of others, and become better, more successful role-players.[4] So, here's some *free advice* for all players everywhere:

- Listen to the GM. If s/he describes a situation and you are too busy to listen, s/he may be too busy to explain it again.

- If you are inclined to dominate a group, or to fade into the background, try to limit your inclinations. Roleplaying works best if all the players have a say. Other players' objectives may not coincide with yours, but if the group is to function, everyone should be accommodated.

- Roleplaying makes paperwork. It pays to be organised.

- Plan ahead. Any plan is usually better than no plan at all.[5]

- Try not to divide the group. Apart from the fact that two groups of two are more likely to succumb to an attack than one group of four, dividing the party may oblige the GM to banish one group from the room while s/he deals with the other.

- Control competitive instinct. There is no percentage in trying to compete with the other members of your group, and it is pointless to compete with an omnipotent GM.

- Never turn your back on a door… the universe is full of doors so, never turn your back on the universe…

- Never forget human nature and sensibilities. Your real life friends are more important than any game.

I have a story by way of illustration. The PCs Bjan and Orni were lost in the wilderness so, as they tried to make their way out, they were obliged to hunt and forage for food. On the first day, Bjan found nothing, while Orni brought back a couple of rabbits and some edible roots. Day two saw Bjan fell a deer while Orni found only a few mushrooms which Bjan identified as poisonous. On the third day, Bjan found some delicious berries and caught a mountain goat for milk (there was still plenty of venison left) while the best that Orni could do was three slugs, some tree bark and a couple of handfuls of dirt... you get the idea.

This went on for several days. Bjan happily shared his catch, but he was, perhaps making too many jokes at Orni's expense. Orni grew more and more irritated with his companion and the gaming session developed a tendency to lapse into interludes of angry staring punctuated by sarcastic comments. The GM tried to prevent complete breakdown, but he found the whole thing so funny that it was difficult.[6]

After the sixth or seventh day, Orni lost his temper and picked a fight with Bjan. The GM, somewhat amazed at this turn of events, said, "er... are you sure you want to do this?" Orni did.

Now, in real life, when you pick a fight, you'll probably trade a few nasty words or at worst exchange a few punches, but in role-playing nearly everyone walks around armed to the teeth with all manner of destructive implements. The end result was that Orni hacked Bjan into bite sized pieces and marched off in a huff.

Now man doth not live by slug/bark/dirt alone and Orni soon realised that he might, just possibly, have committed something of a teensy error. He starved to death three leagues from the town he was headed for.

There is of course a moral here, for while this episode was a great deal of fun for the GM, the players cannot be accused of the best possible tactics; and their lack of success did not enhance their enjoyment. Oh, by the way, this plot is entirely fictitious (fantastic really) all characters portrayed are even more fictitious than regular player–characters...

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[4]   Just as often, they only seem to listen carefully to what I say in order to calculate how to best do the exact opposite. From the GM's point of view, this can be at least as much fun.

[5]   Well, within reason… a plan to march the group off a cliff to see whether any of them can fly is likely to be wasteful. Better to start by stepping off a curb?

[6]   There may be the merest, barely perceptible touch of sadism in a small minority of GMs.

Dice Conventions

Dice are used to generate attributes and to resolve game actions. When two numbers separated by a small "d" (e.g. 4d6) are encountered, a die roll is called for. The number before the "d" is the number of dice that are to be rolled, and the number following the "d" is the number of sides each die should have. Hence, "3d12" indicates that three 12–sided dice are to be rolled. Generally, it is the sum of the dice rolled that is needed, but "1d100" and "1d1000" are special cases. The first means percentile dice, the second means roll 3d10 reading one die as hundreds, another as tens, and the third as ones. A suffix may be included to indicate that the result is to be modified by addition (e.g. 3d6+ 2), subtraction (3d6–2), multiplication (3d6x2), or division (3d6/2).

Rounding Fractions

Except where otherwise indicated, fractions should be rounded to the nearest whole number. For example, 4.5 rounds to 5 and 4.49 rounds to 4.

Character Class & Careers

HârnMaster has no "character classes". Abilities are not restricted by arbitrary classifications. Nothing prevents a Shèk–Pvâr from having weapons skills; no rule stops a priest from being an assassin or cutpurse. While opportunities presented by birth, parental status, etc., influence early life, and initial skills, character occupations are largely determined by natural ability and ambition. Many players enjoy overcoming the handicap of low birth, rising to become knights or important officials. PCs may try occupations such as weaponcrafter, mercantyler, pilot, herald, or physician. Comprehensive rules allow such roles to be played with enjoyment.

An Important Note about HârnMaster

Despite the fact that it contains an article on religion, HârnMaster is not a religious work. It is not carved in stone, is not statute law, and is certainly not intended to bind or hinder anyone in their quest for the perfect game. Frankly after Game-mastering and Environment, rules are the *least* important of the "wholly trinity" of role-playing.

We do not think, and have never thought, that everyone should rigidly and devotedly use every little bit of HârnMaster. The rules are comprehensive, yes, but the idea was never to make everyone jump through procedural hoops instead of role-playing. There is no substitute for a good, imagination, and if the rules seem to be getting in the way — you're not using them properly. This is one of the reasons why this edition is modular — to let folks more easily pick and choose the building blocks to build the perfect set of role-playing rules.

GMs and players should probably think of HârnMaster as a "safety net". Here are procedures for handling ninety–five percent of all role-playing situations in self–consistent detail, but if you go from one precise rules procedure to the next you'll probably be spending too much time fiddling with rules and not enough time role-playing. So HârnMaster is a *safety net* to handle difficult situations *when you need it.* There is nothing wrong with making up a rule or procedure on the spot to handle a situation — this is sometimes quicker than looking up the rule in HârnMaster.

There are two ways to achieve a "simple " game: the first is to write simple rules that, where necessary, disregard common sense and/or "reality" to keep the rules themselves "simple". The other way is to base the system on *common sense.* Unfortunately, common sense is not as simple (or common) as one might think — just to explain the difference between edge aspect and point aspect can add several paragraphs — but it is just common sense: edges cut and points stab and if you think about it for a minute or so it just makes sense. That's the approach we have tried to take here.

Eventually, once you have used HârnMaster for a while, you will (hopefully) come to fully appreciate, and more fully use, the whole system. HârnMaster is, after all, not a complex set of rules. It is a *common sense* set of rules.

Cross References

Throughout this publication, references in SMALL CAPS refer to entries in the *GlossDex*.

References in *SMALL CAPS **AND** ITALICS* refer to articles by name and page number. Article references are:
ROLEPLAYING; *CHAGEN* (Character Generation); *SKILLS*; *COMBAT*; *WEAPONCRAFT; PHYSICIAN*; *RELIGION*.

Accents

Accents on Hârnic words provide a pronunciation guide (which may, of course, be ignored). An acute accent (**á**) indicates primary stress; a grave accent (**à**) indicates secondary stress; a circumflex accent (**â**) indicates that the vowel should be pronounced as if it were followed by an **r**, and may replace the acute or grave to indicate primary or secondary stress. If a circumflex accented vowel is followed by an '**r**', it should be read as a 'double r' and 'rolled' slightly.

Check Boxes Indicate Optional and/or Advanced Rules.

If your GM/Group decides to adopt a rule, you can mark the applicable box (☑) to help you remember.

Please note, some optional rules are mutually exclusive, and you have to choose one or the other.

CHARACTERS

A player's first task is to generate a Player-Character (PC) with personality, skills, personal history, and equipment. A novice GM and player using this system can generate a PC in an hour. These rules are used to create both PCs and Non–Player Characters (NPCs) who can as detailed as PCs.

CHARACTER PROFILE

Character information is kept on a form called a **Character Profile**. It should be kept handy at all game sessions. The character generation process consists, of filling out the Profile. Some information may change in the course of play, so use a pencil (or cover the Profile with a sheet protector and use erasable pens). The Profile is organised into **attribute** sections: BIRTH/FAMILY, MEDICAL/APPEARANCE, PHYSICAL and PERSONALITY. Other sections deal with SKILLS.

ATTRIBUTES & KEY ATTRIBUTES

Attributes *define* a character. They are presented in the order in which they should be generated — later attributes often derive from earlier ones. Many attributes are numerical, most often generated by rolling 3d6. Regardless of modifiers, no numerical attribute can be less than 1. Seven **Key Attributes** are identified as most useful in "typical" role-playing. These are STRENGTH, ENDURANCE, DEXTERITY, AGILITY, INTELLIGENCE, AURA and WILL.

FAMILIES

Even if your PC's clan/family is not large or important, knowing its background will give you a feel for your character and, perhaps, a refuge in times of trouble. On the other hand, families can provide trouble as well as comfort; a successful character may find relatives appearing from nowhere to ask for handouts. The GM can provide a family tree and capsule profiles of family members (these things take time to prepare, so you may have to wait until a later session). Some PCs begin play by leaving home, and some players seem to care little about family details.

HârnMaster Character Generation creates many intriguing possibilities. Keep in touch with your family, or not; just remember they are there and the effort is sometimes worthwhile.

THE "LOTS OF ATTRIBUTES" THEORY

HârnMaster may have more attributes than seem necessary, but a character who lives long enough will use every possible attribute.

CHARACTER PROFILE HINTS

It takes time to learn which profile data are more or less permanent. Putting a sheet protector over a blank profile and writing on the protector with erasable pens works, but it is difficult to erase selectively and data loss is inconvenient. Another alternative is to protect areas that change (such as Skill MLs) columns with "magic tape" and to use a pencil. In any case, you will probably want to make a new Profile now and then.

PC BONUS RULE OPTIONS

Many GMs (and nearly all players) believe that PCs should form an *elite* within the fantasy environment and should enjoy an advantage in character generation.

❑ When rolling **key** attributes roll 4d6 (instead of 3d6) and discard the lowest die. This raises the average roll from 10.5 to 12.25.

❑ When rolling **key** attributes roll 5d6 (instead of 3d6) and discard the 2 lowest dice.

❑ Endurance is more important than any other attribute. Roll one extra d6 and discard one (extra) d6 when generating Endurance.

ARE YOU LOOKING AT ME?

Character data, except for obvious things like height and hair colour, are best kept secret from other players, but this is a matter of style…

❑ FAMILY GENERATION

If several players plan to form an adventuring team, it may be desirable that their characters be siblings or childhood friends. If they are related by blood, their social backgrounds will be similar. This means that most Birth/Family attributes need be rolled only once. Sharing a common background usually means that the GM can provide more details.

BIRTH & FAMILY

Birth attributes provide context. They depend on environment, on the nature of the fantasy world in which the character lives. Birth attributes are fundamental, and unchanging. Once you have generated a character's birth attributes, you know quite a lot about it, and you have a framework for family/personal expansion.

SPECIES

Many other attributes are influenced by species. The Sindârin have higher Aura, the Khúzdul have superior Will, and so on. The character generation system provides for Humans, Sindârin, Khúzdul and five subspecies of gârgún (orcs). Some GMs require PCs to be Human, some let or make you roll on the random generation table (you may not like the result) and some let you choose a species. We advise players — especially novice players — to have human PCs.

HUMANS

Since most of our readers are likely to be human (or at least near human) little description is needed. Humans are the standard by which other species are measured. Most human attributes are determined by rolling 3d6 without modification.

SINDÂRIN (ELVES)

Once, great king Daélda ruled the world. Now his folk are reduced to a tiny kingdom in the Sháva Forest. The Sindârin likely came to Hârn from *Midgaad*. The Sindârin enjoy immortality, immunity to diseases and superior Dexterity, Agility, Eyesight, Hearing, Smell/Taste, Touch, Voice, and Aura. These advantages are offset by their culturally inferior position — elves are objects of curiosity at best, or hostility at worst. Sindârin world–views, so different from those of humanity, make elves difficult to role-play convincingly. The Sindârin generally have fair complexions and are slightly shorter and slimmer than humans.

SIDHÉ (HIGH ELVES)

The Sidhé are a rare breed of "pure" elves whose powers are sometimes regarded as demi-divine. There are very few Sidhé left in the world (and nearly all of them are NPCs).

KHÚZDUL (DWARVES)

The subterranean Khúzdul are short, strong, tough and stubborn. It has been said that they are so wilful that they do not need to dig tunnels, they just argue with the rock until it moves. Khúzan society is clannish and the dwarves are confined to a few widely–separated, underground cities. The Khúzdul are respected for their mastery of mining, metalcraft, weaponcraft and jewelcraft, but they are often ridiculed when they visit their larger neighbours. There is particular animosity between the Sindârin and Khúzdul, but this pales in comparison to Khúzan hatred of the Gârgún.

GÂRGÚN (ORCS)

The five species of Gârgún, also known as *foulspawn,* or *orcs*, are vastly different from the other culture–forming races. The Gârgún, are almost universally despised by the other speaking peoples. Gârgún are numerous compared to the elves and dwarves, but rare compared with humans. The Gârgún are largely confined to Hârn's hills and mountains.

SPECIES GENERATION TABLE

❑ Used to choose a character's species if and when random generation is desired.

1d100	Species
01–89	Human
90	Sindârin (elf)
91	Khúzdul (dwarf)
92–93	Gargú–arák (Small or Streaked Orc)
94	Gargú–kyani (White Orc)
95–97	Gargú–hyeka (Common/Brown Orc)
98	Gargú–viasal (Red Orc)
99	Gargú–khanu (Great/Black Orc)
00	Other (at GM discretion)

GOBLINS & FAIRIES & DWARFS, OH MY…

Humans, Sindârin, Khúzdul and Gârgún just about account for those species that can be effectively role–played; there are no other truly social, intelligent species. However, some players may wish to try the exotic.

Flying creatures create enormous headaches for the GM. (A dragon cam make pretty big memory maps, from 10,000 feet.)

The Ìvashú, the creatures of Ilvîr, can be interesting for a while. An Ìvashú PC would experience birth at Aráka-Kalái, and go forth into the world, get killed by some adventurer, then get reincarnated at Aráka-Kalái. Each incarnation would be as a randomly generated type of Ìvashú. Some Ìvashú are only semi–intelligent (this is generous) and this makes them difficult to play. The cycle could continue until the player got bored.

We've come to the conclusion that the main problem with exotic species is the required mind–set. For a chance encounter, it does not matter very much, but PCs get well–developed and the role tends to get more and more unbelievable.

Sex (1d100)

Psychological implications aside, difficulties are best avoided if players have characters of their own gender. If random generation of sex is required, the *Sex Generation* table is used. Cross–index 1d100 die roll with species. Nearly all intelligent species, are bi–sexed. Some, such as the Ìvashú, are neuter. There are no known multi–sexual races.

Birthdate (1d30 & 1d12)

Túzyn Reckoning (TR) has a 12-month lunar year. Each month has 30 days. Núzyæl is the first month of the year, and New Year's Day (Núzyæl 1) marks the beginning of spring. Roll 1d12 to randomly generate a month. Roll 1d30 to generate day of month. The GM assigns birth year following the pregame. Birthdate determines a character's sunsign and age. Most characters begin play at about 21.

Sunsign (Derived from Birthdate)

Astrological (zodiacal) sign is determined by birthdate. The first two and last two days of each sign are termed the *cusp*: a character born on the 1st of Ilvín is termed a *Tai–Skôrus Cusp* (the *actual* sunsign is named first). Those born on the cusp enjoy the benefits of whichever sign is most advantageous. Sunsign is a major factor in determining skill–affinity, but all sunsigns have advantages and disadvantages.

From	To	Sunsign	Symbol
4th Núzyæl	3rd Peónu	**Ùlándus**	The Tree
4th Peónu	2nd Kelén	**Arálius**	The Wands
3rd Kelén	3rd Nólus	**Fenéri**	The Smith
4th Nólus	4th Laránè	**Áhnù**	The Fire Dragon
5th Laránè	6th Ágrazhâr	**Angberélius**	The Flaming Swords
7th Ágrazhâr	5th Azúra	**Nadái**	The Salamander
6th Azúra	4th Halánè	**Hîrin**	The Eagle
5th Halánè	3rd Savôr	**Táræl**	The Pentacle
4th Savôr	2nd Ilvín	**Tai**	The Lantern Bearer
3rd Ilvín	2nd Návek	**Skôrus**	The Mixer
3rd Návek	1st Morgát	**Masâra**	The Chalice
2nd Morgát	3rd Núzyæl	**Ládo**	The Galley

Birthplace

Birthplace depends on the environment. HârnMaster works well with a variety of environments. *HârnWorld* Regional modules provide birthplace generation tables. The GM will tell you what dice to roll, and your character's birthplace to the nearest keep, castle or town, perhaps to the nearest village. Birthplace determines culture.

Parent Occupation (1d1000)

Use the Occupation Generation Table to generate parent occupation according to cultural type (derived from Birthplace). Parent Occupation opens and closes doors. It tells you about your game–family. About 90% of the population are peasants, but it is possible to be born into the middle class or nobility. Obviously it is easier to be the king's child than that of a lowly serf, but all roles are playable, and most players find it challenging to start lower on the social pyramid. The *Occupation Generation* Table offers seven generic cultural types: **Tribal**; **Viking**; **Feudal**; **Feu/Imp** (feudal/imperial, for cultures somewhere between feudal and imperial); **Imperial**; **Sindârin**; and **Khúzan.**

Months of the Túzyn Year

Spring	Summer	Autumn	Winter
1 Núzyæl	4 Nólus	7 Azúra	10 Ilvín
2 Peónu	5 Laránè	8 Halánè	11 Návek
3 Kelén	6 Ágrazhâr	9 Savôr	12 Morgát

Here is a little rhyme to help you remember the number of days in each month:

> Thirty days hath Halánè,
> Savôr, Kelén and Laránè
> All the rest have thirty too.
> I can remember this. Can you?

A character born under a fire sign (Nadái, Angberélius or Áhnù) has a skill base bonus for many weapons. Whatever a character's sunsign, s/he has a bonus learning spells if s/he joins an appropriate convocation.

❑ Hârnic astrology is no less valid than Hârnic magic or religion. You might as well let Sunsign provide a personality framework as anything else. Personality descriptions for each of the twelve signs of the Kèthîran zodiac are given in HârnPlayer. The personality of a character born on the cusp would be a blend of his two signs.

Hârnic astrology is PVÂRIC like magic; see Shèk-Pvâr module for information on magick.

Other Calendars

If you are using HârnMaster elsewhere than HârnWorld, it will be necessary to develop a calendar for that world. Alternately, you can apply Túzyn Reckoning to your world of choice.

❑ Getting a Better Start in Life: or Picking Your Parents

Reality is a matter of taste for role-players. The GM may choose from the following optional rules to improve a PC's chance of being well-born.

❑ Roll for Parent Occupation 3 times: the player chooses the result s/he likes best.

❑ Roll for Parent Occupation 5 times: the player chooses the result s/he likes best.

❑ Re-roll any "Unfree" result.

❑ Re-roll any "Unfree" or "Freeman" result.

Urban Occupations

The Occupation Generation Table also indicates the general percentage chance that a family/individual practising each occupation will be **urban** (living in a town or major settlement as opposed to living in the countryside).

OCCUPATION GENERATION TABLE · 1d1000

TRIBAL	VIKING	FEUDAL	FEU/IMP	IMPERIAL	Sindârin	Khúzan	[SOCIAL CLASS] & OCCUPATION		Urban
–	001–010	001–010	001–050	001–150	–	–	[Unfree]	Agricultural Slave	[0%]
–	011–110	011–110	051–150	151–260	–	–	[Unfree]	Cottager or Poor Thrall	[0%]
–	111–115	111–130	151–170	261–280	–	–	[Unfree]	Domestic Servant (manor/etc.)	[0%]
–	116–275	131–330	171–370	–	–	–	[Unfree]	Half–Villein/Average Thrall	[0%]
–	276–285	331–340	371–380	–	–	–	[Unfree]	Reeve or Chief Thrall/Slave etc.	[0%]
–	286–385	341–440	381–480	–	–	–	[Unfree]	Serf/Very Poor Thrall	[0%]
001–005	386–390	441–450	481–490	281–300	–	–	[Unfree]	Skilled & Valued Slave/Thrall	[90%]
–	391–490	451–650	491–650	–	–	–	[Unfree]	Villein/Wealthy Thrall	[0%]
006–010	491	651	651	301–305	001	001	[Freeman]	Animal Trainer	[75%]
–	492–496	652–659	652–659	306–313	–	–	[Freeman]	Beggar	[95%]
011	497–498	660	660	314	002–003	002–005	[Freeman]	Cartographer/Artist	[90%]
012–020	499–500	661–662	661–662	315–316	004–009	006–015	[Freeman]	Cook/Chef	[80%]
–	501–503	663–666	663–666	317–321	010–011	016–030	[Freeman]	Domestic Servant	[80%]
–	504–518	667–681	667–686	322–427	–	–	[Freeman]	Farm Labourer	[0%]
021–105	519–554	682–706	687–711	428–452	012–061	–	[Freeman]	Fisherman (Sea or River)	[50%]
–	555	707	712	453	–	031	[Freeman]	Gaoler/Executioner	[90%]
106–885	556–570	708–722	713–727	454–468	062–656	032–035	[Freeman]	Hunter/Trapper etc.	[10%]
–	571	723	728	469	–	–	[Freeman]	Jester/Fool/etc.	[50%]
–	572–575	724–726	729–731	470–472	–	036	[Freeman]	Longshoreman	[100%]
–	576–578	727–731	732–736	473–477	–	–	[Freeman]	Prostitute/Pimp/etc.	[75%]
886	579–581	732–734	737–739	478–480	–	–	[Freeman]	Ratter/Scavenger	[70%]
887	582	735	740	481	657–682	037–075	[Freeman]	Scholar/Tutor	[80%]
–	583–584	736–737	741–742	482–486	683–694	076–087	[Freeman]	Scribe	[90%]
–	585–589	738–742	743–747	487–502	695	088–089	[Freeman]	Semi–skilled Labourer	[90%]
–	590	743–744	748–749	503–505	696	090	[Freeman]	Teamster	[90%]
–	591–710	745–781	750–795	506–785	–	–	[Freeman]	Tenant Farmer and/or Yeoman	[0%]
–	711	782	796	786	697	–	[Freeman]	Thatcher	[5%]
888	712	783	797	787	698–702	091–110	[Freeman]	Toymaker	[75%]
–	713–727	784–803	798–812	788–807	703	111–126	[Freeman]	Unskilled Labourer	[95%]
889–895	728–730	804–806	813–815	808–810	704–713	127–131	[Freeman]	Woodcutter/Iceman	[40%]
–	731–860	807–830	816–830	–	–	–	[Freeman]	Freehold Farmer	[0%]
896	861	831	831	811	714–718	132–136	[Guildsman]	Apothecary	[90%]
897	862	832	832	812	719–723	137–142	[Guildsman]	Arcane Lore: Alchemist	[90%]
898	863	833	833	813	724–726	143–145	[Guildsman]	Arcane Lore: Astrologer	[90%]
899	864–865	834	834	814	727–730	146–147	[Guildsman]	Arcane Lore: Other	[90%]
900	866	835	835	815	731–753	148–165	[Guildsman]	Arcane Lore: Shèk-Pvâr	[90%]
–	867–868	836–837	836–837	816–817	754–756	166–180	[Guildsman]	Chandler	[95%]
–	869–870	838–839	838–839	818–819	757–758	181–190	[Guildsman]	Charcoaler	[10%]
901–914	871–873	840–842	840–842	820–822	759–773	191–210	[Guildsman]	Clothier	[95%]
–	874	843	843	823	–	–	[Guildsman]	Courtesan	[99%]
915–917	875–876	844–845	844–845	824–825	774	211–215	[Guildsman]	Embalmer	[95%]
–	877–878	846–847	846–847	826–827	775–798	216–225	[Guildsman]	Glassworker	[90%]
918–924	879–881	848–849	848–849	828–829	799–823	226–250	[Guildsman]	Harper/Skald	[80%]
–	882	850–851	850–851	830–831	824–828	251–255	[Guildsman]	Herald	[80%]
925–949	883–887	852–856	852–856	832–836	829–858	256–265	[Guildsman]	Hideworker	[40%]
–	888–891	857–860	857–860	837–840	859–868	266–285	[Guildsman]	Innkeeper	[35%]
–	892–893	861–862	861–862	841–842	869–893	286–375	[Guildsman]	Jeweller	[99%]
–	894–895	863–864	863–864	843–844	894–903	376–400	[Guildsman]	Lexigrapher	[95%]
–	896–897	865–867	865–867	845–847	904	401	[Guildsman]	Lía-Kavâir	[75%]
–	898	868	868	848	–	402	[Guildsman]	Litigant	[95%]
–	899	869	869	849	905–906	403–420	[Guildsman]	Locksmith	[95%]
–	900–901	870–872	870–872	850–852	907–926	421–520	[Guildsman]	Mason	[60%]
950–960	902–908	873–878	873–878	853–858	927–931	521–650	[Guildsman]	Mercantyler	[90%]
961–965	909–916	879–886	879–886	859–866	932–946	651–720	[Guildsman]	Metalsmith	[15%]
–	917–922	887–893	887–893	867–873	947	721	[Guildsman]	Miller–Millwright	[10%]
–	923–925	894–896	894–896	874–876	948	722–860	[Guildsman]	Miner	[1%]
966	926	897–898	897–899	877–879	949–953	–	[Guildsman]	Ostler	[75%]
–	927–928	899–900	900–902	880–882	954	861	[Guildsman]	Perfumer	[95%]
967–970	929	901	903	883	955–958	862–870	[Guildsman]	Physician	[75%]
–	930–931	902	904	884	959–960	–	[Guildsman]	Pilot	[95%]
971–973	932–935	903–906	905–908	885–888	961–964	871–878	[Guildsman]	Potter	[85%]
974	936–937	907–908	909–910	889–890	965	879–885	[Guildsman]	Salter	[30%]
–	938–941	909–911	911–913	891–893	966–967	–	[Guildsman]	Seaman	[95%]
–	942	912	914	894	968–969	–	[Guildsman]	Shipwright	[90%]
975	943	913	915	895	970	886	[Guildsman]	Tentmaker	[95%]
976	944	914	916	896	971–972	887–888	[Guildsman]	Thespian	[70%]
977	945–946	915–916	917–918	897–898	973–975	889	[Guildsman]	Timberwright	[10%]
978	947–948	917–918	919–920	899–900	976–980	890–955	[Guildsman]	Weaponcrafter	[75%]
979–980	949–955	919–925	921–927	901–907	981–990	956–960	[Guildsman]	Woodcrafter	[30%]
–	–	928–957	928–957	908–965	–	–	[Military]	Legionnaire	[90%]
–	–	926–940	958–965	–	991–992	961–981	[Military]	Man at arms (Employed Mercenary)	[50%]
–	956–986	941–975	966–975	966–975	993	982–985	[Military]	Mercenary	[90%]
–	987–989	976–978	976–978	976–977	994	986–989	[Military]	Sapper/Archer/etc.	[90%]
–	990	979	979	978	995–996	990–991	[Military]	Swordmaster	[80%]
–	–	980	980	979–980	–	–	[Military]	Gladiator (free)	[95%]
981–990	991–998	981–990	981–990	981–990	997	992	[Priestly]	Priest/Shaman	[65%]
–	–	991–996	991–993	991	998–999	–	[Nobility]	Knight–Bachelor (landless)	[50%]
–	–	997	994–995	992–993	–	993–994	[Nobility]	Bailiff (manor)	[5%]
–	–	998–999	996	–	–	–	[Nobility]	Enfoeffed Knight (holding manor)	[0%]
–	–	000	997	–	000	–	[Nobility]	Baron/Earl (holding keep/castle)	[n/a]
–	999–000	–	998–000	994–000	–	995–000	[Nobility]	Patrician/Great Clanhead	[95%]
991–000	–	–	–	–	–	–	[Nobility]	Chieftain	[n/a]

SIBLING RANK & FAMILY SIZE

The amount of family development is up to GM and players. Family can be developed during character generation, or later. PCs can begin play as orphans, bastards, and/or ignorant of their ancestry. There are always things that PCs do not know about their families. The GM usually generates such things secretly.

FAMILY SIZE is the number of siblings in the family including the character and all his brothers and sisters. Family size is determined according to species. For gârgún, family size is not applicable:

Human	Sindârin/Sidhé	Khúzdul
6d2–5 (1–7)	3d2–2 (1–4)	3d2–2 (1–4)

Each time you roll the maximum value (e.g. 7 for humans or 4 for elves or dwarves) add an additional die (1d2) and roll again. There is no absolute limit to family size.

SIBLING RANK is determined by rolling a die with the same number of sides as the *Family Size*. Hence, if the family has five children, the character's Sibling Rank is determined by rolling 1d5. Sibling Rank and family size are entered on the character profile in the format:

(Sibling Rank) of (Family Size)

Hence, if the character is the second of five children, the entry would read: *2 of 5* (or *2/5*). This entry refers to the family with which the character is living. This may not be the character's biological family. More data may be generated later.

ESTRANGEMENT (1d100)

Estrangement measures a character's popularity in his clan, tribe and/or family. It has significant effect on opportunities (including inheritance). Being the eldest child of the king is less advantageous if he hates you

Siblings with different estrangements are often jealous of each other; this can produce interesting family politics.

Estrangement may be generated to assess any relationship. The character's relationship with an individual (boss, mother, retainers, wife) or an institution (army, church, guild) as needed. The player may not be informed of all the Estrangements generated by the GM.

CLANHEAD (1d100)

A character's relationship to his clanhead is often more important than that with his parents. Hârnic clans tend to be large. Some live in close proximity. Some number in the thousands and are widely dispersed. Estrangement is generated for a character's clanhead as necessary.

If a character's clan is important/wealthy, the GM may deem it a good idea to place the family within it. Only extended clans need be developed in this way. Father's occupation is the best guide to whether a clan is extended. Wealthy and noble clans are often extended. Poor clans are less likely to be, especially if they live in major settlements. Poor families in one district may have the same clan name, although they have been out of touch for generations.

Use the Clanhead Generation Table to randomly generate the character's relation to the clanhead as desired and/or required.

The GM generates and maintains additional family data. He may not share it with you. Perhaps part of your adventuring will involve discovering your true identity.

It is the habit of the upper classes to spread their oats through the lower classes. Consequently, you may never learn your character's real father. Among the lower classes, most marriages are informal; this does not reduce their validity; the children of such unions have no particular stigma attached to their bastardy

ESTRANGEMENT INTERPRETATION

01–10	**OUTCAST** Character is ignored, or may even be attacked on sight, by other family members.
11–40	**UNPOPULAR** With the possible (likely) exception of mother, the family *dislikes* the Character, who is discouraged from living at home and receives few (if any) favours. Any birthright is given grudgingly, if at all.
41–60	**AVERAGE** No (dis)advantages; character may live at home, but few will care much if s/he leaves.
61–95	**POPULAR** Character gets on well with most relatives, and may enjoy special favour, but should not push his luck…
96–00	**FAVOURITE** The character tends to get special attention/privileges, possibly at the expense of siblings.

ESTRANGEMENT MODIFIERS

❏ **Eldest Child**
The eldest child is often favoured over *younger children. Therefore, add 9 when* generating Estrangement.

❏ **Smaller Clans**
Smaller clans tend to *like* their children more; add 20 when rolling in an unextended clan, but always treat a natural roll of 01 as Outcast.

CLANHEAD GENERATION

1d100	Clanhead
01–50	**Distant Relation**: roll again to determine *Father's* relation to clanhead. If distant relation is generated again, roll for *grandfather's* relation to clanhead, and so on.
51–75	**Aunt or Uncle**
76–85	**Cousin**
86–00	**Father or Mother**

The *Clanhead* space on the Character Profile expresses the character's blood relationship with her/his clanhead — *social* relationship is *Estrangement.*

MEDICAL & APPEARANCE

Attributes such as Height, Frame, Weight, Eye Colour and Complexion describe a character's appearance. They give a basic portrait and are used to describe characters to each other.

Appearance attributes depend on species and sex, as well as the climate in which the character's gene pool has developed. Most appearance attributes require little explanation. Several affect subsequent generation of physical attributes.

MEDICAL (GM Discretion)

This space on the character profile is used to record diseases, scars and identifying marks acquired in the course of play. Characters may also begin play with one or more medical attributes.

PCs may not know their medical attributes; they may be latent and known only to the GM. The GM generates Medical Attributes secretly and then tells the player only what should be known.

HANDEDNESS (1d100)

The character's stronger and/or more dextrous and/or favoured hand/limb. It is possible to generate left–handed and ambidextrous characters. To generate Handedness, use the *Handedness* Table.

HEIGHT (BY SPECIES)

The Character's height (or length) in Hârnic inches. The *Height Generation* Table shows the dice rolls to generate height by species and sex, and the average results (in brackets).

FRAME (3d6)

The Character's general bodily build. Only the interpretation (Scant, Medium etc.) needs to be recorded. A character with a Heavy or Massive frame may have increased Strength and reduced Agility. Light or Scant framed characters may have superior agility and inferior Strength. Modifications are made to the 3d6 roll according to species and sex.

Sinister Handedness

Terran cultures often considered left-handedness a sign of evil — hence the corruption of the heraldic term for the left side: "sinister". It is hard to believe that well into this century, teachers all over the world were forcing left-handed kids to work right-handed, often on pain of corporeal punishment.

❑ THE HAND OF DARKNESS

This rule can be awkward — in many places, individuals are found who regard left-handedness as a sign of Navéh. Characters who favour the sinister side are either (a) in league with the dark gods or (b) afflicted by them.

HANDEDNESS	
1d100	**Handedness**
00-85	Right Handed (Primary hand = right; secondary = left).
86-95	Left Handed (Primary = left; secondary = right).
96+	Ambidextrous (Both hands are primary)

❑ Females + 5	❑ Sindârin/Sidhé + 10
❑ Khúzdul + 10	❑ Gargú-Arák + 5

HEIGHT GENERATION		
Species	**Male**	**Female**
Human	5d6+ 50 (67.5)	5d6+ 48(65.5)
Sindârin/Sidhé	4d6+ 51 (65.0)	4d6+ 50(64.0)
Khúzdul	4d6+ 40 (54.0)	4d6+ 40(54.0)
Gargú–Arák	3d6+ 27 (37.5)	3d6+ 29(39.5)
Gargú–Kyáni	4d6+ 32 (46.0)	4d6+ 33(47.0)
Gargú–Hyéka	4d6+ 33 (47.0)	4d6+ 34(48.0)
Gargú–Viásal	4d6+ 34 (48.0)	4d6+ 36(50.0)
Gargú–Khánu	4d6+ 36 (50.0)	4d6+ 38(52.0)

HEIGHT MODIFIERS (Optional)

❑ Nobility + 2	❑ Ivínian/Norse + 1
❑ Urban Poor –2	

FRAME MODIFIERS	
Human Female	–3
Sindârin/Sidhé (either sex)	–2
Gargú–Arák (either sex)	+ 1
Other gârgún (either sex)	+ 4
Khúzdul (either sex)	+ 4

FRAME INTERPRETATION	
01–05	Scant
06–08	Light
09–12	Medium
13–15	Heavy
16+	Massive

WEIGHT (DERIVED FROM HEIGHT AND FRAME)

Weight (pounds) is determined by cross–indexing Height and Frame, on the *Weight Derivation* table. This is **optimum** weight, the amount the character *should* weigh given perfect health and conditioning.

SIZE (DERIVED FROM WEIGHT)

Use the *Size Derivation* Table to derive Size from WEIGHT. All armour/clothing also has *size*, which should match the character's size. A one-size difference in flexible clothing *may* be overcome by lacing the garment more or less tightly and may be ignored. Greater size mismatches may be impossible to wear, or the GM may assess special penalties.

COMPLEXION (1d100)

Skin pigmentation is a descriptive attribute, but the GM may use it in other ways; eg. darker people are less susceptible to sunstroke. The *Complexion Table* offers 7 columns. Humans of Hârnic ancestry should normally use *Temperate*. Ivínians use *Nordic*. People from around the Venârian Sea use *Temperate* or *Sub–Tropical*. Unusual colouring turns the character into a visible minority. The number rolled need not be recorded, only the description (e.g., *Dark, Fair, etc.*).

COMPLEXION GENERATION TABLE

Sindârin Sidhé	Human Nordic	Human Temp.	Human SubTrop.	Human Tropical	Gârgún	Khúzdul	
—	01–06	01	01	—	01–99	01–73	Pallid
01–97	07–94	02–27	02–03	—	00	74–90	Fair
98–99	95–99	28–73	04–17	01–06	—	91–99	Medium
00	00	74–00	18–99	07–62	—	00	Dark
—	—	—	00	63–00	—	—	Black

HAIR COLOUR (1d100)

The colour of a character's hair/fur varies by age and location on body. Hair frequently whitens with age, and body hair is generally darker. The *Hair/Fur Colour Table* generates the natural colour of youth. Blonde includes dark blonde. White/grey includes silver. Treat *pallid* complexions as *fair* when using this table. The number rolled is not recorded, only the description (e.g., *Fair, Medium, Dark*).

HAIR/FUR COLOUR GENERATION TABLES

Human Fair	Human Medium	Human Dark	Human Black	Sindârin Sidhé	Khúzdul	HAIR COLOUR
01–05	01–15	01–45	01–65	01–25	01–05	Black
06–40	16–55	46–85	66–95	26–48	06–45	Brown
41–45	56–58	86	—	—	46–55	Red
46–55	59–65	87–90	96	49–50	56–70	Auburn
56–70	66–80	91–93	97	51–65	71–75	Dark Blonde
71–95	81–95	94–95	98	66–90	76–80	Blonde
96–00	96–00	96–00	99–00	91–00	81–00	White/Grey

Gargú Arák	Gargú Kyáni	Gargú Hyéka	Gargú Viásal	Gargú Khánu		HAIR COLOUR
01–05	01	01–10	01–10	01–80		Black
06–15	02–08	11–75	11–40	81–94		Brown
16	09	76–80	41–85	95		Red
17–20	10	81–85	86–95	96		Auburn
21–23	11–30	86–91	96	97		Dark Blonde
24–25	31–45	92–95	97	98		Blonde
26	46–96	96–97	98	99		White/Grey
27–00	97–00	98–00	99–00	00		Tawny

WEIGHT DERIVATION TABLE

Height (ins)	Frame Scant	Frame Light	Frame Medium	Frame Heavy	Frame Massive
30"	51	58	64	70	77
31"	52	59	65	72	78
32"	53	60	66	73	79
33"	54	60	67	74	80
34"	54	61	68	75	82
35"	55	62	69	76	83
36"	56	63	70	77	84
37"	57	64	71	78	85
38"	58	65	72	79	86
39"	58	66	73	80	88
40"	60	68	75	83	90
41"	62	69	77	85	92
42"	63	71	79	87	95
43"	65	73	81	89	97
44"	66	75	83	91	100
45"	68	77	85	94	102
46"	70	78	87	96	104
47"	71	80	89	98	107
48"	73	82	91	100	109
49"	74	84	93	102	112
50"	76	86	95	105	114
51"	78	87	97	107	116
52"	80	90	100	110	120
53"	82	93	103	113	124
54"	85	95	106	117	127
55"	87	98	109	120	131
56"	90	101	112	123	134
57"	92	104	115	127	138
58"	94	106	118	130	142
59"	97	109	121	133	145
60"	99	112	124	136	149
61"	102	114	127	140	152
62"	104	117	130	143	156
63"	106	120	133	146	160
64"	110	123	137	151	164
65"	113	127	141	155	169
66"	116	131	145	160	174
67"	119	134	149	164	179
68"	122	138	153	168	184
69"	126	141	157	173	188
70"	130	146	162	178	194
71"	134	150	167	184	200
72"	137	154	171	188	205
73"	141	158	176	194	211
74"	145	163	181	199	217
75"	149	167	186	205	223
76"	153	172	191	210	229
77"	157	176	196	216	235
78"	161	181	201	221	241
79"	165	185	206	227	247
80"	169	190	211	232	253
81"	173	194	216	238	259
82"	177	199	221	243	265
83"	181	203	226	249	271
84"	185	208	231	254	277
85"	189	212	236	260	283
86"	193	216	241	266	289

SIZE DERIVATION TABLE

Weight	Size	(Factor)	(Random)
61–65	1	(0.50)	(01–02)
66–75	2	(0.60)	(03–05)
76–90	3	(0.70)	(06–10)
91–110	4	(0.80)	(11–22)
111–135	5	(0.90)	(23–37)
136–165	6	(1.00)	(38–63)
166–200	7	(1.10)	(64–78)
201–240	8	(1.20)	(79–90)
241–285	9	(1.30)	(91–97)
286–335	10	(1.40)	(98–00)

Eye Colour (1d100)

Eye colour is also based on complexion. Khúzdul roll as humans according to whether they are pallid, fair, medium or dark. Sindârin and Gârgún have their own columns. The number rolled need not be recorded, only the description (e.g., *Blue, Grey, Violet*).

EYE COLOUR GENERATION TABLE

Fair/ Pallid	Medium	Dark/ Black	Sindârin Sidhé	All Gârgún	EYE COLOUR
01–05	01–45	01–80	01–08	01–55	Brown
06–10	46–55	81–90	07–15	56–60	Hazel
11–50	56–75	91–95	16–35	—	Blue
51–85	76–95	96–98	36–85	61–65	Grey
86–99	96–99	99	86–90	66–70	Green
00	00	00	91–00	71–80	Violet
—	—	—	—	81–00	Yellow

Comeliness (3d6)

A general assessment of how physically attractive the character usually seems to members of the *same* species. Record both the number rolled and the Interpretation (if desired). Comeliness can be temporarily modified by cosmetics in some cases, by lighting and by various forms of magick, etc. Most enhancements tend to wear off by morning.

COMELINESS INTERPRETATION

01–05	Ugly
06–08	Plain
09–12	Average
13–15	Attractive
16+	Handsome

Physical

Physical attributes express physical and sensory abilities. They are important in determining physical skills, and do not normally change, although some circumstances and some GMs can alter them. Physical attributes are mostly self–explanatory.

Strength (Key Attribute 3d6)

Strength is sheer physical power, but has nothing to do with stamina (see ENDURANCE). Strength indicates how much a character can lift, but not for how long.

The roll for Strength is modified by species, and by WEIGHT according to the modification tables. These modifications (if any) are cumulative, but the modified Strength attribute should never be allowed to fall below one (1).

Strength is a KEY ATTRIBUTE. It is significant for combat and other feats of power. The higher the number, the stronger the character.

Record the (modified) number rolled on the Character Profile.

Strength testing would be used for LIFTING, arm–wrestling, etc., see ATTRIBUTE TESTING.

Note: some medical attributes (as described in the *HârnMaster GM Edition*) may affect strength attribute generation.

Additional Appearance

❑ GMs may expand appearance to include such things as hair texture (straight or curly), facial hair (beards) and so on. Poxmarks, scars and/or other distinguishing marks have been generated under *Medical* (*GM Edition*) more may be acquired in the course of play.

Inter-species Love

As a rule, characters do not attract members of other species, even if they are of the opposite sex. There are exceptions. Elves are quite attractive to humans, and females of almost any species are attractive to male gârgún.

A Form of Self-Mutilation

If the optional Character Design System is in use (*CHAGEN 18*) it may be possible to trade disfigurements for improved attributes.

❑ Choosing Appearance

Some GMs allow players to choose their PC's looks. There are two basic options:

❑ PCs have same appearance as their operating players.

❑ Players chose whatever appearance attributes they wish.

STRENGTH MODIFICATIONS

Khúzdul	+ 4
Sindârin/Sidhé	+ 1
Gargú–Viásal	+ 4
Gargú–Khánu	+ 5
Other Gârgún	+ 3

STRENGTH MODIFICATIONS FOR WEIGHT

20lbs/less	–6	156–170lbs	+ 1
21–55lbs	–5	171–190lbs	+ 2
56–85lbs	–4	191–215lbs	+ 3
86–110lbs	–3	216–245lbs	+ 4
111–130lbs	–2	246–280lbs	+ 5
131–145lbs	–1	281–320lbs	+ 6
		321–365lbs	+ 7
146–155lbs	+ 0	366–415lbs	+ 8

For those who might have difficulty with the difference between Strength and Endurance, an Olympic analogy: Strength would be useful to weight lifters, Endurance would be central for marathon runners.

ENDURANCE (KEY ATTRIBUTE 3d6)

The capacity to withstand and recover from physical ordeal. While STRENGTH is physical power, Endurance is staying power. Record only the (modified) number. Endurance affects nearly all aspects of roleplaying. It could be argued that if any attribute can make a character non–viable by being low, it is Endurance. For this reason, Endurance may just be the most important Attribute in the system.

DEXTERITY (KEY ATTRIBUTE 3d6)

The ability to manipulate objects with the hands. Dexterity is important for warriors and cut-purses. Fine motor control may involve TOUCH. Record the (modified) number rolled.

AGILITY (KEY ATTRIBUTE 3d6)

The ability to move the legs/body when unencumbered. Agility is useful for warriors, seamen and dancers. Record the (modified) number rolled.

SPEED (3d6)

The ability to run when unencumbered. This attribute does not describe how *far* a character can run, (determined by Endurance) only how fast. Record the (modified) number rolled.

EYESIGHT (3d6)

The character's basic ability to see in daylight. For night vision subtract three (–3) except for nocturnal creatures (such as gârgún). Record the (modified) number.

HEARING (3d6)

The character's ability to detect and identify sound. An important component of AWARENESS, and essential for musicians. Record the (modified) number rolled.

SMELL/TASTE (3d6)

The Character's sensitivity to odour and taste. This can be useful for hunting and/or tracking and may warn of danger. Of course, in a medieval town, the ability to smell well may be bit of a drawback.

TOUCH (3d6)

The sensitivity of the skin to pressure, texture, heat and cold. With Dexterity, Touch indicates fine motor control. Record only the (modified) number rolled. In terms of SKILL BASES, Touch may be most important of the non–KEY ATTRIBUTES.

VOICE (3d6)

The pleasantness of the character's singing/speaking voice. Excellent and unearthly voices are often in high demand. Voice effects a number of communication skills. Record only the (modified) number rolled.

ENDURANCE MODIFICATIONS

Khúzdul	+ 2
Sidhé Male	+ 1
Sidhé Female	+ 2
Gargú–arák	− 1
Gargú–Khánu	+ 1

DEXTERITY MODIFICATIONS

Sidhé	+ 3
Sindârin	+ 2
Khúzdul	+ 1
Left-Handed	+ 1
Ambidextrous	+ 2

AGILITY MODIFICATIONS

Sindârin	+ 2
Sidhé	+ 3
Scant Frame	+ 2
Light Frame	+ 1
Large Frame	− 1
Massive Frame	− 2
❑ Double-jointed	+ 2

SPEED MODIFICATIONS

Human Female	− 2
Sidhé Male	+ 1
Gargú–Arák	+ 2

❑ For humanoid characters, Speed cannot differ from Agility by more than four points. Adjust Speed as necessary.

EYESIGHT MODIFICATIONS

Sindârin	+ 3
Sidhé	+ 6
All gârgún	− 2

HEARING MODIFICATIONS

Sidhé	+ 4
Sindârin	+ 3
Khúzdul	+ 2
Gargú–Arák	+ 5
Other Gârgún	+ 2

SMELL/TASTE MODIFICATIONS

Human female	+ 1
Sindârin	+ 3
Sidhé	+ 4
Gargú–arák	+ 2
❑ Tribal humans	+ 2

TOUCH MODIFICATIONS

Sindârin	+ 2
Sidhé	+ 4
Khúzdul	+ 1
❑ Manual labourers etc.	− 1

VOICE MODIFICATIONS

Sindârin	+ 3
Sidhé	+ 4

VOICE INTERPRETATION

03–04	Unbearable	13–15	Pleasant
05–08	Unpleasant	16–17	Excellent
09–12	Average	18+	Unearthly

Personality

Personality attributes describe a character's mentality with attributes like memory/intelligence, Aura and Will. This section also covers religious and ethical considerations.

Intelligence/Memory (Key Attribute 3d6)

Intelligence has one meaning for NPCs and another for PCs. For PCs, Intelligence assesses *Memory*. For NPCs it is also the ability to reason and articulate.

PCs may use Intelligence as a roleplaying guide if they wish, but we have found that intelligent players have great difficulty playing stupid PCs and not–so–intelligent players have no hope at all playing geniuses (geneii?). A better memory may be simulated with GM reminders… The GM might say "I'm sure you remember that back in 703 there was an earthquake in far barbary which killed about 7,923¾ people… ".

Aura (Key Attribute 3d6)

Aura is the immortal spirit. All living things have Aura. Aura indicates psychic ability, and is the most important attribute for psionics and magic (although WIL and INT are also vital). Modify the 3d6 roll according to species/sex (table). Record the (modified) number rolled. Hârnic philosophers believe that the physical body is a manifestation of Aura; in essence Aura is the true nature of life.

Will (Key Attribute 3d6)

Will indicates mental strength, tenacity, and patience. A character with low Will lacks confidence, panics easily, and has difficulty with tedious tasks. Those with high Will are resolute, confident, and usually stubborn. Record the (modified) number rolled.

Morality (Choice or 3d6)

Morality is a measure of unselfishness. Most players seem happier with reasonably moral PCs. Players choose their PCs' Morality, although they may select by rolling 3d6. Maximum Morality is 18 and minimum is 3.

While Morality may serve as a roleplaying guide for PCs, its principal function is to assist the GM with NPCs.

What Have You Done Lately?

Deeds mean more than assertions. The GM should adjust a character's Morality whenever actions do not suit the Morality attribute. Characters who behave "badly" have their morality reduced. The effect of Morality on play is complex. Some artefacts do not respond well to entities of different morality, but the principal purpose of morality is that of a GM aid for NPC personality development. We have noticed that PCs generally have more fun if they have (and act as if they have) Morality of at least 8. We do not know why this should be… perhaps it has something to do with the inherent goodness of humankind? A good supply of low Morality NPCs (this is just a way of saying "villains") provide heroic PCs an abundance of vile enemies to oppose.

Note: Modifying Morality according to species is a somewhat dubious concept. Hence, all such modifications are optional.

INTELLIGENCE/MEMORY INTERPRETATION

3d6	PC Memory	NPC Intelligence
03–05	Absent Minded	Moronic/Stupid
06–08	Forgetful	Slow–Witted
09–12	Average	Average
13–15	Good	Clever
16+	Excellent	Genius

AURA MODIFICATIONS

Human Female	+ 2
Sindârin	+ 4
Sidhé Male	+ 6
Sidhé Female	+ 7
Khúzdul	− 2
Gârgún	− 4

WILL MODIFICATIONS

Khúzdul	+ 3
Gargú–Khánu	+ 1
Gargú–Arák	− 1

MORALITY MODIFICATIONS

☐	Sindârin/Sidhé	+ 4
☐	Gargú–Kyáni	− 1
☐	Other Gârgún	− 4

MORALITY INTERPRETATION

01–04 DIABOLICAL One who never feels guilt and obeys laws only if convenient. There is no act of depravity s/he will not commit for personal advantage.

05–07 UNSCRUPULOUS One rarely troubled by guilt or influenced by considerations of right/wrong. S/he behaves in whatever manner suits his objectives. His ethics may be based on a principle such as "survival of the fittest".

08–10 CORRUPTIBLE A moral chameleon who probably ascribes to some kind of ethical code, but will do almost anything for pleasure or profit. The corruptible character tends to view law as an unreasonable constraint, and will bend/break rules with little regard for moral consequences.

11–13 LAW–ABIDING One who respects law and custom and strives to maintain high moral standards, but often lapses. S/he will usually keep his word, try to avoid harming others, but has little difficulty committing violence in a "just" cause. S/he can be inspired to virtue, and suffers guilt when s/he sins.

14–16 PRINCIPLED One reluctant to cause suffering. When s/he sins, s/he is troubled by guilt and will try to improve. Although s/he is honourable and dutiful, s/he is capable of vanity, greed and hatred.

17+ EXEMPLARY One who is motivated by the desire to be kind, fair and honourable, regardless of personal cost. May be prideful and hard to live with.

PSYCHE ❑

This space on the character profile is used to record psychological data, such as phobias, complexes, etc. This information may not be available to the player. Psyche is dealt with in the *HârnMaster Gold GM Edition*.

DEITY/RELIGION (LIMITED CHOICE)

The god or goddess worshipped (however laxly) by the character. While they may respect and acknowledge the existence of any number of gods, characters may only follow one, although it is possible to change religion. The character chooses a religion from the options presented by the GM. The character must have been exposed to the chosen religion. Region, culture and social class must be considered. Most people tend to follow the gods of their parents or guardians.

While there are moral worshippers of Môrgath, and Laráni has her share of corrupt followers, characters tend to be more successful if their morality matches that of their deity. The deity table is a rough guide to the Morality required for a character to be accepted by the ten major deities of Lýthia. The churches, possibly unaware of a character's true morality, may be fooled. Peóni accepts almost anyone, but expects those with low Morality to reform their ways.

A comparison of the morality of worshipper and deity may affect divine intervention. This can tip the scales in a life or death situation.

PIETY (5d6)

Piety may be thought of as a character's standing with his deity and is measured in Piety Points (PPs). The number of PPs for a new character is determined by rolling 5d6. PP totals increase and decrease in the course of play. A PC who chooses a deity inappropriate to his Morality, reduces his opening Piety by 1d6 or 2d6.

Piety Points are accrued in the course of play by undertaking (and usually completing) "pious acts". Piety means different things to different gods; a pious act that is likely to please Peóni, is not likely to find much favour with Ágrik, Môrgath, or Návèh. Piety also has little to do with Ritual (cleric) skill; impious (corrupt) priests can and do exist. Some examples of pious acts include: Extended Prayer and Meditation; a quest or crusade; service to the church…

Each time a character makes a call for divine intervention, s/he expends a number of Piety Points, often quite a lot of them. As a rule is it much easier to expend PPs than it is to obtain them. Players are, therefore, advised to conserve their PPs carefully.

Characters may also forfeit PPs by "sinning" (committing impious acts). Again, the definition of sin varies according to the deity followed.

Characters have the option to be godless in which case PPs are unnecessary.

NOTE

At this stage, **basic** character generation is complete. Before proceeding to the next step (skill assignments) the GM in particular and the players in general should be familiar with the workings of the Skills system.

DEITIES OF HÂRN	MORALITY
Ágrik (evil god of war and fire)	03–13
Haléa (goddess of wealth/pleasure)	05–16
Ilvîr (god of enchanted beasts)	05–16
Laráni (lady of paladins)	08–18
Môrgath (evil god of the undead)	03–07
Navéh (thieves and assassins)	03–10
Peóni (lady of healing and virtue)	08–18
Sárajin (Viking god of battles)	05–16
Sávè-K'nôr (wise god of riddles)	08–18
Siém (dreams, elves/dwarves)	11–18

❑ MULTIPLE-ADHERENCE

Characters may ascribe to more than one deity at a time. A separate Piety Point total and Ritual Skill is kept for each god/goddess. Never, however, is it possible to be a priest of more than one deity, and people should not try to simultaneously worship morally opposed deities.

MIRACLES/DIVINE INTERVENTION

Divine intervention is another word for miracle. Miracles, the acts of gods, should never be confused with spells, which are the acts of mages.

HOW GOOD IS YOUR CHARACTER?

Determine the average of its key Attributes. Less than 9 is inferior, 9–12 is average, over 12 is superior. However, there is more to it than just Key Attributes — good secondary attributes can make up for a lot. Roleplaying is more than just having a good set of attributes. It is quality of play not quantity of attribute that really counts. We have never seen a character generated with HârnMaster whose attributes were so poor as to make it non-‑viable, although such characters are theoretically possible.

REGENERATING INFERIOR CHARACTERS

If despite any/all Bonus Rule Options, you still generate an *inferior* character…

❑ Inferior PCs (whose Key Attributes average less than 9) may regenerate the Key Attributes.

❑ A player uncomfortable with a newly generated PC may swap up to four pairs of attributes — this lets player stress attributes they think they will need.

❑ Some players prefer, and some GMs allow a pointing system for PC generation. This approach lets players assign points at will. See *Character Design System CHAGEN 18*.

MORE ATTRIBUTES?

The HârnMaster GM Edition includes several more optional attributes.

SUMMARY OF ATTRIBUTE MODIFIERS BY SPECIES & SEX

SPECIES/SEX	Height	FRM 3d6	STR 3d6	END 3d6	DEX 3d6	AGL 3d6	SPD 3d6	EYE 3d6	HRG 3d6	SMT 3d6	TCH 3d6	VOI 3d6	ITL 3d6	AUR 3d6	WIL 3d6	MOR 3d6
Human Male	5d6+50	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Human Female	5d6+48	–3	—	—	—	—	–2	—	—	+1	—	—	—	+2	—	—
Sindârin Male	4d6+51	–2	+1	—	+2	+2	—	+4	+3	+3	+2	+3	—	+4	+2	+4
Sindârin Female	4d6+50	–2	+1	—	+2	+2	—	+4	+3	+3	+2	+3	—	+4	+2	+4
Sidhé Male	4d6+51	–2	+1	+1	+3	+3	+1	+6	+4	+4	+4	+4	—	+6	+2	+4
Sidhé Female	4d6+50	–2	+1	+2	+3	+3	—	+6	+4	+4	+4	+4	—	+7	+2	+4
Khúzdul Male	4d6+40	+4	+4	+2	+1	—	—	—	+2	—	+1	—	—	–2	+3	+2
Khúzdul Female	4d6+40	+4	+4	+2	+1	—	—	—	+2	—	+1	—	—	–2	+3	+2
GÂRGÚN	Height	FRM	STR	END	DEX	AGL	SPD	EYE	HRG	SMT	TCH	VOI	ITL	AUR	WIL	MOR
Gargú–Arák Male	3d6+27	+1	+3	–1	—	—	+2	–2	+5	+2	—	—	—	–4	–1	–4
Gargú–Arák Female	3d6+29	+1	+3	–1	—	—	+2	–2	+5	+2	—	—	—	–4	–1	–4
Gargú–Kyáni Male	4d6+32	+4	+3	—	—	—	—	–2	+2	—	—	—	—	–4	—	–1
Gargú–Kyáni Female	4d6+33	+4	+3	—	—	—	—	–2	+2	—	—	—	—	–4	—	–1
Gargú–Hyéka Male	4d6+33	+4	+3	—	—	—	—	–2	+2	—	—	—	—	–4	—	–4
Gargú–Hyéka Female	4d6+34	+4	+3	—	—	—	—	–2	+2	—	—	—	—	–4	—	–4
Gargú–Viásal Male	4d6+34	+4	+4	—	—	—	—	–2	+2	—	—	—	—	–4	—	–4
Gargú–Viásal Female	4d6+36	+4	+4	—	—	—	—	–2	+2	—	—	—	—	–4	—	–4
Gargú–Khánu Male	4d6+36	+4	+5	+1	—	—	—	–2	+2	—	—	—	—	–4	+1	–4
Gargú–Khánu Female	4d6+38	+4	+5	+1	—	—	—	–2	+2	—	—	—	—	–4	+1	–4
ÍVASHÙ	Height	FRM	STR	END	DEX	AGL	SPD	EYE	HRG	SMT	TCH	VOI	ITL	AUR	WIL	MOR
Áklash Neuter	4d6+70	Mas	+8	+8	3d3	–2	—	3d2	—	3d3	—	3d2	3d2	1d2	+4	n/a
Hrú Neuter	9d6+112	Mas	+40	+30	–2	3d2	–2	–2	–2	–2	—	—	—	1d2	+2	n/a
Nólah Neuter	5d6+50	—	+3	+8	+1	+6	+2	—	+4	+4	—	—	+1	+4	—	n/a
Umbáthri Neuter	2d6+12	—	+4	+3	+1	+6	+6	+4	+4	1d2	—	—	+2	+8	+1	n/a
Vlásta Neuter	2d3+13	–4	—	—	+6	+10	+14	+6	+4	+8	—	—	1d3	1d2	—	n/a
ETHEREALS	Height	FRM	STR	END	DEX	AGL	SPD	EYE	HRG	SMT	TCH	VOI	ITL	AUR	WIL	MOR
Asîri M/F/N	5d6+30	–2	—	–2	+3	+4	+6	+5	+1	2d2	—	—	—	+3	—	n/a
Dryad Female	4d6+50	–2	—	+3	+1	+2	+2	+2	+3	+2	+2	+3	—	+2	—	—
Elmíthri Neuter	6d6+30	–2	–1	—	—	+1	—	—	—	–2	—	—	–1	+1	–2	—
Lesser Gytévsha M/F	5d6+50	—	—	+1	—	+2	+3	—	—	+3	+2	—	–2	+4	+1	–4
V'hîr Neuter	8d6+50	—	+17	+17	+5	+2	+5	—	—	—	—	—	+4	+10	+14	–8
	Height	FRM	STR	END	DEX	AGL	SPD	EYE	HRG	SMT	TCH	VOI	ITL	AUR	WIL	MOR
Centaur Male/Female	n/a	n/a	+8	+7	+1	—	+4	+4	+1	+1	—	—	+1	+2	+1	—
Dragon Male/Female	n/a	n/a	+37	+25	–4	–2	+3	+6	+4	+3	–2	+2	+2	+2	+8	—
Griffin Male/Female	n/a	n/a	+10	+9	n/a	+4	+3	+8	+4	+4	–2	—	–2	1d3–1	+1	—
Ílmè Male	n/a	n/a	+25	+20	–3	–4	—	+1	+3	+3	–2	—	—	–2	–4	—
Ílmè Female	n/a	n/a	+35	+27	–2	–4	+1	+1	+3	+3	–2	—	—	–1	—	—
Yélgri Male	4d6+34	—	+3	–2	–2	—	—	+6	+4	+4	—	—	–4	1d3–1	—	—
Yélgri Female	4d6+32	—	+2	–2	–2	—	—	+6	+4	+6	—	—	–4	1d4–1	—	—

Skill Assignments

All newly generated characters begin play with an assortment of skills; this section is used to determine what they are. Basic familiarity with the Skills system is recommended before proceeding. Skills are listed on the *Skills Table*. For each character, the following types of skill are *opened* before play begins:

[1] **AUTOMATIC SKILLS** — Skills that every character has, regardless of background or training. These include Climbing and Jumping and are shown on the Skills Table in UPPER CASE.

[2] ❑ **TALENTS** — GM may generate psionic or other talents using rules in the HârnMaster GM Edition, and the PC/player may not know of them.

[3] **FAMILY SKILLS** — Skills acquired, usually in childhood, from one's parents. The child of a Locksmith, for example, knows some Lockcraft.

[4] **OCCUPATIONAL SKILLS** — Skills acquired through apprenticeship and/or employment before the character begins play. Eg., a character who has served in the militia will have acquired some combat skill(s).

[5] **OPTIONAL SKILLS** — Skills *chosen* by the character, and developed before play begins as "hobbies" or voluntary self–improvement.

[1] Automatic Skills

Every character has Automatic Skills. They are named on the Character Profile and marked in BLOCK CAPITALS on the *Skills Table*. Open each Automatic Skill — see *How to Open a Skill* (right). Native Tongue and Ritual, are special cases.

RITUAL Most characters know at least enough about their own religions, to avoid looking too foolish when they attend church services. For this reason, Ritual is treated as an "automatic skill". If, however, the character's culture, social class and/or family are irreligious, then Ritual may not (at GM discretion) be automatic.

NATIVE TONGUE Native Tongue is not *pre-entered* on the Character Profile. A character's native tongue is determined by where s/he grew up. Some characters may be bilingual. The GM will tell you the name of your native tongue(s). On Hârn, it is usually *Hârnic*.

[2] TALENTS ❑

Some characters may be born with psychic abilities such as telepathy, telekinesis, or psychometry. A GM who decides to include talents in the game will generate them secretly. Psionic Talents are described in the *HârnMaster GM Edition.*

A Variety of Skills

Some skills are universal (Automatic) some depend on social background, some are common, and some rare. There are no arbitrary limits to the number or combination of a character's skills (there are no character "classes"). So it is possible for warriors to know magic, and for clerics to carry weapons they choose for themselves. Nevertheless, most characters tend to specialise in a range of skills for which they have affinity, preferring to be master of few skills rather than a novice at many.

Automatic Skills, Psionic Talents and Family Skills are acquired before the age of 14, and the PC has little control over what they will be. Occupational and Optional skills are acquired after the age of 14 and the player generally gets choices.

Automatic Skills

Climbing	Unarmed Combat
Condition	Awareness
Dodge	Intrigue
Initiative	Native Tongue(s)
Jumping	Rhetoric
Stealth	Ritual
Throwing	Singing

How to Open a Skill

- Write the name of the skill in the appropriate box on the Character Profile (Automatic Skills are *pre-entered* on the profile).

- Calculate the Character's SKILL BASE (SB) for the skill to be opened and pencil it into the appropriate space on the Character Profile. For SKILL BASE see SKILLS 1. Each character has a unique SB for each skill.

- Find the applicable OPENING MASTERY LEVEL (OML) on the *Skills Table*. Multiply the skill base by the OML and enter this number under ML on the Character Profile. Mastery Level changes during play and should always be entered in pencil. ML represents the characters general effectiveness when using the skill.

- Once these three steps are complete, the skill is open.

Talents manifest in odd ways… Things might move or catch fire by themselves; the character might get vivid dreams or headaches. The PC may or may not learn of any talents s/he has in the course of play.

1d100	Occupation		Acc	TP	OCCUPATIONAL SKILLS TABLE
01	Alchemist		G	7	Alchemy 2/4; Mathematics 1/2; Herblore 1/3; Mineralogy 1/2; Physician 1/2; Script
02–03	Animal Trainer	☞	r	3	One Animalcraft 1/3; Two Animalcrafts 1/2; Hideworking 1/2; Riding 1/2 (if appropriate)
04	Apothecary	☞	G	6	Herblore 2/4; Alchemy 1/2; Mathematics 1/2; Physician 1/2; Script
05	Astrologer		open	4	Astrology 2/4; Drawing 1/2; Mathematics 1/2; Tarotry 1/2; Script
06	Beggar		r	1	RHETORIC 4/5; INTRIGUE 4/5; Knives 4/5; AWARENESS 4/5; Legerdemain 1/2
07	Cartographer		open	7	Drawing 3/4; Mathematics 1/2; Script
08–09	Chandler	☞	G	4	3 reasonable crafts at OML/OML+ 1; Rhetoric 3/4; Alchemy 1/2; Metalcraft 1/2; Script
10–11	Charcoaler	☞	G	3	Timbercraft 2/3; Survival 2/3; Carpentry 1/2; Metalcraft 1/2
12–13	Clothier	☞	G	6	Textilecraft 2/4; Hideworking 1/3; Jewelcraft 1/2; Script
14–15	Cook	☞	open	3	Cookery 3/5; Herblore 1/2
16	Courtesan		G	var	Lovecraft 2/5; Intrigue 4/5; Singing 4/5; Musician 1/3; Script
17	Embalmer	☞	G	7	Embalming 1/3; Carpentry 1/2; Alchemy 1/2; Perfumery 1/2; Script
18–22	Farmer	☞	open	4	Agriculture 2/4; Weatherlore 1/3; Two domestic Animalcrafts 2/4
23–25	Fisherman		open	5	Fishing 3/5; Seamanship 2/4; Weatherlore 2/4; Piloting 1/2
26	Gladiator		open	4	5 weapons/shields to OML/OML+ SB; Unarmed 4/5; Physician 1/2
27	Glassworker	☞	G	7	Glassworking 1/3; Ceramics 1/3; Alchemy 1/2; Script
28	Harper		G	7	Singing 4/5; 3× Musician 3/4; Carving 1/3; Script
29	Herald		G	5	Heraldry 2/4; Oratory 3/4; Rhetoric 3/4; Intrigue 4/5; Drawing 3/4; 2nd Language; Script
30–32	Herdsman	☞	open	3	Two Animalcrafts 2/4; Tracking 2/3; Survival 3/4; Foraging 2/3; Weatherlore 2/4
33–34	Hideworker	☞	G	5	Hideworking 1/3; Textilecraft 1/3; Alchemy 1/2
35–36	Hunter		open	5	awareness 4/5; Tracking 2/4; 3 Weapons oml/oml+ sb; stealth 4/5; Survival 3/4; Foraging 2/4; Hideworking 1/3; Fletching 1/3
37–38	Innkeeper		G	5	Brewing 1/3; Cookery 3/4; Rhetoric 4/5; Intrigue 4/5; 2nd Language Script
39	Jester/Fool		open	3	Acting 1/3; Acrobatics 1/3; Intrigue 4/5; Legerdemain 1/3; Oratory 3/4;
40	Jeweller	☞	G	7	Jewelcraft 2/4; Metalcraft 1/3; Mineralogy 1/3; Script
41	Knight/Squire		R	7+	6 weapons/shields to OML/OML+ SB; Riding 3/5; Intrigue 4/5; Heraldry 3/4; Musician 2/3; Physician 1/2; Script
42–45	Legionnaire		r	5	4 weapons/shields to OML/OML+ SB Foraging 2/3 Survival 2/3 Heraldry 1/2 Physician 1/2
46–47	Lexigrapher	☞	G	5	Hideworking 1/3 (parchment/vellum); Drawing 2/4; Two Scripts
48–49	Lìa-Kaváir		G	3	Stealth 4/5; Intrigue 4/5; Legerdemain 2/4; Lockcraft 1/3; Acrobatics 1/3; Awareness 4/5
50	Litigant		G	7	Rhetoric 4/5; Intrigue 4/5; Oratory 3/5; 2nd Language Script
51–52	Locksmith	☞	G	6	Lockcraft 2/4; Metalcraft 2/4; Carpentry 1/3; Script
53	Longshoreman	☞	r	1	Climbing 4/5; Unarmed 3/4; Seamanship 2/3
54–55	Man at Arms		r	6	5 weapons/shields to OML/OML+ SB; Foraging 2/4; Survival 2/4; Heraldry 1/3; Physician 1/2
56–57	Mason	☞	G	7	Masonry 2/4; Carpentry 2/4; Engineering 2/4; Mathematics 1/3; Script
58–59	Mercantyler		G	6	Rhetoric 4/5; Intrigue 4/5; Mathematics 1/3; Weapon OML/OML+ SB; 2nd Language; Script
60–61	Mercenary		open	4	4 weapons/shield to OML/OML+ SB; Foraging 3/5; Survival 2/4; Physician 1/2
62–64	Metalsmith	☞	G	6	Metalcraft 2/4; Mineralogy 2/3; Weaponcraft 1/2
65–66	Miller	☞	G	6	Milling 2/4; Engineering 2/4; Agriculture 2/3; Mathematics 1/2; Script
67	Miner		G	6	Mineralogy 2/4; Engineering 2/4; Carpentry 2/4; Metalcraft 1/2; Jewelcraft 1/3
68–69	Ostler	☞	G	5	Animalcraft (Horsecraft); 3/5 Hideworking 1/2; Riding (Horsemanship) 2/4
70	Perfumer	☞	G	6	Perfumery 3/5; Alchemy 1/3; Herblore 1/3; Script
71	Physician		G	7	Physician 2/4; Herblore 2/3; Alchemy 1/3; Script
72	Pilot		G	7+	Piloting 2/4; Seamanship 2/4; Drawing (Cartography); 2/4 Weatherlore 2/4; Shipwright 1/2; Mathematics 1/2; Script
73–74	Potter	☞	G	6	Ceramics 3/5; Glassworking 1/3; Mineralogy 1/2
75	Priest		open	3	See: Religion article
76–77	Salter	☞	G	4	Mineralogy 1/3; Cookery 3/4; Survival 2/4; Fishing 2/3; Herblore 1/3
78–79	Scribe		open	5	Mathematics 1/3; Drawing 1/3; 2nd Language; Three Scripts
80–82	Seaman		G	5	Seamanship 2/5; Climbing 4/5; Clubs 4/5; Knives 3/4; Fishing 2/4; Weatherlore 1/4; Piloting 1/2; Shipwright 1/2
83	Shèk-Pvâr		G	7+	See: separate Shèk-Pvâr publication
84	Shipwright		G	7+	Shipwright 2/4; Carpentry 2/4; Timbercraft 1/3; Metalcraft 1/3; Carving (wood) 1/3; Mathematics 1/3; Seamanship 1/2; Script
85–86	Teamster	☞	r	2	Riding (Horsemanship) 2/4; Animalcraft (Horsecraft) 2/3; Whips 2/3; Carpentry 1/3
87	Tentmaker	☞	G	5	Textilecraft 2/4; Hideworking 1/3; Carpentry 1/3
88	Thespian		G	7	Acting 4/5; Oratory 3/4; Musician 2/4; Musician 1/3; Singing 4/5; Drawing 2/4
89–90	Timberwright	☞	G	6	Timbercraft 2/4; Survival 2/4; Carpentry 2/4
91	Toymaker	☞	open	5	Carving (wood) 2/4; Lockcraft 2/4; Drawing 2/4; Hideworking 1/3
92	Trapper		open	6	Tracking 2/4; Survival 2/4; Knives 3/5; Clubs 4/5; Foraging 2/4; Weatherlore 2/4; Hideworking 2/4
94–95	Viking		open	5	4 weapons/shield to OML/OML+ SB; Seamanship 2/4; Survival 2/4; Physician 1/2
96	Weaponcrafter	☞	G	7+	Weaponcraft 2/4; Metalcraft 2/4; Fletching 1/3; Mineralogy 1/3
97–98	Woodcrafter	☞	G	7	Carpentry 3/4; Carving (wood) 2/4; Metalcraft 1/2; Hideworking ½
99–00	Yeoman		r	7	4 weapons/shield to OML/OML+ SB; Agriculture 3/5; Survival 2/4; Physician 1/2

Acc: *accessibility*: **open** anyone can usually start in this business without permission and often without qualifications; **G** guilded (therefore, restricted access); **r** Unguilded/Restricted no legal prohibitions, practical restrictions instead (eg. Pressure from existing practitioners); **R** Unguilded, highly Restricted by birth etc.

TP Typical length of Training Period (pregame).

☞ Occupation may normally be *combined* with **militia** duty in the pregame (to obtain rudimentary combat skills): 2 Weapons to OML+ ½SB (reasonable weapons only: usually *spear,* and *shields* — no Riding)

[3] FAMILY SKILLS

Most people who live in a family for fourteen years pick up some knowledge of what the family does. Some occupations (such as unskilled labourer) have no associated skills, and some skills are not passed on to children (prostitutes, for example, do not usually teach their art to their sons or daughters). Most characters open the skills listed on the *Occupational Skills Table* for the family occupation(s).

The *Occupational Skills Table* provides a list of skills for each occupation. After each skill name there are two numbers separated by a slash (e.g. Alchemy 2/4). The first number is the multiple of Skill Base to which the skill is opened if it is opened as a Family Skill, the second number is the multiple of SB to which the skill is opened if it being opened as an Occupational Skill.

PROCEDURE FOR OPENING FAMILY SKILLS:

1. Determine *Family Occupation*: this is usually the same as the *Parent Occupation* attribute already listed on the Character Profile.

2. Find the Family Occupation on the *Occupational Skills* Table. Read across to find the list of skills.

3. Enter the name of each skill listed on the Character Profile.

4. For each of these skills

   a) Calculate the character's SKILL BASE, and enter it on the Character Profile (unless it is already there).

   b) Find the Family Skill OML on the *Occupational Skills* Table. This is the first number (the one before the slash) after the name of the skill.

   c) Multiply the Family Skill OML by SB and pencil this number under ML on the Character Profile. If the skill is already open (because it is an automatic skill) and there is already an ML entered, *replace* the old ML with the new one.

[4] OCCUPATIONAL SKILLS

Once family skills have been assigned, it may be assumed that the character has reached the age of about 14. Characters now acquire occupational skills. Family background is important at this point since characters may wish to pursue options made available by family connections. On the other hand, characters who do not like their prospects at home, will probably leave.

The simplest way to assign occupational skills is to allow each player to complete one apprenticeship. In this case, we use the term apprenticeship to mean the training phase of any occupation. Any character may automatically serve an apprenticeship in their family occupation. The character may express an interest in a specific occupation, and the GM may allow this or not. The GM uses discretion when generating or allowing apprenticeships. Only under very exceptional circumstances could the son of a serf train as a knight. If a Pregame was undertaken, some of these options have already been fleshed out.

It takes 4–7 years to complete this kind of "apprenticeship", varied at GM discretion. Typical *Training Periods* are shown on the *Occupational Skills* Table. This period, plus the character's pregame starting age (about 14) brings him to his age when s/he begins actual play. For example: age 14 plus a six year apprenticeship, equals 20 years old. This is the point at which the GM normally sets the character's year of birth by subtracting the character's age from the current game year.

Family Skills Example: Bôrlak is the son of a Lia–Kavair (thief) he, therefore increases Stealth to SB4 and Intrigue to SB4. He also opens Legerdemain to SB2, Lockcraft to SB1, and Acrobatics to SB1.

Note: Stealth and Intrigue are Automatic Skills and have already been opened. The effect is not cumulative. Bôrlak ends up with Stealth at SB4 (not SB7) and Intrigue at SB4 (not SB7)

Guildsmen can usually negotiate cross–guild placements for their children. A mason, for example, could usually arrange for his son to apprentice as a Woodcrafter. Not all guilds are equal. Availability of apprenticeships has to do with the status of the guilds involved. Masons are of high status; the son of a seaman would have difficulty becoming an apprentice Shipwright. In order to move to a higher status occupation, amounts of money may have to change hands.

PROCEDURE FOR OPENING

OCCUPATIONAL SKILLS

1) Determine *Occupation*: this may be different from *Parent Occupation*. The character may, within reason, choose an occupation. If necessary, roll 1d100 and consult the first column of the *Occupational Skills* Table to determine an occupation. The GM may restrict the choice.

2) Find the Occupation on the *Occupational Skills* Table. Read across to find the list of skills.

3) Enter the name of each skill listed on the Character Profile (if it is not already there).

4) For each of these skills

   a) Calculate SKILL BASE, and enter it on the Character Profile (unless it is already there).

   b) Read OML from the *Occupational Skills* Table. This is the second number (after the slash) following the name of the skill.

   c) Multiply OML by SB and pencil this number under ML on the Character Profile. If the skill is already open (because it is an automatic or family skill) and there is already a ML entered, *replace* the old ML with the new one.

5) Consult the Occupational skills table to see if the occupation allows Militia service. (Some occupations are too mobile to allow regular militia training.) If it is allowed, ask the player whether s/he wants to join the militia. If the answer is yes:

   a) Ask the character to select two weapon skills. This choice may be limited according to the ordering of local militia. (The choice is usually STAVES and SHIELDS). For each militia skill to be opened:

      i) Enter the name of the skill on the Profile;

      ii) Calculate and enter Skill Base on the Profile;

      iii) Read the OML from the *Skills Table* (not the *Occupational Skills* Table).

      iv) Increase OML by one half SB.

      v) Multiply OML by SB and enter the result under ML.

[5] OPTIONAL SKILLS

Having served an apprenticeship, characters now acquire optional skills and/or further develop the skills already open. All characters have five (5) option points which may be expended as follows:

OPTIONAL NEW SKILLS

For each option point expended, characters may open any skill compatible with their social class and pregame experience to the OML given on the *Skills Table*.

IMPROVING OPEN SKILLS

For one option point, the character may improve any open skill (including any that have just been opened) by SB1. No skill may be improved more than ONCE in this way.

Once option points have been expended, the character generation phase is completed. Characters will now be 18–21 years old. Additional background may be added now or later, equipment and funds allocated, and the character can begin play.

❏ FOLLOWING IN THE FOOTSTEPS

If a character chooses an occupation that is also a family occupation, increase OMLs by an additional half SB. This gives an advantage to characters who do decide to follow the family occupation. By the same token, a character who opens an occupational skill that was not also a family skill, opens it to half SB *lower* than indicated on the Occupational Skills Table.

If the player is not interested in the family occupation, and the GM is very liberal, the GM may roll 1d100 on the Occupational Skills Table and "offer" the character the apprenticeship generated.

Optional Skills are those learned in the Character's "spare time". This is how a character learns a musical instrument, how to dance, a or whatever else seems useful and reasonable.

Characters may use Option Points to enhance existing skills or open new ones.

❏ CHEAP SKILLS

The following skills may be opened to the indicated OML *in the pregame only* for 1 option point (each).

Acrobatics SB2	Foraging SB3
Acting SB3	Hideworking SB2
Agriculture SB3	Musician SB3
Animalcraft SB3	Survival SB3
Brewing SB2	Swimming SB3
Carpentry SB3	Textilecraft SB3
Ceramics SB3	Timbercraft SB2
Cookery SB4	Tracking SB3
Dancing SB4	Weatherlore SB3
Drawing SB3	Carving SB3
Fishing SB3	

Equipment & Funds

The possessions with which a PC begins play cannot be randomly generated; they depend on the character's career so far. The GM assigns equipment and funds at his discretion at the end of the Pregame.

Cash for New Characters

An apprentice earns meagre or no funds and saving is difficult for someone living in a state of poverty. For the sake of simplicity, it may be assumed that a typical new journeyman has cash equivalent to 1–3 months wages for a journeyman in that field. Characters who have served in the military (the *real* military, not the militia) may have accumulated 1–3 months wages, and may be entitled to a month's wage as a mustering out bonus. If in doubt generate cash on hand as 6d12 pence.

Clothing/Armour

A typical character begins play with a well–worn, but serviceable set of clothes suitable to status/profession. In most cases, clothing consists of an assortment of cloth and leather. Tunics and hose are common. Regular soldiers may have rank–suitable armour. Knights/officers may have mail, quilt, etc. The GM knows the world best and makes these decisions.

Tools

A character who has completed a guild apprenticeship is a journeyman and *usually* begins play owning the portable tools of his trade, and is *expected* to travel. A journeyman weaponcrafter probably has hammer(s),etc., but does not carry an anvil or forge. Warriors usually possess two or more rank–appropriate weapons — A spear and shield, possibly a shortsword are common. Officers/knights may own any reasonable selection of perhaps four weapons. Almost everyone will own a knife or dagger, fire–making tools, and the like.

Family Resources

When a character begins journeying, or a child leaves home, it is common for the parents to provide some cash. This depends on Estrangement and parental wealth. For a character of average Estrangement, a gift of one month of father's earnings is typical. In poor families, this may place a severe burden on the family, and may be declined by the child, or not offered by the parent for this reason.

Characters From Other RPG Systems ❏

Whether or not you can import a character from another FRP system is a matter of GM discretion. If the GM agrees conversion is viable, fill out the HârnMaster profile one attribute at a time; for each attribute, check if there is a reasonable equivalent on the old system profile. If there is, and the attribute was originally generated in the same way as the equivalent HârnMaster attribute, it can be transferred directly. If not, translate using the *Attribute Conversion Guide*. The *name* of an attribute is not a sure guide to its function. In some systems, *Intelligence* determines magical ability and is better translated to AURA. If there is neither a direct equivalent, nor a good approximation, the attribute should be newly generated. HârnMaster has more attributes than most other systems, so you will more likely generate new attributes than discard old ones.

Prince or Pauper

Most characters begin play in a condition of real or impending poverty. They have enough resources to avoid starvation and exposure for a month or two. They should, however, have the skills, and hopefully the wit, they will need to survive.

Where an occupation does not pay cash, the GM may base savings on an "equivalent" guild. The GM may consider the character's *Will* attribute when determining what has been saved.

Major clothing is expected to last *at least* two years. Hose or other light garb may not last as long.

Load Profile

Items carried by a character may be recorded on the *Load Profile* form provided for this purpose.

Attribute Conversion Guide

Original	HârnMaster	Conversion
3d6	1d100	Multiply by 5
1d20	3d6	No change
1d100	3d6	Divide by 5

Character Deflation

Be warned that most non–HârnMaster systems are comparatively generous. Be prepared to take a "cut in pay" (but also to get an increase in "fringe benefits").

If you convert a "twentieth level sorcerer" from another system and, under HârnMaster s/he turns out to be a warrior with no magical ability at all, then perhaps (just maybe) you've done something wrong…

Character Design ❏

Character pointing is a character generation system for those who favour *design* over chance. This is a configurable system; elements of random character generation may be combined with *designed* elements. The GM decides which attributes are to be subject to pointing and checks the box for each *included attribute*. Any attributes *not* subject to design are generated randomly with the standard (preceding) character generation rules.

Determine Species and Sex

A player may play her/his own sex, chose gender, or randomly generate gender (CHAGEN 2), at GM discretion. Make a note of the point value given on the *Species Selection* Table. This is the *Point Pool*.

Set Attribute Starting Points

- ❏ Set each included *numerical* attribute at the mean for the species & sex (for an attribute generated with 3d6, this is 11 (10.5)); OR
- ❏ Randomly generate each included attribute (no PC bonuses).

Design Character

- Attributes should be determined in the usual order (since later-generated attributes may depend on earlier ones), although the player may go back and make adjustments until s/he and the GM are satisfied with the character.

- The pool may be increased by giving the character medical or psyche attributes. (HârnMaster GM Edition).

  - ❏ Randomly generate Medical/Psyche attributes;
  - ❏ The GM chooses Medical/Psyche attributes.
  - ❏ The designing player chooses Medical/Psyche attributes.

  Sindârin and Sidhé characters may not have natural birth defects/diseases/etc. Therefore, medical options are not available to such characters (although they may have (some) psyche traits).

- The player sets each attribute as desired, adjusting the pool at each step as appropriate.

  Examples: Generate Sunsign randomly — increase point pool by 10. Selects Military Parent Occupation — reduce pool by 10 points. Character is left-handed — reduce pool by 10 points. Character opts to begin play with 7d6 Piety Points — reduce pool by 5 points.

- Each Numerical Attribute is given a *point value* on the *Numerical Attributes* Table (right). Numerical attributes may be raised or lowered from their initial settings. Reducing a numerical attribute by one increases the Point Pool by the attribute's point value. Increasing a numerical attribute by one reduces the Point Pool by the attribute's point value.

  Examples: Increase Strength by 1 – reduce pool by 5. Reduce Comeliness by 1 — increase pool by 3.

- Characters may acquire a minor (psionic) talent by expending 5 points from the pool and/or a major talent by expending 15. Talents will begin *dormant* and unusable. Talents are described in the *HârnMaster Gold GM Edition*, and are only included in the game at GM discretion.

SPECIES SELECTION TABLE

❏	Species	Sidhé	0
		Sindârin	+10
		Khúzdul	+15
		Ìvashú (any)	+15
		Human	+20
		Random	+25
		Gârgún (any)	+25

These amounts apply if all/most attributes are *included*. If fewer attributes are included, the GM should reduce the points available.

MEDICAL & PSYCHE

❏	Per Common Medical Disorder	+10
❏	Per Rare Medical Disorder	+25
❏	Per Psyche Table Roll	+5

Limitation:	❏ No more than 3 per category
	❏ No more than 3 total.

OTHER ATTRIBUTES

❏	Sunsign	Random	+10
		Chose Non-cusp	−10
		Chose Cusp	−20
❏	Birthplace	Random	+0
		Choose	−10
❏	Parent Occupation (Social Class)	Unfree	+15
		Random	+5
		Freeman	−5
		Military	−10
		Priestly	−15
		Nobility	−25
❏	Sibling Rank	Eldest	−15
		2nd Eldest	−10
		3rd Eldest	−5
		4th Eldest	+0
❏	Estrangement	Favourite	−15
		Popular	−5
		Average or Random	+0
		Unpopular	+5
		Outcast	+10
❏	Clanhead	Parent	−10
		Cousin	+0
		Aunt/Uncle	+0
		Distant Cousin	+5
❏	Handedness	Right	+0
		Left	−10
		Ambidextrous	−20
❏	Starting Piety Points	3d6	+5
		5d6	+0
		7d6	−5

NUMERICAL ATTRIBUTES

❏	Comeliness	3	❏	Hearing	3
❏	Strength	5	❏	Smell/Taste	3
❏	Endurance	6	❏	Touch	4
❏	Dexterity	5	❏	Voice	3
❏	Agility	4	❏	Intelligence	5
❏	Speed	3	❏	Aura	6
❏	Eyesight	3	❏	Will	5

TALENTS

❏	Minor Talent	5	❏	Major Talent	15

PREGAME □

The *Pregame* is an optional process designed to prepare a newly generated character for use by fleshing out the background & biography produced while generating the character. The pregame precedes actual play, and compresses several years into a series of quick decisions. Every GM has a personal style when it comes to pregames. There are a vast number of possible outcomes for any character, so everything written here should be taken with several pinches of salt. The pregame might begin something like:

GM: *You are 14. What do you want to do now?*

From this point anything can happen, although the best options are based on the character's birth status.

Player: *Well I'll join the militia and hang around for a couple of years.*

GM: *OK. That's done, you're sixteen now and have acquired some basic combat skills, as well as some Agriculture...*

Player: *Well, I'm unfree, so I think I will make a carefully planned departure. What do I have for savings?*

GM: *Not much I'm afraid. You are fairly large and dextrous, perhaps you could convince some military recruiter somewhere to give you a chance? You have enough money to make it about as far as Tashál.*

Player: *I was just thinking that. I have Tracking and Survival skills, so I think I'll cut across country, and not to Tashál, it's too obvious. I'll head for Chybísa...*

GM: *The Pagáèlin don't scare you eh?*

Player: *Well... I think I'll take the risk.*

GM: *OK. You have made it to Bûrzýn. Now what?*

Player: *Look around for military employment.*

GM: *There are a couple of minor barons looking for guards... and some merchants looking for caravan guards.*

Player: *Where are the caravans going?*

GM: *One north, one south.*

Player: *South I think no point in making it too easy for the pursuers.*

GM: *You win your first job as a mercenary guard. There will be no pay, but the band captain will give you food and what passes for shelter.*

Player: *What about weapons and armour.*

GM: *No armour first job... a spear and roundshield... Probationary. You'll have to give satisfaction to keep it. Do you want the job?*

Player: *OK. I'll take it.*

GM: *The first job takes you to Tháy. The captain seems to like you. Thinks you have potential (can't think why). Do you want another trip.*

Player: *Where to?*

GM: *The band has been hired to escort supplies to the Order of the Lady of Paladins in Solôra. You have to sign on for two years.*

Player: *OK.*

GM: *Right. You are now 18 years old after wandering about Southeast Hârn for a couple of years. You've picked up an assortment of weapon skills — they're just about useful by now — and the band has voted you a full share. You hear from your family, they have paid an indemnity to your lord. He has released you from your labour obligation. Your commitment is up. You are offered a promotion (with an extra share) to stay on two more years. You'll have a few odd bits of armour by then.*

Player: *I guess I can stand it for another two years. I'd better send some money home to my parents to cover the indemnity.*

GM: *You get some battle experience when the Solôri attack a caravan you're escorting... Mostly you're just chasing the odd band of brigands and intimidating highwaymen. A little bit of debt collection work... two short sea voyages...*

PREGAME?

The Pregame Section is, primarily, background information and examples to help GMs/players generate character biographies.

The Pregame occurs concurrently with Character Generation, at GM discretion.

KNOWLEDGE IS POWER?

Medieval societies may not have the same attitudes as we modern folk, but knowing about the environment certainly helps.

The best source for player background about Hârn and/or HârnWorld is **HârnPlayer**, which thoroughly describes Hârn from a PC's point of view.

Player: *Can I open Seamanship?*

GM: *Mmmm... you spend most of your time retching over the gunwale, but I guess you eventually get your legs. OK open it to SB1.*

Player: *What about Piloting?*

GM: *Get real.*

Player: *I'll take two more years. Do I get another promotion?*

GM: *Yes another share too.*

Player: *Then I'll muster out and seek my fortune.*

GM: *The band finds steady work with the Earl of Harden. I'll give you some information about him. You're mustering out. Do you want to keep your armour, or take some cash?*

Player: *Armour is expensive. I'll keep the armour.*

GM: *You're 22. Now you meet the other members of the group...*

The pregame is used to flesh out a character's biography and open skills. In a feudal society, most characters are of low birth, and players have been known to see this as a bit of an inconvenience:

Player: *I'm a slave and if I run away I'll get executed slowly and painfully? Great. I just love it so far…*

PCs are limited only by the imagination of the players running them, but a few hints about possibilities and probabilities might be appreciated:

Unfree Characters

Unfree rural peasants (serfs, cottagers, villeins, etc.) are the backbone of the economy and account for most of the medieval population, but their social position is the most fixed of any class. The unfree rural peasant has, in theory, no possessions of his own. House, land and chattels belong to the lord, who *lends* them in exchange for labour and/or rent. To the lord, an unfree tenant is a valuable commodity, a useful source of labour, and labour is usually in short supply. Of course a lord's tenants also represent duty and obligation, going both ways. An unfree person who wishes to leave home legally must obtain permission from the lord. Generally, only lords with labour surpluses allow able–bodied, tenants to depart without compensation. If the character's family cannot afford to buy him free, his options are to run away, or in some way win the favour of the lord and be granted freedom. Even if a PC comes from a family of villeins, the "aristocracy" of the unfree peasantry, s/he will not likely wish to remain on the farm to raise oats, sheep and babies for the rest of his life. When you generate an unfree character you may be asked:

GM: *You are fourteen, the son of an unfree peasant with few prospects. You may remain on the manor, improve your family skills, perhaps join the militia for a few years, or you can run away.*

You may ask for more details, which the GM may provide. Even if your character opts to remain with the family, s/he will almost certainly wish to depart by the age of twenty.

Chartered Free Towns

A feudal lord may obtain a warrant from the civic authority to recover a runaway, but a runaway who remains uncaught (and does not starve) in a Freetown for a year and a day *may* be declared a freeman by the town authorities. Distance helps.

The Miners' Guild

Mines need not surrender their employees, although they may, if they wish to stay on good terms with the lord involved, or if the runaway is accused of a serious crime. The miners' guild has its own courts, which may try the offender and surrender him to his former master. Someone employed by the guild for two years and a day is declared a freeman.

A Pregame Strategy for Unfree Characters

- Remain in the village long enough to acquire whatever skills seem useful, including militia training if available. It might be possible to acquire hunting skills (by poaching).
- Try to win the favour of the lord, and request legal freedom.
- If that fails, see if the family can buy you free (this usually involves an annual fee called *gersum*).
- If that fails, or if the family cannot afford the fee, make a carefully planned escape to a sanctuary (Chartered Freetown, Miners' Guild, or Church).
- If possible, stay in sanctuary long enough to win legal freedom, then apply to the appropriate authorities for emancipation.
- Try for an apprenticeship, possibly by way of unskilled labour. Militia and/or other military training may be all that is available. Characters with high Aura may try for the Shèk-Pvâr, and it may be possible to win entry into some other profession.

Run, Run, Run, Run Runaway

Runaways are usually pursued. An unfree tenant is a valuable asset and lords do not take such losses lightly — it sets a bad example. Most lords dispatch rider(s) along main roads, send word to nearby manors, and post watches where the runaway could find sanctuary. Most runaways (not necessarily most PCs) head for the closest mine or town and are caught before they arrive. If the miscreant is caught, his punishment is difficult to predict. After a trial in the manorial court (presided over by his lord) s/he can expect a public flogging, or a hefty fine. Unreasonable lords have been known to impose mutilation or death… Not having a left foot makes a second runaway attempt problematical…

Finding a Freetown

This can be difficult, few Hârnic towns are freetowns, and chartered freetowns may also be rare if you are not playing with Hârn. Applying for freedom in a town held by a feudal lord should be considered somewhat foolish.

Going Down…

Feel like mine work? Your character would start out as an apprentice... Now mine work is dangerous; guess who gets the most dangerous jobs? On the brighter side, miners do learn some interesting skills like Engineering and Mineralogy.

Getting There is Half the Fun…

Running away may be an adventure in itself, but be careful. Characters in their early teens tend to lack the skills to prosper — remember that the object of the pregame is to equip your character with the life skills necessary to survive and prosper. Losing your character during the pregame is embarrassing.

CHURCH SANCTUARY

Runaways may claim sanctuary at recognised religious institutions. However, unless the runaway is accepted into training for the priesthood, the instant s/he steps off consecrated ground, s/he is again subject to arrest. Stubborn lords have been known to have churches watched for years, and a few lords have desecrated church property to recover fugitives. If you don't want your character to enter the priesthood, you can probably find better refuge. The chief priest or a tribunal, will hear those who apply for sanctuary, but sanctuary may be denied, especially if the miscreant has committed a serious crime during his escape,

EVADING PURSUIT WITHOUT SANCTUARY

Even if a runaway does not find sanctuary, serious pursuit is generally called off after fifteen days. Some lords search for years and some hire bounty hunters. In most cases, however, unless a crime was committed in the course of escape, the runaway is *reasonably* safe after a month or two, and can seek shelter, find a job, become a brigand or hermit, or try other means to retain life and freedom.

FREEHOLDERS & YEOMEN

The child of a freeholder does not need the lord's permission to leave, although the blessing of the family is usually a good thing to get. Many freeholders are worse off than villeins or cottagers, so the impetus to leave may be greater, especially in large families where there is little chance of inheritance. Except that there is no one in pursuit, the son of a freeholder who leaves the land is in much the same position as the runaway serf. NPCs in such a position swell the ranks of the urban poor, a pool of surplus labour to be exploited by the middle and upper classes and the *Lía-Kaváir* Fortunately, your character will have more initiative and can rise above the norm. Like the unfree, freehold peasants may remain with their families for a few years to acquire locally available skills. They too may (often must) join the militia. Some freeholders are yeomen (freemen who hold their land in exchange for military service) and choice of weapon skills is greater.

THE URBAN POOR

Characters in this class, whether they generated urban poor characters or abandoned the rural life in the pregame, may have family skills that are worth improving. Most, however, will seek to better their lots by seeking admittance to a guild.

GUILDS

Guilds vary in accessibility. One child (sometimes more than one) of a weaponcrafter can get into the weaponcrafters' guild. The child of a guildsman who wants to join some other guild can usually have this arranged (although this can be costly for the parent, especially if the move is perceived as improving the child's status (to a "better" guild). A character who apprentices within its parent's guild, will further develop family skills. Although harder, it is *possible* for an outsider to join a guild. Joining a guild is a commitment to serve as an apprentice for (generally) four to seven years. Apprentices are unpaid, but are provided with room, board and beatings, and (occasionally) with token spending money.

A PC usually serves the apprenticeship in the pregame, and begins play as a journeyman. Status depends on the guild. A journeyman has lots of freedom. S/he is supposed to travel and has the right to seek employment from masters of his guild (only guild masters can legally employ journeymen) and further develop his skills. Journeymen from different guilds often travel together and may get sidetracked…

SOME OPTIONS FOR (POOR) FREEMEN

- Try to join a guild — this is usually difficult — How difficult depends on the status of the guild. One may try to impress a guild master with one's suitability. A high Skill Base in the requisite skills may win a probationary apprenticeship. Shortages of guildmembers occur, especially in guilds with itinerant members such as the Seaman's' Guild. If there is a shortage, unskilled individuals may be taken into the guild.

- Buy into a guild — The usual charge is a year's earnings for a Bonded Master (in advance). This usually excludes most poor folk. The apprenticeship is probationary, and the apprentice will be subject to dismissal without refund and without notice if s/he fails to please.

- Be a labourer — make contacts with guildsmen. Masons, for example, often hire non-–guild labourers. If a labourer impresses the master with diligence and skill, s/he might be sponsored for a guild apprenticeship. This is an excellent option for the master — s/he gets to try out the worker before making a commitment. Labourers do not get much pay, but apprentices get none, so there is an incentive for the master to offer an apprenticeship.

- Sometimes, in backward areas, it is possible to fake guild membership (or other status). This can be risky.

- Join a standing military unit

- Start a business (an unguilded occupation, or one may be subject to prosecution and/or having one's limbs rearranged)

- Join an unguilded occupation. There are some (potentially) successful, unguilded occupations including: teamster; longshoremen; scribe; fisherman; cook; thatcher; trapper.

- Turn to Crime — unfortunately, crime is guilded, and most folk do not want to mess with the Lía-Kaváir's monopoly.

Make your way to a town where the streets are paved with gold. Your PC will quickly obtain employment as a scavenger, beggar, prostitute, or casual labourer; there are always openings in these rewarding fields. Often your PC will find itself with several jobs in just a few days (in an effort to find an employer who pays in actual silver).

Lìa-Kaváir (The Thieves' Guild)

Most town dwellers encounter the Lìa-Kaváir from time to time. They are not very hard to find, but may be hard to join. They control illicit activities, including prostitution, gambling, and purse-cutting. In some communities they have a fairer side as well, providing protection to the poor and underprivileged, although this aid tends to be paternalistic, and may be only a "protection racket". Organisations vary from "benevolent families" to vicious gang of cutthroats run by remorseless psychopaths.

Lìa-Kaváir masters sometimes hire new faces, often for use as purse-cutters. A PC who joins the Lìa-Kaváir (and who can stay healthy and free) can acquire some useful skills.

Military Careers

A military career can provide challenges, useful social contacts, military skills, and a variety of other benefits. Of course, it might also be dangerous. Before a character can embark on a military career, s/he must join a unit.

Feudal Nobility

Most gentle sons are fostered with a relative or liege from the age of fourteen to eighteen, sometimes in a distant locale. They serve as squires to their foster father, and are taught the skills of knighthood listed on the Occupational Skills Table. At eighteen, sometimes sooner, they will generally enter an appropriate occupation. Almost any career is open, although most occupations are considered beneath their status. The eldest son and/or presumed heir will be taught the skills of managing the family estates. Younger sons may be encouraged to join the church or a fighting–order. Some join the College of Heralds.

Daughters are rarely fostered; they generally remain at home learning the skills of a lady, and are often married off to forge alliances and further political ends at an early age. Most gentle girls learn some skill at arms, and some train for knighthood.

Knighthood is not usually granted until the age of majority (21) and may be delayed beyond this. The common practice is for the foster father to bear the considerable expense of outfitting the new knight with appropriate weapons, armour, and steed. It is considered a breach of etiquette for a father to directly finance his own son's knighthood, although most reward the foster father with an appropriate gift or two.

Tribesmen

Some characters are born into "uncivilised" tribes. At first glance this may seem a dull existence, but for an aggressive warrior, the possibilities for upward mobility are excellent. Tribesmen may journey to civilised regions, offering their services as gladiators or mercenaries.

Tribesmen are taught appropriate warrior and wilderness skills. Shortbow, Spear, Dagger, Stealth, Tracking, Survival, Foraging, Fishing, and Weatherlore are available. Horsemanship may be appropriate for some tribes and the Yaríli of Ivínia also open Skiing. The specific occupation of a tribesman may vary these skills at GM discretion.

Types of Military Organisation

THE MILITIA is usually open to any able–bodied freeman, but is not generally regarded as a "real" army. Nevertheless, a character can sign up for militia duty in the pregame and get a start on a military career.

REGULAR ARMY is an alien concept in much of Hârn. Most regions rely primarily on the feudal levy. In the Thârdic Republic, there are legions: a mixture of regulars and reservists. Gentlefolk and wealthy merchants also retain guards on a more or less permanent basis.

MERCENARY BANDS are common throughout Hârn. They are often itinerant, but many aspire to permanent service. An unsuccessful band may turn to banditry.

FIGHTING ORDERS are (often loosely organised) bodies of warriors sponsored by churches or wealthy nobles. The chivalric components are open only to knights, but many orders also have *commonalties* which are open to simple folk. The Orders are generally regarded as elite and are, consequently, difficult to enter.

GLADIATORS exist wherever the PÀMESÁNI (or other) games are practised. Some are slaves, but there are also freemen performing in the arenas. While it is dangerous, a gladiatorial career can develop some useful weapon skills. Unfortunately, audiences' taste may run to exotic weapon combinations.

BRIGANDS abound in the vast wilderness regions. Some are mercenary bands fallen on hard times. PCs could conceivably seek out and join such bands, but it is a hard life and food may be short. Brigands are as likely to rob PCs as take them in.

In most of NW Lýthia, ideal military organisation* is fairly similar. Virtually all nations use *máni, decads, companies, squadrons, centads* and *cohorts*, although an Àzeryáni cohort may not much resemble a Kàldôric one.

* Ideal military organisation: the kind that exists on parchment rather than in the field.

Gentle born Characters may seem to have it made, but considerable responsibilities accrue with noblesse oblige. Such characters enjoy an advantage in combat skills, but they may have onerous duties to family, clan, dependants and tenants and to society at large. Also, starting at the top, there is less room for advancement, and gentlefolk may be less challenging and, therefore, less enjoyable.

Arlún the Barbarian

Arlún, the famous warrior chieftain of the Kùbôra nation of Perán in northwestern Hârn, conquered the Kingdom of Réthem less than a century ago. Even if they never duplicate such a feat, player characters who crave something different may find happiness raiding other tribes, attacking caravans, or in a host of other activities.

Skills

Any activity could be organised as a skill. HârnMaster covers the basic needs of role playing with a simple, expandable system. The skills we have omitted are relatively unimportant to most gamers, but the system is flexible enough to allow the addition of any desired skill. The GM need only determine what ATTRIBUTES and sunsigns are relevant to the skill base and assess an OML.

Skill Base [SB]

Skill Base represents a character's natural affinity for a particular skill. A character calculates a SB for each skill as it is opened. The *Skills Table* lists attributes for each skill. To determine a SB, the attributes are averaged (round fractions to the nearest whole number). If an attribute is listed twice, it is counted twice in the calculation. If the character's SUNSIGN is listed, s/he increases SB by the indicated number. Skill Base has two main uses:

[1] SB is added to the character's *Development Roll* every time s/he attempts to improve the skill;

[2] A multiple of SB is used to determine the Opening Mastery Level (OML) in any skill.

Skill Base Calculation: Jurýn wishes to calculate his Acrobatics SB. His Strength is 10, his Agility is 14, and his Sunsign is Hîrin. His base is determined by adding together Str Agl Agl and dividing by 3. Result: 12.66, which is rounded to 13. After a +1 modifier for his sunsign (Hîrin), his Acrobatics SB is 14.

Mastery Level [ML]

ML is a number representing a character's current competence at a specific skill; the higher the number the more skilful. MLs may be improved in the course of play and range from SB to SB+100.

Various activities during play call for the use of skills. When, for example, a character attempts to sneak up on a hostile camp, his/her STEALTH is tested to determine how much noise s/he makes.

The **basic** percentage chance of successfully using a skill is equal to its ML.

Opening Mastery Level [OML]

Unless otherwise noted, a multiple of SKILL BASE is used to determine the Opening Mastery Level (OML) of any skill. If the OML is listed at SB2, the skill is opened at twice the applicable SB. OML is given for each skill on the *Skills Table*.

Opening Mastery Level (OML) is the multiple of Skill Base at which a skill's Mastery Level is set when it is first opened.

Effective Mastery Level [EML]

In many instances ML is modified up or down to produce an *Effective Mastery Level* (EML) before the skill test is made. A skill roll is, in other words, made against the applicable EML which may or may not equal ML. EML is often less than ML because of fatigue, injury, encumbrance or difficult circumstance. In some cases, EML is more than ML because of situational advantage. Factors affecting EML are sometimes specified in skill descriptions, but, because the system is comprehensive and covers (in theory) all possible situations, modifications are often left to GM discretion.

The **actual** chance of successfully using a skill is called Effective Mastery Level (EML). It is determined by modifying ML.

EML Example: a party is camped in the wilderness and a large animal enters the camp. The guard's Awareness is tested to determine how soon s/he notices the creature's approach. Those who are asleep might also test Awareness, but because they are unconscious, their EMLs would be (at most) half their MLs.

Minimum & Maximum EML

There is usually some chance of success. Unless the GM deems the task impossible, the minimum EML for an open skill is 05.

If a character's EML is greater than 95 (after any situational modifications) it is considered to be 95 for the purpose of the skill test. Hence, there is *ALWAYS* at least a 5% chance of failure. Note: it is still worthwhile increasing an ML above 95, since a higher ML makes the skill easier to use under difficult circumstances (when there are penalties).

Minimum EML: a player would normally have a minimum EML of 05 in Climbing. However, climbing a vertical sheet of ice, with a broken arm, during a blizzard, is probably impossible, and the GM may feel that an EML of zero is justified.

Skill Test

To test a skill, roll 1d100. If the roll is equal to or less than EML, the skill has been successfully used; if greater than EML, the attempt has failed.

The GM has the final say as to what skill should be tested and when. If a PC declares the intention to perform a gymnastic feat, for example, the GM would probably instruct the player to "test Acrobatics". With some skills, success/failure may not be obvious, and this requires the GM to make the roll secretly. If the GM has any doubt as to who should make a skill roll, s/he will make it himself.

Levels of Success

It is often necessary to know the *degree* of success or failure. The following levels of success/failure are allowed for:

[CF] **CRITICAL FAILURE** The character messes up in the worst possible way.

[MF] **MARGINAL FAILURE** character has *substantially* failed, but may have been close to success.

[MS] **MARGINAL SUCCESS** The character has succeeded. This is a "normal" level of success.

[CS] **CRITICAL SUCCESS** The character has succeeded in the best possible way(s).

Any success roll ending with 5 or 0 is Critical Success. Any failure roll ending with 5 or 0 is Critical Failure. All *non–critical* results are *Marginal*.

Sometimes interpretation of success level is a matter of common sense, sometimes an explanation is given in the skill description. GM discretion *always* governs.

Skill Index [SI]

For any skill, a character's SI is equal to one tenth his ML (rounded *down*). For example, if a character's ML is between 80 and 89 (inclusive), his SI is 8. SI is derived and is uses explained as needed. Note: SI is *always* based on ML, *never* on EML.

Skill vs Skill

When two characters use skills against each other, each makes a skill roll appropriate to the skill(s) in question and whichever character achieves the higher success level "wins". In the event that both characters achieve the same success level, a tie results (neither party wins).

Tiebreakers

If a tie is not appropriate to the situation, it may be resolved in the following order:

(1) Whichever contestant has the higher ML wins;

(2) If still tied, whichever contestant had the lower skill roll wins;

(3) If still tied, flip a coin.

❑ Specialities

Many skills are divided into sub–skills, or *specialities*. Specialities are suggested on the *Skills Table*. If a skill is broken into specialities the practitioner must select one of the specialities as *his* speciality and note it on the character profile. The character only receives full ML when using a chosen speciality. If using an un-chosen speciality, s/he suffers a ten (10) point EML penalty.

Example: Björni has Longswords at ML83, and his speciality is Broadsword. When he uses a broadsword, his ML is 83, if he picks up a Battlesword his ML is 73.

❑ Multiple Specialities

As the character becomes more proficient with a skill s/he can add extra specialities and enjoys full ML with them. (Björni could add Estoc as a second speciality and use it at ML83.) Upon reaching SI6 (ML60), and at each subsequent increase in SI (SI7, SI8, etc.) the character adds one speciality.

❑ **Further Option**. The character may select the same speciality a second time. If a character so chose s/he would obtain a five (5) point bonus when s/he used the double speciality.

Critical Success or Failure

With an EML of 49, any roll 01–49 is a success and any roll 50–00 is failure. However, the numbers 05, 10, 15, 20, 25, 30, 35, 40, and 45 are Critical Successes; the numbers 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, and 00, are Critical Failures.

Star Ratings

Tradesmen/craftsmen/professionals in Encyclopaedia Hârnica modules, have quality ratings of one to five stars. Whenever it is necessary to determine the ML of a star–rated craftsman, the table (right) can serve as a guide. The die rolls indicated may be used to randomly generate a ML for a craftsman.

Star Ratings & Equivalent MLs

★	ML51–ML60	[1d10+50]
★★	ML61–ML70	[1d10+60]
★★★	ML71–ML80	[1d10+70]
★★★★	ML81–ML100	[1d20+80]
★★★★★	ML101–ML120	[1d20+100]

❑ Absolute Success

Another Skill vs. Skill mechanic that the GM may use is *Absolute Success*, Determine absolute success multiplying success level by Skill Index. For this purpose, success levels are valued from 1 (CF) to 4 (CS). Hence, someone with ML72 who rolled MS would achieve absolute success of $3 \times 7 = 21$. Absolute Success generates a number from 0 to 48.

PHYSICAL PENALTY

Some skills are identified on the Skill Data table as being subject to *Physical Penalty*. These reflect the fact that a character who is injured, or fatigued cannot function normally. There are two classes of Physical Penalty: (1) Fatigue, and (2) Injury. These two classes are separately recorded on the Combat Profile. The sum of both is the Physical Penalty.

INJURY PENALTY

Various combat and other activities may injure a character. Each injury is rated in terms of a specific number of *Injury Points*. The sum of IPs for all injuries is the character's Injury Penalty.

FATIGUE PENALTY

Use of various magic spells and psionic talents generate specific amounts of fatigue. The GM may also assess fatigue penalties for excessive physical activity. For example, a player swims a swift river, and then announces his intention to scale a cliff on the opposite bank without pausing to rest. The GM should assess a fatigue penalty which should take into account the character's *Fatigue Rate* (Load divided by Endurance), his success at swimming, the temperature of the water, and so on.

FATIGUE RECOVERY

In general, after each full minute of rest, a character may remove fatigue points equal to one sixth his ENDURANCE; a good night's sleep eliminates most or all fatigue.

❑ ENCUMBRANCE

A penalty which reflects the effect of LOAD on a activities such as running, jumping or fighting. ENCUMBRANCE is calculated as a multiple of FATIGUE RATE.

SPECIAL PENALTIES

Special Penalties are assigned by the GM to reflect temporary handicaps not covered by the two classes of Physical Penalty. A character who is carrying an awkward item, is tied/tangled in some way may be assessed a special penalty. A Special Penalty applies as long as the conditions that bring it about. If the cause is removed, so is the penalty. Some classes of special penalty are detailed under Combat. See: *Weapon Data Table*, and *Tangles*.

PHYSICAL PENALTY SHORTCUTS

Subtracting Physical Penalty from Skill MLs is great in theory, but can be tedious in practice. It is possible to ignore such considerations, but can someone who has a serious wound and is wearing eighty pounds of armour really move, fight, and dodge as well as an uninjured, lightly clad character?

❑ **Option 1:** Round physical penalty down to the nearest 10; hence, a character with 20–29 points of physical penalty, would subtract a flat 20. This makes subtraction from MLs easier while retaining the concept.

❑ **Option 2:** In combat only, compare the Physical Penalties of the attacker and defender. Whichever of the two (if any) has the lower Physical Penalty at the instant of attack is given a 10 point EML bonus. Differences of less than 10 can be ignored.

❑ **Option 3:** As for option 2, but consider Fatigue and Injury separately. That is, give a 10 point bonus to the character with less Fatigue; and another 10 point bonus to the character with fewer Injury Points.

Note: Handing out lots of bonuses can have a disquieting effect on the combat system if the GM is not careful, especially if the characters have high EMLs. Remember that a bonus for one side is the same as a penalty for the other. Therefore, penalties may be used instead of bonuses if this is the best way to keep EMLs in the 40–90 range.

Note: We prefer a loser interpretation of the rules anyway. The full rules are intended as a safety net for precise handling of situations only when it seems critical. For better role-playing, the GM should be prepared to "wing it" a bit.

Skill Development

At various times in the course of play, the GM will decide that a character has earned the chance to improve a skill. Some skills may be developed by practice/study, some require training. A *Skill Development Roll* is executed as follows:

- Roll 1d100 and add the applicable Skill Base to the roll;
- If the result (1d00+SB) is *greater than* current ML, increase ML by one (1). (Otherwise there is no increase.)

If several development rolls are simultaneously awarded for the same skill, they are made singly. If ML is increased, subsequent development rolls must exceed the *new* ML. For example: a character has been granted two rolls to develop riding skill at ML42. His first ROLL+SB must exceed 42, and if it does (improving ML to 43), the second ROLL+SB must exceed 43.

Practice/Study (SMP)

To reflect solitary practice/study a character has thirty (30) *Skill Maintenance Points* (SMP) per game month. SMP may not be accumulated from one month to another. Any SMP unused in a month are lost. This 30-point allowance assumes that, after meeting the basic requirements of living, eating and sleeping, the character has one hour per day for himself. There may be more spare time than this, but few people have the self–discipline to use it.

At the end of each month, the character may expend SMP to make *Skill Development Rolls*. Ten (10) SMP must be expended to make each Skill Development Roll. Hence a character with 20 to 29 SMP could make 2 Skill Development Rolls. SMP may not be accumulated from one month to the next. Skill Development Rolls may be distributed among *open* skill(s). They must be feasible. If a character has had no access during the previous month to suitable tools, materials, etc., s/he may not try to develop a skill requiring them.

Training/Instruction

If a character receives instruction from a TEACHER (anyone with an ML at least 20 points higher) or is employed in a craft occupation that uses an open skill, s/he is entitled to *bonus* SMP. For each hour of instruction and each 4 hours of employment, the character receives one bonus SMP. SMP earned by training/instruction must be used at the end of the month to develop an appropriate skill(s). In order to get SMP from employment, the character's supervisor must also be a qualified teacher.

Stressful/Bonus Experience

The GM may award bonus development rolls when skills are employed in dangerous or special situations. Success or failure in using the skill has no bearing since people learn at least as much from failure as from success, assuming they survive the experience. Only the GM can decide what situations qualify for bonus/stress development rolls; this will vary by skill and circumstance. The simplest procedure is for a PC to appeal for a development roll immediately following a use (or misuse) of the skill. The appeal is accepted or rejected by the GM, based on his assessment of the value of the learning experience, and play continues. The GM may award multiple development rolls in particularly stressful or "educational" situations. For example, a character might earn a development roll for LEGERDEMAIN when s/he cuts a purse in a crowded marketplace, but not if the "mark" is dead and there are no witnesses.

Skill Decline

Neglected (unpractised) skills may decline. A character who does not enter the water for years would discover that s/he is not quite as good a swimmer as s/he used to be. Age may also cause a decline in ML, especially with regard to physical skills.

If included in the game, Skill Decline becomes part of the monthly skill maintenance routine.

Ten SMP may be used to attempt a Skill Development Roll for an open skill. Any skill for which a Development roll is made is automatically "protected".

No skill may decline below its OML. Any skill at OML is automatically protected.

1 SMP may be expended to "protect" a skill from decline (without developing it). The character *must* protect work skills before protecting non–work–related skills. Each Unprotected Skill may decline. Roll 1d6:

Skill Decline Table

1d6 Roll	1	2	3	4	5	6
Effect on ML	–2	–1	–1	•	•	•

If the Shèk-Pvâr Enriched Magic ML Decline rule is in use, Spells are excluded from this rule. Native tongue is always excluded (unless the character is isolated and silent).

Will-Based SMP

Instead of 30 SMP, award 3×Will SMP per month E.g. a character with a will of 11 would have 33 SMP per month..

Practice/Study Notes

To try and improve Alchemy, a selection of chemicals or texts, and a suitable working environment must have been available (and used). Also, a character who is convalescent for most of the month cannot practice Acrobatics. All such requirements are matters of common sense (at GM discretion).

Training/Instruction Example

Mirdán is employed as a weaponcrafter (who is a qualified teacher) for 80 hours. He receives 20 bonus SMP for Weaponcraft. If he also gets 8 hours of instruction from the master during this time, he gets an extra 8 SMP in the skill taught (probably weaponcraft).

Combat and Magic

Special restrictions may apply to development of combat and magic skills (spells). These are dealt with in the appropriate sections.

❏ Analysis/Appraisal

Lore/Craft skills (and others, at GM discretion) represent theoretical knowledge of the subject as well as practical ability. It is possible to appraise the value or quality of an artefact without actually being able to make it, or analyse the difficulty of a task without actually performing it. (An analogy is the difference between an artist and a critic.)

An analysis attempt may be made using an EML of SB5 (Skill Base × 5), or ML+SB, whichever is *greater*. This TARGET LEVEL may be modified, according to difficulty, and the character's familiarity with the specific class of artefacts or tasks. The GM always makes an analysis test secretly, since only s/he knows the true value/quality of any artefact. The GM then reports an estimated value/quality to the character with a margin of error determined by the success level achieved.

<div align="center">

CS: 1%   MS: 10%   MF: 25%   CF: 50%+

</div>

This kind of analysis cannot allow for sentimental or historical value, and cannot detect enchantment. Generally, analysis of a given item may only be attempted once although if conditions improve (a jeweller acquires a magnifying glass, better lighting, etc.) the same character may make a second attempt.

❏ Value Enhancement

Skills are often used to make things. In many cases, there is little doubt that the item will be made; the only question is the quality of the finished product. In addition, the failures of a master craftsman may be superior to the successes of a novice.

A good example is jewelcraft. If a jewelcrafter with an ML of 75 attempts to combine some cut gems and gold into an item of jewellery, s/he is (essentially) attempting to enhance the value of the raw materials by working them into a new form. Unless s/he accidentally damages or destroys his raw materials by rolling Critical Failure, s/he will either increase or maintain the base value of his materials.

The *Value Enhancement Table* is used, at GM discretion, when a craftsman attempts to produce an item from raw materials. Test a skill and cross–index the success level with the craftsman's SI. The result is a factor by which the base value is multiplied to find the new value.

Critical Failure indicates that any materials that could be destroyed have been destroyed or reduced in value. Indestructible materials retain base value. Results do not necessarily reflect market value. Just because an item is "worth" a king's ransom does not mean that anyone will trade it for a king. Finished goods may involve several stages of value enhancement. For example, uncut gems may be enhanced by cutting and then further enhanced by mounting in a golden necklace. The Value Enhancement table may be used in other ways. It is basically a system for assessing the success of an attempt on an "absolute" numerical scale of one to ten. It could, for example, be used to determine how well a singer sings a song.

❏ Personal Effectiveness

When it comes to repetitive tasks performed over long periods, skill can be used to determine productivity in a general way. The Personal Effectiveness Factor [PEF] may be used to generate productivity in various situations. A more effective/skilful worker can achieve more in less time. PEF can be derived as needed from SI by means of the *Personal Effectiveness Factor* table. PEF can be used in different ways. PEF is derived if/when needed. There is no need to record it anywhere.

Appraisal Example

Geléa, whose Jewelcraft SB is 13 and whose ML is 26, attempts analysis of an item of jewellery whose true value (known only to the GM) is 100 pence. Her EML for the attempt is 65 (13 x 5). The GM rolls 54 (MS) for basic appraisal indicating a margin of error of plus or minus 10%, a range between 90d–110d. The GM then arbitrarily chooses a value within this range (or rolls 1d20+90 for random result) and reports that Geléa's best estimate of the item's value is 108 pence.

If character(s) are concerned about selling a valuable item too cheaply, they may seek a second opinion from another source. A purchaser will base his offer(s) on his own appraisal or that of a third party, not on the vendor's estimate.

VALUE ENHANCEMENT TABLE

SI	CS	MS	MF
0	1.1	1.0	1.0
1	1.3	1.0	1.0
2	1.6	1.1	1.0
3	2.0	1.2	1.0
4	2.5	1.3	1.0
5	3.0	1.5	1.0
6	4.0	2.0	1.0
7	5.0	2.5	1.1
8	6.0	3.0	1.2
9	7.0	3.5	1.3
10	8.0	4.0	1.4
11	9.0	5.0	1.5
12	10.0	6.0	1.6

EXAMPLE: A craftsman whose ML is 78 (SI=7) works on materials worth 50 pence. If s/he achieves MS the value of the finished product will be: 2.5 x 50 = 125 pence.

PERSONAL EFFECTIVENESS FACTOR

SI	PEF
0	0.10
1	0.40
2	0.65
3	0.80
4	0.90
5	0.95
6	1.00
7	1.05
8	1.10
9	1.15
10	1.20
11	1.25
12	1.30

Physical & Combat Skills

These skills are based on physical and sensory attributes and are all subject to PHYSICAL PENALTY and (if the rule is in force) ENCUMBRANCE.

The distances and effects given for physical skills are generally based on attempts being made every minute. However, if there is no crisis in effect, activities such as climbing and swimming may be speeded by testing every ten minutes and multiplying, fatigue, distances and other effects by ten. Similarly, if Climbing, Swimming, etc. are used in crises (10 second ticks) multiply effects by 0.17.

Combat skills are primarily related to battle. They derive from physical attributes and most are weapon skills used to determine success in melee or missile combat. The applications of combat skills are dealt with under *Combat*. Characters may acquire weapon skills during the pregame, as a result of military training. After play begins, characters may open any weapon skill at the OML given on the *Skills Table* the first time they use an included weapon.

In addition to practice/training, the GM may award combat skill development rolls when they are used in combat. More than one development roll per weapon is justified only if the character bears more than his fair share of the combat, experiences a new mode of fighting, or has a particularly difficult time. A weapon used in a token or minor way may deserve no Development Roll.

Communication Skills

Communication Skills involve the understanding and expression of ideas and emotions. None are subject to physical penalty (except at GM discretion).

Lore/Craft Skills

These are skills dependent on the accumulation of expertise. Some include the ability to produce specific items. Some can earn a good living for their users, although many are monopolised by powerful guilds and may not be legally used to earn money except by guild members. Most lore/craft skills can only be opened with the assistance of a qualified TEACHER, usually after about a month. A character wishing to open Alchemy (for example) must find someone to teach him. Obviously, some skills are more involved than others. Learning basic weaponcraft could take years. Cooking, on the other hand, can be opened and developed by any tenacious individual with a strong stomach.

CASES

The GLOSSDEX contains a number of basic and special cases of attribute and skill testing. Each rule has numerous roleplaying applications and is modular in the sense that is may be modified in isolation. See: ATTRIBUTE TESTING; AURAL SHOCK; CARRYING; FALLING; FUMBLE & GROPE; LIFTING; MORALE; REMEMBERING; SHOCK ROLL; STRAIN INJURY; STUMBLE ROLL; UNHORSING; WANDERING HORSES.

SEE GLOSSDEX FOR SKILL DESCRIPTIONS.

TRAINING REQUIREMENTS

All physical skills demand strenuous exercise as part of the training requirements.

VETERAN EXPERIENCE

❑ A veteran warrior is defined as any character with an ML of 80 or more in any MELEE weapon (excluding Unarmed Combat). To reflect a greater knowledge of weapons, a veteran may open ANY new Melee weapon skill at OML+ SB.

❑ **Variant:** No weapon may be opened to an ML higher than the character's Initiative.

LIMITING COMBAT SKILLS

❑ **Option 1.** Once it is developed to ML80, no weapon skill can be developed except by actual combat experience.

❑ **Option 2:** No weapon can be developed to an ML higher than the character's INITIATIVE.

❑ **Option 2 Variant 1:** No weapon can be developed more than ten points higher than the character's Initiative ML.

❑ **Option 2 Variant 2:** Weapon ML can be developed normally, but weapon *EMLs* cannot exceed Initiative ML.

❑ **Automatic Acrobatics Option**

The GM may make Acrobatics an AUTOMATIC SKILL. This would do away with DODGE.

GALL BONUS

Once a Laránian paladin called Gýthrun docked his ship in Meókolis at a time when there just happened to be a "secret temple war" going on between local fighting orders of Laráni and Ágrik. That night, a dozen formidable warriors of Ágrik, were set upon by a similar number of even more formidable Laránians on the docks. Gýthrun hastened to the top of his gangplank in time to see the Laránians bearing off their wounded. Making his way down the gangplank, he found a dozen dead Agríkans. That they were in fact dead he verified by performing exploratory surgery with his trusty broadsword. The city guard, displaying a remarkable knack for timing, showed up at this moment. The leader took a look at the carnage, a look at Gýthrun, another look at the carnage, etc., gulped eloquently and asked "you did this?". Gýthrun merely smiled. "All by yourself?", asked the guard captain. Gýthrun smiled some more. After a bit more gulping, the city guard thought they detected a disturbance (or their mothers calling) elsewhere, and rapidly re-deployed themselves. At this point Brad Carter, whose character Gýthrun was, turned to me and said, "How about some stressful bonus experience?" To which I replied "What? You didn't do anything". To which Brad replied, quite correctly, "Ah, but they think I did…"

PHYSICAL & COMBAT SKILLS

Physical/Combat Skills   SKILLS TABLE

SKILL	Attributes	Sunsign	OML	SPECIALITIES (Optional)
Acrobatics	Str Agl Agl	Nad+ 2; Hir+ 1	SB1	Tumbling/Vaulting, Trapeze/Rings/Bars, Balancing, etc.
CLIMBING	Str Dex Agl	Ula/Ara+ 2	SB4	none
CONDITION	End End Wil	Ula/Lad + 1	SB5‡	none
DODGE	Agl Agl Spd	Hir/Tar/Tai + 1	SB5	none
INITIATIVE	Agl Spd Wil	Ahn/Ang/Nad + 1	SB5	none
Dancing	Dex Agl Agl	Tar+ 2; Hir/Tai+ 1	SB2	Different styles may be treated as specialities
JUMPING	Str Agl Spd	Nad/Hir+ 2	SB4	High Jump, Long Jump
Legerdemain	Dex Tch Tch	Sko/Tai/Tar+ 2	SB1	Purse-cutting, Prestidigitation, etc.
MOBILITY	Agl Spd Spd	Hir/Tar+ 1	SB5	none
Seamanship	Str Dex Agl	Lad+ 3; Mas/Sko+ 1	SB1	none
Skiing	Str Dex Agl	Mas+ 2; Sko/Lad+ 1	SB1	none
STEALTH	Agl Tch Wil	Hir/Tar/Tai+ 2	SB3	none
Swimming	Str End Agl	Sko+ 1; Mas/Lad+ 3	SB1	Different styles/strokes may be treated as specialities
THROWING	Str Dex Eye	Hir+ 2; Tar/Nad+ 1	SB4	none
UNARMED	Str Dex Agl	Mas/Lad/Ula+ 2; Ahn/Nad+ 1	SB3	Martial Arts *styles* can also be treated as specialities
Riding	Dex Agl Wil	Ula/Ara+ 1	SB1	Horse, Pony, etc.
Shield	Str Dex Dex	Ula/Lad/Mas+ 1	SB3	Tower, Kite, Knight Shield (heater), Roundshield, Buckler
Knives	Dex Tch Eye	Ang/Nad + 2	SB3	Dagger, Knife, Tabûri, kéltan
Shortswords	Str Dex Dex	Ang+ 3; Ahn/Nad+ 1	SB3	Longknife, Shortsword, Mánkar, Falchion
Longswords	Str Str Dex	Ang+ 3; Ahn/Nad+ 1	SB3	Broadsword, Máng, Estoc, Bastard Sword, battlesword
Clubs	Str Dex Dex	Ula/Ara + 1	SB4	Club/Stick, Mace, Morningstar, Maul
Axes	Str Dex Dex	Ahn/Fen/Ang+ 1	SB2	Sickle, Shorkana, Hatchet, Handaxe
Battleaxes	Str Str Dex	Ang/Ahn/Fen/Nad+ 1	SB2	Warhammer, Battleaxe
Flails	Dex Dex Tch	Hir/Tar/Nad+ 1	SB1	Nachakas, Grainflail, Ball & Chain, Warflail
Whips	Dex Dex Tch	Hir/Nad+ 1	SB1	Whip, Ísagâra
Net	Dex Tch Tch	Mas/Sko/Lad+ 1	SB1	Net, Blanket, Cloak etc.
Staves	Str Dex Eye	Ara/Fen/Ula + 1	SB2	Javelin, Staff, Spear, Trident, Lance
Polearms	Str Dex Dex	Ang/Ara + 1	SB2	Glaive, Bill, Poleaxe, Falcastra, Pike
Bows	Str Dex Eye	Hir/Tar/Nad+ 1	SB2	Longbow, Shortbow
Blowgun	End Eye Tch	Hir+ 2; Tar/Nad+ 1	SB4	Blowgun
Slings	Dex Dex Tch	Hir/Tar/Nad+ 1	SB1	Sling, Staffsling
Crossbow	Dex Eye Tch	Hir/Ula/Fen+ 1	SB3	None

COMMUNICATION SKILLS

SKILLS TABLE

SKILL	Attributes	Sunsign	OML	SPECIALITIES (Optional)
Acting	Agl Voi Int	Tar/Tai+ 1	SB1	Different styles may be treated as specialities
AWARENESS	Eye Hrg Smt	Hir/Tar+ 2	SB4	none
INTRIGUE	Int Aur Wil	Tai/Tar/Sko+ 1	SB3	none
Lovecraft	Cml Tch Voi	Mas/Ang+ 1	SB3	GM discretion
Musician	Dex Hrg Tch	Mas/Ang+ 1	SB1	Each instrument is a speciality or separate skill
ORATORY	Cml Voi Int	Tar+ 1	SB2	none
RHETORIC	Voi Int Wil	Tai/Tar/Sko+ 1	SB3	none
SINGING	Hrg Voi Voi	Mas+ 1	SB3	Different styles may be treated as specialities

LANGUAGES & SCRIPTS (Communication)

SKILLS TABLE

SKILL	Attributes	Sunsign	OML	SPECIALITIES (Optional)
NATIVE TONGUE	Int Wil Wil	Tai+ 1	SB4–SB7☞	Each Language is a separate skill
Foreign Tongue	Int Wil Wil	Tai+ 1	SB1/SB2♆	Each LANGUAGE is a separate skill
Scripts	Int Int Wil	Tar/Tai+ 1	SB+ 70	Each SCRIPT is a separate skill

♆   If a Foreign Tongue is of the same Language Family as a known Language the OML is SB2 if the language belongs to an *alien* language family, OML is SB1.

☞   OML is determined by Social Class: Peasant/Urban Poor SB4; Some Guildsmen SB5; Some Guildsmen/Cleric/Noble SB6; Scholar SB7

‡   See GlossDex for optional OML rule for CONDITION.

Skills 8

RITUAL (Communication)   SKILLS TABLE

CHURCH	Attributes	Sunsign	OML	SPECIALITIES (Optional)
RITUAL (General)	Voi Voi Int	Tar + 1	SB1	Each church/religion is a separate skill or speciality
❑ Ágrik	Str Voi Int	Nad + 2; Ang/Ahn + 1	SB1	none
❑ Haléa	Tch Voi Int	Tar/Ang/Mas + 1	SB1	none
❑ Ilvîr	Voi Int Aur	Sko+ 2; Tar/Tai/Mas+ 1	SB1	none
❑ Laráni	Str Voi Int	Ang/Ahn/Fen + 1	SB1	none
❑ Môrgath	Voi Int Wil	Fen/Lad/Tar/Mas + 1	SB1	none
❑ Návèh	Agl Tch Int	Mas + 2; Tar/Tai/Hir + 1	SB1	none
❑ Peóni	Tch Voi Int	Ara + 2; Ang/Ula + 1	SB1	none
❑ Sárajìn	Str Voi Wil	Ahn/Ang/Fen/Nad + 1	SB1	none
❑ Sàve–K'nôr	Voi Int Int	Tai + 2; Sko/Tar + 1	SB1	none
❑ Siém	Int Aur Wil	Hir + 2; Nad/Tar/Ula + 1	SB1	none

LORE/CRAFT SKILLS   SKILLS TABLE

SKILL	Attributes	Sunsign	OML	SPECIALITIES (Optional)
Agriculture	Str End Wil	Ula/Ara+ 2	SB2	Different crops may be treated as specialities
Alchemy	Smt Int Aur	Sko+ 4; Tai/Mas+ 2	SB1	Each Menstrum (recipe) is treated as a discrete skill.
Animalcraft	Agl Voi Wil	Ula/Ara+ 1	SB1	Each species of animal
Astrology	Int Int Aur	Tar+ 1	SB1	Astronomy, Astromancy, etc.
Brewing	Smt Smt Tch	Sko+ 4; Tai/Mas+ 2	SB1	Beverage types may be considered specialities
Carpentry	Str Dex Tch	Ula/Ara+ 2	SB1	Carpentry, Cooping, Wheelwright, etc.
Carving	Dex Tch Wil	Ula+ 3; Ara/Lad+ 1	SB1	Wood, Stone, Horn/Bone, Ivory, etc (materials)
Ceramics	Dex Tch Tch	Ula/Ara+ 2	SB1	Styles may be considered artistic specialities
Cookery	Smt Smt Tch	Sko+ 1	SB3	Cultural, religious and regional specialities
Drawing	Eye Eye Tch	Sko/Tai+ 1	SB2	Drawing, Painting, Cartography, etc.
Embalming	Dex Smt Tch	Sko/Ula+ 1	SB1	Cultural, religious and regional specialities
Engineering	Dex Int Int	Ula/Ara+ 2; Fen+ 1	SB1	Siege Engines, Gates/etc., Large engines, etc.
Fishing	Dex Tch Wil	Mas/Lad+ 2	SB2	Net, Rod & Line, etc.
Fletching	Dex Tch Tch	Hir+ 2/; Tar/Nad+ 1	SB1	Bowyer, Fletcher
Foraging	Eye Smt Int	Ula/Ara+ 2	SB2	none
Glassworking	Dex Dex Tch	Fen+ 2	SB1	Styles may be considered artistic specialities
Heraldry	Wil Eye Tch	Sko/Tai+ 1	SB1	none
Herblore	Smt Tch Int	Ula+ 3; Ara+ 2	SB1	Medicinal, Food Crop, etc.
Hideworking	Dex Smt Tch	Ula/Ara+ 1	SB1	Tanning/Curing, Tooling, Stitching, etc.
Jewelcraft	Eye Tch Wil	Fen+ 3; Tar/Ara+ 1	SB1	Goldsmith, Silversmith, Gem-cutter, Designer, etc.
Lockcraft	Dex Tch Wil	Fen+ 1	SB1	Lock-maker, Lock-picker, Fine Mechanics, etc.
Masonry	Str Dex Tch	Ula/Ara+ 2	SB1	Architect, Stonecutter, Builder, etc.
Mathematics	Int Int Wil	Tai+ 3; Tar/Sko + 1	SB1	Accountancy, Geometry, etc.
Metalcraft	Str Dex Tch	Fen+ 4; Ahn/Ang+ 2	SB1	Specialities based on metals (iron, bronze, etc.)
Milling	Str Smt Tch	Ula+ 1	SB1	none
Mineralogy	Str Eye Int	Ula/Ara+ 2; Fen+ 1	SB1	Prospecting, Mining, Geology, etc.
Perfumery	Smt Smt Int	Hir/Sko/Tar+ 1	SB1	none
Physician	Tch Tch Int	Mas+ 2; Sko/Tai+ 1	SB1	Medicine, Surgery, Homeopathy, etc.
Piloting	Eye Tch Int	Lad+ 5; Mas+ 3	SB1	none
Shipwright	Str Dex Int	Lad+ 4; Mas+ 2	SB1	Naval Architecture, Sail-making, etc.
Survival	Str Dex Int	Ula+ 2; Ara+ 1	SB2	none
Tarotry	Int Aur Wil	Tar/Tai + 2; Sko/Hir + 1	SB1	Regional styles may be considered specialities
Textilecraft	Dex Eye Tch	Ula/Ara+ 1	SB1	Weaving, Sewing, Embroidery, etc.
Timbercraft	Str Dex Agl	Ula+ 4; Ara+ 2	SB1	Felling, Cutting, Tree care, etc.
Tracking	Eye Hrg Smt	Ula/Ara+ 4	SB1	none
Weaponcraft	Str Dex Tch	Fen+ 4; Ahn/Ang+ 2	SB1	Swords, Knives, Shields, Axes, Poles, Flails, Quilt, Kûrbúl, Ring, Scale, Mail, Plate
Weatherlore	Eye Smt Tch	Hir/Tar/Mas/Lad+ 1	SB1	none

COMBAT & CRISES

The HârnMaster combat system governs melee, missile, and mounted combat in the context of an ongoing roleplaying environment. The system assumes that a GM is available to make discretionary judgements. This is a *crisis resolution system* that can be used whenever action sequencing is critical. The GM switches to the combat system whenever it seems appropriate to resolve action in "time ticks" of ten seconds.

SCALE AND COMPONENTS

The HârnMaster combat system is compatible with 25mm miniatures representing individual characters. The ground scale is one inch (25mm) to five feet. The GM defines the combat area, terrain, etc. The playing surface may be marked with a 25mm (1 inch) hexagonal grid. Each figure occupies one hex. Miniatures may be mounted on hexagonal, square or round bases. Large creatures, such as horses, are mounted on larger bases. The rules which follow assume a 25mm hex grid is being used, if playing without a hex grid, simply read all references to "hexes" as units of five game feet (one inch on the board). A figure's base represents its *area of operation*. Characters are assumed to be anywhere within the zone represented by their bases (or by the hexagons they occupy). This suggests that the ideal mounting system would use round bases. Larger creatures would have progressively larger bases. Two figures are **engaged** when their bases are touching or when they are in adjacent hexes.

FACING

The idea of character *facing* is nonsense when combat is resolved in ten–second "ticks". In one turn, a character could rotate 180° a dozen times. Figures are *dynamic* within their areas of operation. It is, therefore, assumed that, at any given instant, a character is facing in whatever direction makes the most sense. This is not just common sense, it also makes the game easier to play.

CHARACTER CLASS LIMITATIONS

HârnMaster has no *character classes;* any character can use any weapon or armour — nothing prevents mages or clerics from using swords. Some weapons (chivalric arms) may be prohibited to simple folk (commoners) in some regions, but these are laws/customs, not rules.

ARMOUR

Armour protects its wearer as a strike lands, but it reduces mobility and increases the rate at which characters fatigue. This actually makes an armoured character *easier* to strike. Armour consists of discrete pieces, not general classes. An armour piece protects only the body part(s) it covers. Characters may design and wear armour combinations, including multiple layers on various body parts; armour protective values are *cumulative.*

Hit Points

HârnMaster does not use hit points. Injuries are graphically described (e.g. A serious cut to the forearm). HârnMaster uses *injury points* to handle recovery from wounds, diseases, etc., and *fatigue points* to quantify the accumulation of fatigue, but neither function as hit points.

SKILLS & COMBAT

The HârnMaster combat system is *skill–driven*. The most important factor in combat is the skill with which characters use their weapons. Any character may become *reasonably* proficient with one or two weapons.

VIOLENCE AS A PROBLEM SOLVING STRATEGY

The perils of mortal combat (and infection) should encourage players to put a premium on intelligent role-playing, and to use violence as a last resort. Players choosing a "kill the beasties" approach to problem–solving may find themselves numbered among the beasties.

BASIC AND ADVANCED RULES

HârnMaster *basic* combat rules are designed to let GMs/Players get up to speed quickly. *Advanced* (optional) combat rules are for those who want more detail/realism. Short advanced rules are found throughout the basic text (usually in the margin). Longer Advanced rules are at the back.

WHY SO MANY CHOICES?

Players invest a good deal of time in their PCs, and should naturally resent any combat system that dispatches them with arbitrary random. The HârnMaster system provides sufficient detail and tactical options to give PCs control of their combat destiny, but does not overburden them with paperwork.

For those who want faster combat resolution, a *Quick Combat System* is provided for melee combat between NPC's. The system can be freely interchanged with the main system, even in the middle of a battle. Alternately, the *BattleLust* system (published separately) can be integrated into HârnMaster combat without much bending, twisting or mental gymnastics.

Some Figure Mounting Options

	Square	Hexagonal	Round
FOOT				1" (25mm)
MOUNTED			1.5"	2" (50mm)
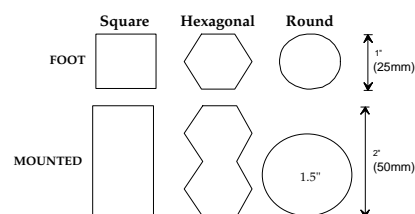
IT'S ALL IN THE HEAD

Some HM users employ no figures or terrain, at least not for fairly simple battles. They simply play out the battles in their heads — the authoritative version is, of course, kept in the GM's head…

Combat 2

Combat Profile

The Combat Profile is used to record data that is used in combat. Items and/or equipment that may effect combat is listed, along with information on injuries and fatigue.

Load Summary

Items carried or worn by the character are listed, with their weights in pounds. Load changes as items are acquired or discarded. Detailed item lists may be made on Load Profile(s).

Combat Factors

Four skill MLs may be copied from the Character Profile:; DODGE; CONDITION, MOBILITY and INITIATIVE. FATIGUE RATE (LOAD/ENDURANCE), FATIGUE RECOVERY RATE (ENDURANCE/6) and MOVE (MOBILITY/5), may be calculated and entered here. Most of these factors/MLs can be pre-calculated and entered on the Combat Profile, or calculated as needed.

Weapon Profile

For each weapon/shield carried, list the name/type (Weapon), weight, quality (WQ), Impact for BLUNT, EDGE, POINT, FIRE/FROST, SQUEEZE and TEAR ASPECTS (as applicable). Copy Skill ML from the character profile (optional). Enchantment ✠ (if any). There is also space for some notes. The *total* weight of weapons is entered under LOAD.

Penalties

This section is used to track physical state and other penalties. A running total is kept for FATIGUE. Injuries are listed with HEALING RATE (HR) and INJURY POINTS (IP). PHYSICAL PENALTY is the sum of Fatigue and Injury Points. ENCUMBRANCE is an optional penalty used to show the restrictive effect of a character's LOAD on physical activity. SPECIAL PENALTIES are assigned at GM discretion to represent the effects of tangles, special encumbrance (limited visibility etc.) and so on.

Armour Profile

The armour profile is used to record each item of armour or clothing worn by the character. For each item, enter name (armour garb), material, size (SZ), weight, quality (AQ), Enchantment (✠), and coverage. Coverage is entered by checking off the body parts that the item covers (fill in the little circles).

Armour Analysis

This section is used to list the cumulative materials/layers on each body part (strike location). Under compound layers, list each layer/material covering that body part (eg., Mail, quilt, cloth). Under AQ list the cumulative armour quality for the layer(s) covering that body part.

❑❑ Calculate and enter the cumulative protective values by aspect (B, E, P, F, S, T) for the compound layers of armour worn at each location. This analysis may be used in combat but is not necessary.

The Effect of Wearing Armour

Armour, including clothing, reduces the effect of strikes, but also encumbers its wearer.

Generic Armour Class

Some characters wear Generic Armour Combinations. In such cases, record only the Generic Armour Class (GAC) Unarmoured 0, Light 1, Medium 2 or Heavy 3, and subclass (a—f); eg., "3c" (type c heavy armour).

Pre-Factoring

Most combat data can be calculated "on the fly", and probably will be the first time a character fights, pre-factoring (doing all the calculations ahead of time) may speed up combat marginally.

Some things, such as *LOAD* and armour coverage have a tendency to change quite often. Consequently, we have made it as easy as possible to calculate armour protection on the fly.

We hardly ever pre–factor NPCs, although many players do pre–factor their PCs.

COMBAT SEQUENCE

Combat is resolved in a series of **ROUNDS**. During each Round, each character has a **TURN**. In his turn, a character selects and executes one **ACTION OPTION**. When a character's Action Option is resolved, his Turn is over and it is the next character's Turn. When all characters have had Turns, the Round is over.

The sequence of Turns is determined by INITIATIVE. The character with the highest Initiative has the first turn in each round, and so on. If two characters have the same Initiative, the tie is broken (for the duration of the combat) by a die roll.

❏ ALTERNATE MOVE ORDER

- Determine a leader for each *side* in the battle/crisis

- The side with the highest Initiative Leader moves all of its characters first, in any order as desired (by the leader).

TACTICAL ADVANTAGES

A character may earn extra Turns (Tactical Advantages) in her/his own or someone else's Turn. A Tactical Advantage represents a flurry of activity which happens *within* the Round. When a character wins a Tactical Advantage, s/he may use it to attempt any Action Option *immediately*, regardless of whose turn it is.

No more than ONE tactical advantage may be executed in a single character Turn by either party. If a second TA is generated in the same turn, it is ignored and the turn is over. If opponents gain simultaneous TAs the Turn ends.

Combat Round

A round, lasts ten (10) seconds, but this should not be taken too literally — ten seconds is only an average. Some rounds last longer, some less. In the final analysis it does not matter how long actions last. What matters is the order in which events occur: Does this character get the spell off before being cut down by the broadsword?

❏ Surprise

The first round of a battle may be a special case. Both sides do not always instigate combat at the same time. In general, only characters on the side that starts the battle should have Turns in the FIRST round. In most cases surprise lasts only one round, and normal sequencing is applied in subsequent rounds. However, the GM may decide that one or more characters are surprised to a greater degree, or are surprised in the middle of a fight by odd tactics. Incidental Surprise may be simulated by Special Penalties.

Optional Rule: Test Initiative to determine what each character can do in her/his Turn. For rules see COMBAT 19

How to Get a Tactical Advantage

A character wins a Tactical Advantage if s/he causes an opponent to fail a SHOCK, STUMBLE, or FUMBLE roll, or destroys the weapon of an engaged opponent. Tactical Advantages are also generated by the Attack Tables.

A single character could, in theory, win dozens of Tactical Advantages in a given Round, just no more than one per character Turn.

❏ Unlimited Tactical Advantages

It might even be more realistic to allow unlimited Tactical Advantages. It might produce an odd–seeming flow of combat, but as long as no one is overly fond of the idea of each Round being of equal length, it should work just fine.

❏ Dropping TAs

We toyed with the idea of making the Tactical Advantage an optional rule, but it's such a nifty concept that we didn't have the heart… However, if you want to, the system will still work if TAs are completely ignored.

Movement

- Except when grappling, only one character can occupy a hex at a time.

- There are three movement rates (see MOVEMENT Table).

- In general, a character selects a movement rate as it begins moving.

- Movement rate determines FATIGUE accumulation. At the lowest rate(s) of movement, there is no fatigue accumulation. Characters who opt for higher movement rates pay for the extra speed by accumulating fatigue. Quadrupeds that canter or gallop, or non-quadrupeds who *run* accumulate fatigue. (see MOVEMENT Table).

- Movement rate and MOBILITY determine the maximum distance that can be travelled in the turn. (See *Movement* Table.)

- Movement options may be limited by injury. A human with an injured leg cannot, for example, walk or run, but may crawl (if conscious).

- As a general rule, regardless of physical condition, any conscious character can move at least one hex (inch) in a turn.

Obstacles & Stumble Rolls

When a moving character encounters an obstacle, the GM may order a STUMBLE ROLL.

Engagement Zone

Because the potential exists to attack/influence entities that come "within range", each character has an *Engagement Zone* consisting of the hex(es) it occupies and all adjacent hexes.

- Engagement Zones do not extend into hexes blocked by terrain features such as high walls or closed doors.

- The Engagement Zone of a conscious, prone character is only the hex s/he occupies.

- Unconscious characters have no Engagement Zones, but may constitute obstructions.

A moving character must halt upon entering an enemy Engagement Zone, and may only move one hex per turn when moving from one hex to another hex within such zones.

Friendly Engagement Zones have no effect on movement. Any character within an enemy Engagement Zone, is *ENGAGED* with that enemy. Characters who are engaged may attack each other. It is possible (for a one–hex entity) to be engaged with up to six enemies at a time.

Reaction Zone

A Reaction Zone is an area of *potential* influence. Its function is to give characters (who are not busy with other activities) the chance to intercept enemies attempting to pass them.

- Engaged characters do not exert Reaction Zones.

- A Reaction zone extends three hexes (inches) in every direction from an unengaged character.

- Reaction zones only include hexes into which the character can see and could move.

- A character making a Free Move must halt upon entering an enemy Reaction zone.

MOVEMENT TABLE		
Body Type/Rate	Distance (ft)	Fatigue
Quadruped Walk/Trot	1 Mobility	—
Quadruped Canter	2× Mobility	FR
Quadruped Gallop	3× Mobility	2× FR
Non-Quadruped Crawl	½ Mobility	—
Non-Quadruped Walk	Mobility	—
Non-Quadruped Run	2× Mobility	FR

Non-Quadruped Movement Rates

CRAWL Any conscious, prone character can crawl half its MOBILITY EML (in feet) without fatigue accumulation.

WALK A conscious character with sufficient effective limbs can walk its MOBILITY EML (in feet) without fatigue accumulation.

RUN A conscious, healthy character can run up to double its MOBILITY, but accumulates fatigue points equal to FATIGUE RATE each turn.

Quadruped Movement Rates

WALK/TROT A conscious quadruped can walk/trot its MOBILITY EML (in feet) without fatigue accumulation.

CANTER a conscious quadruped with all four limbs operating can canter up to double its MOBILITY EML (in feet) per turn; by so doing, the quadruped accumulates FR fatigue points.

GALLOP a conscious quadruped with all four limbs operating can gallop up to 3× Mobility (in feet) per turn; by doing so, the quadruped accumulates FR×2 fatigue points.

A character that occupies one hex, has an engagement zone consisting of seven hexes.

If a hex grid is not used, characters are engaged when their bases touch and/or they come within one inch of each other.

An adjacent prone enemy *does not* engage a standing character, although the standing character *does* engage the prone character. Similarly, two adjacent prone characters do not engage each other.

A Friendly Engagement Zone is one exerted by a character friendly to the character whose turn it is.

Action Options

In a Turn, a character selects and executes one Action Option. Some options end the turn, some trigger additional routines such as attack/strike resolution. If a character wishes to attempt some reasonable action not covered by the Action Options, the GM may resolve the attempt by some appropriate skill or attribute tests seems appropriate. The following Action Options are standard in HârnMaster:

Rest

This option is not available to a character inside an enemy REACTION ZONE. Character does nothing except possibly sit or lie down. Resting characters recover fatigue points equal to FRR (*one sixth Endurance)* per *minute.* That is, a character with Endurance 3–8 would recover 1 FP after resting 6 consecutive turns; a character with Endurance 9–14 would recover 1 FP after resting 3 consecutive turns; and a character with Endurance 15–20 would recover 1 FP after resting 2 consecutive turns.

Pass

This option is available only to *engaged* characters. The character forfeits his/her Turn. The passing character does not recover Fatigue, but may defend normally if attacked.

Free Move

This option is available only to *unengaged* characters. The character selects a movement rate (crawl, walk or run for non quadrupeds, walk/trot, canter or gallop for horses/etc.) and moves up to the appropriate multiple of MOBILITY EML.

- A Free Move may not enter enemy ENGAGEMENT ZONE(s).

- A Free Move ends if the character enters an active enemy Reaction Zone.

- In the course of a Free Move, characters may (within reason), freely change weapons, open/close doors, pick things up, etc.

Engage

This option available only to *unengaged* characters. A move to enter an enemy Engagement Zone. The Turn terminates immediately an enemy Engagement Zone is entered. The maximum length of an engage move is *½ Mobility EML* feet.

Disengage

Option available only to *engaged* Characters. The character moves one hex out of *all* enemy ENGAGEMENT ZONES, then up to ½ Mobility EML feet. The Turn ends immediately an enemy Engagement Zone is entered.

Rise

Available only to a conscious, prone character. When a character *stumbles* (falls prone) a Rise option must be used to get up. A *Rise* is automatically successful unless the character is forcibly held down, seriously injured, or otherwise impeded. The GM may require a test of Agility or Strength to resolve a Rise option under difficult circumstances.

ACTION OPTIONS

Rest
Pass
Free Move
Engage
Disengage
Rise
Grope (FUMBLE)
❑ Grapple Attack
❑ Press
Melee Attack
Missile Attack
Esoteric Option
Mount
Dismount
Mounted Move (*COMBAT 16*)

❑ Engage & Fight

Upon completion of an Engage Move, each of the newly engaged parties tests *INITIATIVE*. If one of the results is higher than the other(s), that character gains a *TACTICAL ADVANTAGE* which may be used to attack, etc. If no side has an advantage, the Turn ends.

GROPE (FUMBLE)

Any action taken which requires manual dexterity, but is not an attack. For example, an attempt to draw or change weapons, string a bow, dispatch an unconscious person, or retrieve an item from the ground is a Grope. Normally, a Grope automatically succeeds, but the GM may require a Dexterity test (FUMBLE/GROPE) if the Grope is difficult.

MOUNT/DISMOUNT

The option used to mount/dismount a steed in combat is resolved by testing RIDING Skill. With CS/MS the effort is successful.

❏ GRAPPLE ATTACK

An engaged character may (if possible) move one hex before attempting a Grapple. The target may be any single engaged enemy. Any attempt to grapple, hold, or wrestle with an engaged opponent is resolved with the Grapple sub–sequence (COMBAT 22). A character who is held or who has a hold at the beginning of a turn must select the Grapple option. Grappling always puts both contestants in CLOSE Mode.

❏ PRESS

This option is available only to engaged characters. It is an attempt to push an opponent while maintaining a reasonable defensive posture with (any) weapon(s). The attacker simply pushes. Press (or Counterpress) ML is 5× STR (subject to PHYSICAL PENALTY). Pressing always puts both contestants in CLOSE Mode.

MELEE ATTACK

A character may move one hex before making a Melee Attack. A melee attack is an effort to strike an enemy with a melee weapon; it may be made against any single engaged opponent. Melee Attacks are resolved with the *Melee Attack Sequence (COMBAT 7).*

MISSILE ATTACK

This option is only available to characters equipped with missile weapons (which include just about any item that can be thrown).

Unprepared missile weapons (unstrung bows, etc.) must be prepared by means of a Grope *(COMBAT 5)*, and cannot be used until the next turn. Missile attacks are resolved with the Missile Sequence *(COMBAT 11)*. Missile options are:

[1] Load & Fire (or Fire & Load) a short or long bow.
[2] Draw & Throw (or Throw & Draw) any throwable object.
[3] Load a crossbow OR fire a loaded crossbow.
[4] Load & Fire (or Fire & Load) a blowgun.
[5] Load & Cast (or Cast & Load) a sling.

ESOTERIC OPTION

This option is available to characters capable of using magic or psionics or to those who wish to call for divine intervention. An esoteric option may not (at GM discretion) be available to *engaged* characters. If a spell takes more than ten seconds to cast, it must be readied over two or more Turns.

Note: the use of magic, psionics, or divine aid in combat/crisis situations is always governed by GM discretion. See *Spellfire Timing* in **Shèk-Pvâr**

Note: dropping an item which is tied–on is a Grope, but untied items held in the hand may be freely discarded at any time.

❏ Mount/Dismount Option
CS earns a tactical advantage, **CF** causes a fall inflicting 2d6 Blunt impact to the body zone.

Most roleplaying systems do not allow for grappling/wrestling. We have, therefore, made it into an optional, advanced rule.

A missile attack cannot be attempted by an *engaged* character unless the missile is already loaded/held. However, a melee attack with a missile weapon may be possible. A shortbow or blowgun would be treated as a stick; a longbow as a staff, a crossbow as s a club, etc.

MELEE ATTACK SEQUENCE

The Melee Attack Sequence is used to resolve a melee attack, which is an attempt to strike an opponent with a melee weapon. The character whose Turn it is termed the *attacker*, the opponent the *defender* or *target*.

[1] ATTACK DECLARATION

The attacker describes the nature and target of the attack being made.

[1] TARGET If engaged with more than one enemy, the attacker declares which is the target. A prone character may not be attacked if the attacker is also engaged with standing enemy(ies), unless all such enemy(ies) are also engaged by character(s) hostile to *them*.

[2] ATTACK WEAPON The attacker selects a weapon that is available and readied. Hands, feet, claws/paws, hooves, horns, etc., are weapons, as is any item held by a character.

Default: If no attack weapon is declared, the attacker is assumed to be using whatever weapon is in her/his *primary* hand.

[3] WEAPON ASPECT The attacker may declare which ASPECT (if there is more than one) will be used for the attack.

Default: If no declaration is made, it is assumed that s/he is using whichever aspect has the highest Impact rating.

[4] AIMING ZONE The attacker may declare which *zone* s/he is aiming at (for humanoids, choices are: *body, head, arms*, or *legs*).

Default: If no aiming zone declaration is made, the attacker is assumed to be aiming for the defender's *Mid* zone.

[2] DEFENCE DECLARATION

The defender declares one of the following defence options.

BLOCK an attempt to block/parry the attack with a weapon/shield.

Default: If no blocking weapon is declared, the defender is assumed to use a shield; if none are available, the weapon in the *secondary* hand.

COUNTERSTRIKE: The defender attempts to strike the attacker before the attacker strikes him/her. (This is, in effect, an out of turn attack.) The defender must declare weapon, aspect, and aiming zone, just like the attacker. Counterstrike attempts tend to be bloody and favour the original attacker. Simultaneous strikes may occur.

DODGE: An attempt to evade the attack by ducking, jumping, etc. The defender tests effective DODGE (Dodge ML minus PHYSICAL PENALTY). ACROBATICS (if its ML is higher) may be used instead of Dodge.

❑ **GRAPPLE:** an attempt to seize the attacker's body, garb or weapons, and/or to exploit the hold by twisting or throwing. The defender tests UNARMED Combat EML, and if s/he gains a hold on the attacker, s/he may exploit immediately as a Tactical Advantage.

❑ **COUNTERPRESS:** Available only in response to *Press* or *Grapple*. The defender simply pushes back. (Test 5× STR minus PHYSICAL PENALTY.)

❑ **MISSILE DEFENCE:** A character with a readied missile weapon, has the option to fire/throw it at any character who intends to engage him, but must do so *BEFORE* the enemy enters her/his Engagement Zone.

❑ **ESOTERIC DEFENCE:** In some cases magic, psionics, or divine intervention may constitute a defence.

IGNORE: This option is normally taken only by characters that are *unaware* of the attack. This may result from extreme surprise or from the target being incapable of defence. The Defender makes no roll & no defence.

MELEE ATTACK SEQUENCE

1. **Attack Declaration**: Attacker declares the target, aiming zone, weapon & aspect of the attack.

2. **Defence Declaration**: Defender announces the type of defence that will be attempted.

3. **Skill Tests:** According to the preceding choices, each party calculates and tests the applicable EML.

4. **Attack Resolution:** Using the tables provided, success levels are compared and the attack is resolved.

MELEE DEFENCE OPTIONS

Block
Counterstrike
Dodge
❑ Grapple (Advanced Option)
❑ Counterpress (Advanced Option)
❑ Missile Defence
❑ Esoteric Defence
Ignore

❑ RANDOM ASPECT

Determine *ASPECT* by rolling 1d6. If a weapon does not have the generated Aspect, treat as a Primary Aspect.

RANDOM ASPECT TABLE

1d6 Roll	1	2	3	4	5	6
Aspect	T	S	S	P	P	P

P: Primary Aspect (the aspect with the highest IMPACT rating);

S/T Secondary/Tertiary Aspect;

Aiming Zone Limitations

The GM may restrict or penalise the choice of Aiming Zone if the attacker could only reach certain zones of his target with the declared attack weapon. A mounted attacker might, for example, find it difficult to aim for the legs of an enemy afoot.

Hand/Arm Blocks

A successful block with a hand/arm/etc. Is treated as a strike thereon.

❑ Blocks & Weapon Damage

A successful Block may cause *Weapon Damage* (COMBAT 20) to the weapons involved, but this may be an advantage if the Defender's weapon is of superior quality.

Missile Defence may be treated as an Advanced Optional Rule. Having a missile weapon ready earns a Tactical Advantage to make a missile attack on an approaching enemy.

Esoteric Defence may be treaded as an Advanced Optional rule. In most cases, unless prepared in advance, such powers may only be used for defence if the casting time is less than six (6) seconds. See *Misfire* in *Shèk-Pvâr*.

[3] Skill Tests

Once the attacker and defender have declared their options, each tests the appropriate EML. Basic ML is modified *before* rolling, by whichever of the following modifiers apply:

PHYSICAL PENALTY Each party subtracts PHYSICAL PENALTY.

❑ **ENCUMBRANCE** Each party subtracts ENCUMBRANCE.

SPECIAL PENALTY (and/or Special Bonus) Each character adjusts Basic ML by whatever Special Penalties/Bonuses the GM deems applicable. This includes any wrong hand modifier, tangles, etc.

AIMING MODIFIER If either party is aiming at a strike zone other than *Mid* (or Body) the default, reduce EML by the applicable *Aim Modifier* shown on the *Strike Location* table.

WEAPON COMPARISON Weapon effectiveness depends on how they are used; shields are good defensive weapons, but not very good attacking.

Cross-index the attacking weapon (or shield) with the defending weapon/shield using the *Weapon Comparison* Table:

- neither the attacker's nor defender's EML is adjusted;
- **A** attacker increases EML by the number given;
- **D** defender's EML is increased by the number given.

CLOSE QUARTERS If the GM judges that the attack is being made in CLOSE QUARTERS, the attacking weapon's class may be inverted (and this modifies any weapon comparison bonus).

PRONE MODIFIER A character who is attacking or being attacked by a prone enemy increases EML by 20.

OUTNUMBERING MODIFIER A character is outnumbered if exclusively engaged by two or more opponents. When counting opponents for this purpose, prone enemies are not included, nor are enemies who are themselves engaged by other friendly characters. An outnumbered character may attack one of her/his opponents in his/her turn, perhaps a second opponent if s/he wins a Tactical Advantage, and may defend against all attacks on him/her. However, EML for any attack/defence is decreased by 10 for each enemy above one. That is, if a character outnumbered 3:1, subtracts 20 from EML for all attacks or defences.

Outnumbering is determined at the instant of the attack; it can change during a round, or even during a turn.

Basic ML when using a weapon is the applicable Weapon Skill. For grappling use Unarmed Combat Skill, and for dodging, use Dodge (or Acrobatics) skill. If the defender is *Ignoring,* s/he makes no roll and, therefore, needs no ML.

Aiming Modifier: The GM may also adjust at her/his discretion. E.g., a mounted character aiming at the head of a footman would have no aiming modifier, but would face a significant penalty if aiming at *legs.* This may depend on weapon length/type, etc.

It is possible for the attacker to be in close mode while the defender is in open mode, and *vice versa*.

The GM may vary the definition of close mode, according to the type of weapon in use — a thrusting weapon may be less affected than one which is swung.

❑ Ignoring Friends

If a character is in Close Mode only due to *friendly* character(s), s/he has the *option* to attack or counterstrike in Open Mode; if s/he does this there is a 30% chance that the attack will target the nearest friendly character (it is otherwise normally resolved — the friendly target may defend her/himself).

[4] Attack Resolution

Having calculated their EMLs, attacker and defender make skill rolls to generate success levels (CF, MF, MS or CS) which are cross–indexed on the appropriate *Combat Matrix*. The possible results are:

● **STAND-OFF/MISS** The attack has failed. The turn ends.

↓ **BLOCK** The defender's weapon has intercepted the attacker's. In the basic game, this is equivalent to a Stand-off/Miss (●).

If either the attack or defence weapon is a hand or foot etc., a successful block is treated as a (✍2) strike on the body part which did the blocking (usually a hand or forearm). See Optional Rule right.

❑ If the *Weapon Damage* rule is in effect, proceed to Weapon Damage *(COMBAT 20)*. If a character's weapon fails, her/his opponent gains a TACTICAL ADVANTAGE, otherwise the Turn ends.

F **FUMBLE** The attacker (AF) , defender (DF) or both (BF) make FUMBLE ROLL(s) for the declared attacking/defending weapon. If *one* character fumbles, the other gains a TACTICAL ADVANTAGE. Otherwise the turn ends.

S **STUMBLE** The attacker (AS) or defender (DS) or both (BS) make STUMBLE Roll(s). If ONE character stumbles the other gains a TACTICAL ADVANTAGE. Otherwise the turn ends.

TA **TACTICAL ADVANTAGE** The attacker (**ATA**) or defender (**DTA**) has gained a TACTICAL ADVANTAGE (extra turn), and may immediately select and execute a bonus Action Option. **Exception**: if this is the second TA generated in this *Turn*, the turn ends.

✍ **Hold** The attacker (A✍) or Defender (D✍) or both (B✍) has gained a *hold* by grappling. See *Grappling*: COMBAT 22.

☆ **STRIKE** The attacker (A☆) or Defender (D☆) or both (B☆) strikes with the declared weapon and aspect. The number after the star (☆) is the number of d6 that are rolled to determine strike Impact — proceed to *Strike Resolution: COMBAT 10.*

RESULTS GENERATED BY THE COMBAT MATRICES

↓ **Block** end Turn; same as ● in basic game. (Advanced Rule go to Weapon Damage sequence).

F **Fumble** — one or both parties make FUMBLE roll(s) and may drop weapons.

S **Stumble** — one or both parties make stumble roll(s) and may fall prone.

TA **Tactical Advantage** — attacker or defender earns a bonus turns.

● **Standoff/Miss** — Attack has no effect (end Turn).

✍ **Hold** — Not possible unless Grappling Rules are in use — one or both parties obtain grappling hold(s).

✍ **Strike** — one or both parties strike opponent.

❑ **BODY PARRIES**
These options cover block results when the blocking weapon is a body part (such as the defender's hand).

❑ **Option 1** if the blocker rolled CS to achieve the block, it is parried harmlessly instead of being a strike on the blocking body part.

❑ **Option 2** if the blocking character has Unarmed Combat ML of 71+ , any MS/CS block with hands/arms/feet are treated as harmless parries.

See UNARMED COMBAT in GLOSSDEX.

Strike Delivery

The following steps are taken when a strike of any type occurs:

[1] Strike Location

Roll 1d100 on the most appropriate *Strike Location* table. The tables have columns for various AIMING ZONES (The *Humanoid* table, for example, has *head*, *arms*, *mid*, and *legs*). If the striker made no aiming zone declaration, the *Body Zone* is the default. Groin strikes against female or neuter targets are treated as Abdomen strikes. Breakdown tables are provided for face and hand. This may be significant if, for example, the target has a helmet with a nasal or cheek guard.

[2] Strike Impact

Impact is the *force* with which a strike is delivered. Determine impact by rolling the number of d6 indicated on the combat matrix and adding the striking weapon's intrinsic impact value (which depends on strike ASPECT). The strike now has Impact and Aspect.

[3] Effective Impact

Effective Impact is the force actually delivered to the target's body through any intervening armour. It is determined by subtracting applicable armour protective value from Strike Impact. The protective values of armour depend on strike ASPECT. The number of injury points inflicted by this strike equals the effective impact.

An EDGE, BITE, CLAW, or POINT strike with effective Impact less than five which lands on an armoured/clothed strike location is a *non-penetrating* strike. Convert its aspect to BLUNT. If such a strike lands on a naked strike location, increase it's impact to 5. At this point the injury may be entered on the Combat Profile: record the Aspect (BLUNT, EDGE, POINT, FIRE/FROST, SQUEEZE or TEAR), and the number of INJURY POINTS.

[4] Injury Effect Determination ❑

The injury table may be used to determine various effects which may accrue from the injury. Any/all of these effects may be considered optional: Cross index STRIKE LOCATION with the ASPECT and Effective Impact.

❑ **A AMPUTATION** The body part may have been amputated. Make an AMPUTATION Roll

❑ **B BLEEDING WOUND** Without successful emergency treatment, the victim may bleed to death. Without treatment, the victim accumulates the indicated number of Bloodloss Points (BPs) each Turn. Cumulative BPs for all wounds are recorded on the Combat Profile as a single entry called *Bloodloss* (under *Penalties*).

 • If total BPs exceed *Endurance*, the victim enters shock and falls unconscious and continues bleeding.

 • When total BPs exceed double Endurance, the victim dies.

 Bloodloss may be halted by pressure and/or tourniquet. Emergency treatments may be attempted by the victim (if conscious) or by anyone else. Test PHYSICIAN skill (or TL50 if higher) for any ONE wound per turn. Use the Tourniquet/Pressure Table to interpret result.

❑ **E SHOCK ROLL** Victim makes a SHOCK ROLL.

❑ **F FUMBLE ROLL** Victim makes fumble roll.

❑ **K INSTANT KILL** The injury may be immediately fatal. Character makes a Kill Roll.

❑ **S STUMBLE ROLL** Character makes a STUMBLE ROLL.

STRIKE DELIVERY PROCEDURE

1. Strike Location
2. Strike Impact
3. Effective Impact (Armour Protection)
4. Injury Effect Determination
5. Armour Damage ❑

Strike location is important because, (a) only the armour worn at the location struck is relevant, and (b) injury effects vary by location; a blow to the skull is usually more serious than an equal strike to the foot.

Facing

Characters instinctively turn to face the most imminent threat; hence facing is not relevant in most cases. Some armour, however, only covers part of a strike location — a breastplate, for example, only covers the front of the thorax and abdomen. If it seems necessary to determine whether the front or back of a strike location is struck, it may be assumed that there is a 75% chance of being struck on the front side.

Impact Example: Kala achieves a A✋2 (2d6) edge strike with a sword (edge impact 8). If she rolls a 9 with 2d6 impact dice, her strike impact is 9 + 8 = 17.

Effective Impact Example: if Kala's sword strike (Edge:17) were to fall on a strike location protected by edge protection: 11, the effective strike impact would be 6.

❑ Non-Penetrating Strikes

An EDGE, BITE, CLAW, or POINT strike with an even number of effective Impact points is a non-penetrating strike. Read it as a BLUNT strike on the equivalent column of the injury table. That is, an edge strike with effective impact of 9 or 11 that falls in the second column of the edge table, is moved to the second column (7+) of the Blunt table. This would not occur if the body part struck is naked.

❑ Regenerating Non-Penetrating Strikes (Alternate Rule)

An EDGE, BITE, CLAW, or POINT strike with effective Impact less than five, is re-calculated using BLUNT ASPECT values for the weapon and armour.

This option provides the *most* realistic way of dealing with non-penetrating strikes and is recommended to those who have mastered the basic system.

TOURNIQUET/PRESSURE TABLE

CS	Wound stops bleeding
MS	Bleeding Level reduced by one (e.g. From B3 to B2).
MF/CF	Bleeding Continues.

Additional attempts to halt/reduce bloodloss may be made on subsequent turns.

MISSILE SEQUENCE

The missile sequence is used when a character fires or throws a missile as a result of selecting a *missile attack* ACTION OPTION.

1. Attack Declaration

- The missile–caster (attacker) declares the missile **Weapon** with which the attack will be made.

- The attacker declares the **Target** at which the missile will be aimed. it must be within range of the missile weapon and in line of sight.

- GM decides the **Type** of missile attack. If there is a *Missile Strike Location* Table for the target type (Humanoid, Quadruped, Avian or Serpentine) the attack is a **Type 1** missile attack.

  If there is no missile strike location table for the target type, or if exact strike location is required/desired, the attack is **Type 2** An example of a Type 2 attack would be if an archer is trying to cut a rope with an arrow). Missile attacks which are not Type 1 are Type 2.

- The GM gives the attacker any necessary targeting information including estimated range to target, and any **cover** that may occlude the target.

- The attacker declares the **Aiming Point** at which the missile is aimed.

  TYPE 1 The attacker specifies an aiming point by selecting a **line** and **column** on the appropriate *Missile Strike Location* Table. If, for example, the attacker wants to aim for the (humanoid) target's Groin, s/he would specify 10c (line 10, column C). For **Height** (line) the attacker may specify a number between –3 and 23). If no declaration is made the GM may specify 11 or roll 1d20. For **Centring** (left–right) the attacker may specify L3 (left 3 columns), L2, L1, C (centreline), R1(right 1 column), R2 or R3. If no declaration is made, the attacker is presumed to be aiming for the centreline (column **C**).

  TYPE 2 The attacker declares a *point* at which the missile is aimed. Example: The attacker says: "I am aiming for the rope, three feet above the head of that gârgún".

2. EML Calculation

The basic ML for firing a missile is the applicable weapon skill. Any thrown item that does not have a specific weapon skill, uses THROWING. A broadsword, for example, is thrown with BROADSWORD skill, while a rock or tankard of ale would use THROWING. EML is determined by modifying the applicable skill as follows:

- ❑ **ATTACKER MOVING [–10]** — If the *attacker* is moving subtract 10 (or more) from EML (GM discretion).

- ❑ **ATTACKER MOUNTED [var]** — If the attacker is on a *moving* steed subtract the applicable *Mounted Modifier* (rightmost column of the *Missile Range* Table). If the steed is standing, subtract only half the Mounted Modifier.

- ❑ **MOVING TARGET [–Target DGE]** — The GM judges the target's activity level and modifies EML according to the *Moving Target* Table. Modifications are multiples of the target's DODGE SKILL INDEX.

- ❑ **CROSS WIND [–10×Windforce]** — If the windforce is greater than 1, and is neither a tail wind, nor a head wind, subtract 10× Windforce from the Attacker's EML

- ❑ **HEAD/TAIL WIND [Column Shift]** — in the case of a head or tail wind, the GM may modify the effective range by shifting the column used on the Missile Range Table left for a tail wind or right for a head wind.

MISSILE SEQUENCE	
1	Attack Declaration
2	EML Calculation
3	Attacker Skill Roll (Targeting)
4	❑ Missile Block (Interception)
5	Strike Delivery (Injury)

COVER

If the GM feels all or part of the target is obscured s/he may declare some boxes on the strike location table 'covered'.

If, for example, the target is standing behind a low wall, the GM may declare rows 1-13 to be 'covered'. Thereafter, if the missile strikes in any of these covered boxes, it has struck the wall.

SHIELD COVER

A diagram is superimposed on the humanoid target showing the relative shapes/sizes of a buckler, round shield, knight's shield, kite shield and tower shield. This is meant as a guide for the GM for targets carrying shields. The GM is free to designate these outlines as being somewhere else on the matrix, and may, discard them completely.

In some cases the GM may designate one or more boxes as 'partially covered'. In the event that the missile strikes one of these boxes, the GM may require an additional die roll to determine whether or not the missile strikes the obstruction.

DRAW WEIGHT (DW)

Every bow/crossbow has a draw weight, or pull, rated in pounds. The maximum DW that a character can draw and fire effectively is determined by adding Strength and applicable Skill SI and multiplying by 5. Hence, a character with 12 Strength and ML44 (SI4) could pull an 80-pound bow.

❑ TARGET MOVEMENT

The amount a target is moving is determined on the theory that the more a target can move, the more it is likely to be moving.

MOVING TARGET TABLE	
ACTIVITY LEVEL	**EML Modification**
Target Stationary	No Modification
Normal Movement	–Target's DODGE SI
Active Dodge	–Target's DODGE SI× 2

Normal Movement: typical activity level in battle situations, whether or not they are aware of incoming missiles.

Active Dodge: available only to an unengaged target, aware of the missile, able to take evasive action, with room to move.

Once his skill roll is made, the attacker has nothing more to do with it. We know where the missile was headed when the attacker released it, and with perfect luck, the missile would now speed to its target and strike properly. In archery contests, this is more or less what happens, but in the real world various factors may now cause the missile to land somewhere else.

Weapon/Range

The *Missile Range Table* shows EML modifiers at various ranges. Increase/decrease EML by indicated modifier.

MISSILE VELOCITY (HV/LV) — If the *Missile Range* Table shows an EML bonus, the missile is deemed to be a *High Velocity* Missile, otherwise it is a *Low Velocity* Missile.

❏ **TARGET SIZE** — (Type 1 attack only) if the target is approximately twice man-sized, shift the column used on the Missile Range Table one to the left. If the target is half "man-sized" shift one column right. These column shifts affect only *EML modifications* (impact is not affected).

3. Attacker Skill Roll

The Attacker tests the calculated EML to determine where the missile is *targeted.* (The missile may land somewhere else.) Missile targeting may deviate from the aiming point according to the attacker's success level and several other factors.

When the attacker's skill roll is made, the *Least Significant Digit* (**LSD**) of the dice rolled should be noted. LSD is the "units" hence with a percentile roll of 84, LSD is 4. The easiest way to "note" LSD is to *not* pick up the dice immediately after the roll. Success Level (CS, MS, MF or CF) is, of course, also noted.

Direction of Deviation is determined by the LSD according to the *Missile Deviation* (Direction) table. An odd LSD (1, 3, 7, etc.,) indicates deviation to the left and even to the right. High LSD (more than 5) indicates deviation high and low LSD (less than 6) means deviation low.

Distance of Deviation is determined by success level and by a supplementary dice roll.

Type 1 Attack: distance of deviation is determined by success level and by rolling 1, 2 or 3 d6. See *Missile Deviation Table*, right. These deviations are applied as line and/or column shifts on the applicable *Missile Strike Location* Table. (See example.).

Type 2 Attack: Deviation is measured in *inches*. With CS deviation is 1d6-1 inches; with MS 1d20+5 inches; with MF 1d30+25 inches and with CF 1d100+55 inches. (See example.)

❏ Critical Failure

Critical failure when using a missile weapon (bow, crossbow, sling, etc.) causes a MISSILE FATE check. Critical Failure when *throwing* a weapon causes a FUMBLE.

Shooting at Flying Targets

Once upon a time a Sidhé called Álberòn was crossing some open terrain, when a smallish dragon decided to drop by for lunch. The beast swooped down for an attack, circled a few times, swooped again, and so on. After the small (but nevertheless annoying) beast had killed one of the horses and panicked the rest, Álberòn, who was a pretty good archer, decided to take steps. It was at this point that he discovered how hard it can be to shoot down a fast–flying target. I suggested, "you'd probably have the best chance when it was coming straight at, or straight away from you." Álberòn agreed, and neatly put an arrow in the beast's eye on its next approach. As he was admiring the shot, it occurred to him that the beast was in fact, while clearly as dead as a large, scaly doorknob, doing a pretty fair clip straight at him. Álberòn had time to think "oops, I'd better ju …" when several hundred pounds of dragon meat landed with great velocity and effect. The moral, of course, is chivalry be damned, always shoot a swooping dragon in the back, or be ready to jump.

Type 1 Example: Borlak chooses a humanoid target and aims 14C (**Ab**domen). His success roll is 74: Marginal Failure, LSD 4 (deviation Low and to the right) Distance of deviation is determined by rolling 2d6 (he rolls a 3). Using the Humanoid Missile Strike Location Table, Borlak measures 3 positions down and to the right of 14C which is 11R3 a miss (●). Note, the GM may wish to assess collateral damage, but only if the missile is targeted completely outside the Missile Strike Location Table.

Type 2 Example: Borlak aims at a rope hanging from the ceiling from which a large chandelier hangs. His success roll is 74: Marginal Failure LSD 4 (deviation Low and to the right) He rolls 1d30+25 and gets a 34. This indicates a deviation of 34 inches down and to the right. Since the rope is only an inch thick, he misses. The GM may wish to determine where the arrow strikes and the deviation (34 inches down and to the right) may be helpful.

MISSILE DEVIATION DISTANCE

SUCCESS	TYPE 1	TYPE 2
CS	—	1d6-1"
MS	1d6	1d20+5"
MF	2d6	1d100+25"
CF	3d6	1d100+125"

MISSILE DEVIATION DIRECTION

This table is used to determine aiming deviation from the declared aiming point. It is used for both type 1 and 2 missile attacks.

LSD 1 or 2	Low
LSD 3	Low Left
LSD 4	Low Right
LSD 6	High Right
LSD 7	High Left
LSD 8 or 9	High

CF or CS LSD: if direction of deviation is required for a CF or CS, roll 1d8 and read 5 as 9.
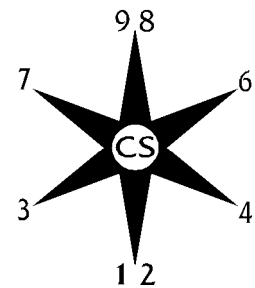
4. ❑ MISSILE BLOCK

Any object carried by the target may, by chance or design, intercept an incoming missile (see **cover** above).

If the target is unengaged, and the GM judges that s/he is aware of the attack and otherwise able to make the attempt, the target may try an *Active Block*, (an attempt to intercept the missile with a blocking weapon, shield or other object).

Obviously, the target will not attempt an active block if the missile is targeted at a *covered* location or missing completely.

A non-target may, at GM discretion, attempt an active block to protect a target next to her/him.

The target (or would-be-blocker) designates an object with which the block will be attempted (a shield is usually the first choice).

- The ML used for an *active* missile block is the applicable weapon ML. Blocking incoming missiles is difficult. ML is reduced by the penalty determined by the type of blocking shield (or other object); larger shields are better. EML is also be modified by whether the missile is high or low velocity. Modifiers are read from the *Active Block Penalties* Table

ACTIVE BLOCK RESOLUTION

- Test EML: With CS, the missile is deflected away (parried) with MS, the missile has struck the blocking object (block). With MF or CF the missile strikes the target.

- If a block occurs, use normal BLOCK rules (as they apply).

5. MISSILE STRIKE DELIVERY

The Strike delivery sub–system is much the same as that for melee strikes. Missile combat has dedicated strike location tables, a slightly different ASPECT determination option and a somewhat simpler impact system. Arrows, however, hurt at least as much as daggers.

❑ 6A ASPECT DETERMINATION

Arrows and quarrels always strike with the business end (usually a point). Sling-stones have only blunt aspect. Some weapons have multiple aspects, however, and may strike with any aspect. When required, aspect striking may be determined with the *Missile Strike Aspect* Table

6B IMPACT DETERMINATION

Missile impact is determined by rolling 2d6 plus the missile's Impact rating (from *Missile Range* Table). Armour Protective value(s) are applied (as for a melee weapon strike) to determine *effective* Impact.

6C INJURY DETERMINATION

Once location and effective impact are determined, the strike effect is resolved normally (as for melee strikes) using the same Injury Tables.

ACTIVE BLOCK PENALTIES

	Active Block EML	
Shield	**LV**	**HV**
Tower	ML+ 0	ML–10
Kite	ML–5	ML–15
Knight	ML–10	ML–20
Round	ML–10	ML–20
Buckler	ML–15	ML–25
Other	ML–20	ML–30

❑ CATCHING MISSILES

The target may attempt to catch a missile using UNARMED Combat ML

With MS the missile strikes the blocking hand or arm (etc.,); with CS the target successfully catches the missile.

MISSILE STRIKE ASPECT 1d6

Weapon	1	2	3	4	5	6
Tabûri	B	B	P	P	P	P
Shôrkána	B	B	E	E	E	E
Spear/Javelin/etc.	B	P	P	P	P	P
Other	B	B	E	E	P	P

If the Aspect Determination Optional Rule is not used, all missiles are presumed to strike with the business end.

BASIC/ADVANCED COMBAT RULES
This is the end of the basic combat rules; advanced/optional rules follow.

Mounted Combat ❏

Riding a horse or other steed into battle has profound effects on combat ability. A steed and rider are sometimes considered individually, sometimes as a unit. Each member of the steed–rider team limits and enhances the other's combat abilities.

Horses

Since horses are the most common type of steed, they are dealt with in some detail. Three broad classes of horse are described, warponies, palfreys, and warhorses. Of these, only warponies and warhorses are of much use in combat. Palfreys are tethered where they cannot see or smell battle. Many palfreys are "failed warhorses".

Acquiring a Steed

Ideally, a warhorse is acquired as soon as it is old enough to leave its mother. Other types of steed should also be obtained at young ages. Ostlers sell yearlings and two–year–olds once a year. Many gentle households have bonded ostlers and their own breeding programmes, but most folk have to buy from freemaster ostlers. The only other way to acquire a horse is to catch a wild one; while this can save a great deal of money, it is far from easy.

As a rule, horses are not seriously ridden until they are two years old. They may be ridden recreationally and trained from about 12–18 months, but they are not worked or ridden in battle until they are at least two. Combat training begins no earlier than 18 months.

Advanced Combat Rules

There are, clearly, an unlimited number of advanced rules with which we could increase the realism of the HârnMaster combat system. This is, of course, true of any rules system. Some folks like as much realism as possible, but most of us try for the perfect balance between precise rules and a fast, fun game. The difficulty is that perfection varies from one person to another.

We have, therefore, tried to provide a set of basic rules, those preceding *Mounted Combat*, that cover most of the considerations that role-players worry about. This section, *Advanced Combat Rules*, is "spice" for those who like it. Some of these "advanced rules" are pretty basic, but the combat system is easier to learn if they are left out.

Mounted combat is always a problem for game designers. It is an area that always seems to make the rules more complicated. Novice players and GMs are advised to avoid mounted combat until they are familiar with the rest of the combat system. Most players will have no choice in this — horses are very expensive and the training can be laborious and time-consuming.

HORSE ATTRIBUTE TABLE

Attribute	Warpony	Palfrey	Warhorse
Strength	3d6+8	3d6+10	3d6+12
Endurance	3d6+3	3d6+5	3d6+5
Agility	3d6	3d6–2	3d6
Speed	3d6+4	3d6+8	3d6+8
Eyesight	3d6	3d6	3d6
Hearing	3d6+2	3d6+2	3d6+2
Smell/Taste	3d6+2	3d6+2	3d6+2
Intelligence	3d4	3d4–1	3d4+1
Aura	3d2	3d2	3d2
Will	3d6	3d6–2	3d6

Factor	Warpony	Palfrey	Warhorse
Mobility	70	80	80
Walk/Trot Move	0–35' (7 hex)	0–40' (8 hex)	0–40' (8 hex)
Canter Move	35–70' (14 hex)	40–80' (16 hex)	40–80' (16 hex)
Gallop Move	70–140' (28 hex)	80–160' (32 hex)	80–160' (32 hex)
Dodge	45	40	50
Initiative SB	3d6–1 (9.5)	3d6–2 (8.5)	3d6 (10.5)
Initiative OML	SB×5 (47.5)	SB×3 (25.5)	SB×5 (52.5)
Fatigue Rate	2	1	1

Load (lbs)	180lbs	220lbs	300lbs

	Warpony	Palfrey	Warhorse
Kick	40/4b	40/5b	50/6b
Bite	35/1t	30/2t	40/2t
Gore	35/3p	25/3p	40/4p
Trample	40/4b	30/5b	60/7b

Price (starting at)	480d+	360d+	600d+

Natural armour (all)	B4 E3 P1 F3 S1 T3 (Except Eyes)		

Steed Attunement

Most riders like to acquire their steeds at as young an age as possible that they can form a close relationship (attunement). Horses can leave their mothers at six months (sometimes even earlier) but most stay with the breeder for the entire first year.

The first stage of training is *attunement* wherein the rider and steed get used to each other. The rider spends at least two hours a day with the horse, at least eight days in ten, for at least six months (often a full year or eighteen months). Attunement should occur before the horse is three years old, and usually occurs before the horse is two (and fit for riding). The steed may be left with the ostler for most of the attunement period (whenever the rider is not with the horse).

The other training stages, breaking and training usually overlap with attunement. Ideally, they are completed by the end of the second year so that the horse is ready for combat at the age of two. Ideally, the rider breaks and trains his/her own steed, with the expert assistance of an ostler or expert horseman. An ostler with a horse unsold by its eighteenth month will break it to the saddle and begin appropriate training. Hence, any three-year old horse purchased from an ostler is trained and broken, but still requires attunement.

Steed Load

Each steed has a Load Rating. As long as the steed's load (including rider and gear) does not exceed the steed's Load Rating, actions by the steed are not penalised. An overloaded steed is subject to a SPECIAL PENALTY for the excess (at GM discretion).

These attributes are for basic (off–the–shelf) geldings. Superior breeding lines, and superior ostlers, can produce horses with better attributes, sometimes much better attributes. Prices, however, are prohibitive. There is more than one tale of knights exchanging their fiefs for "good horses". Usually only nobles with their own ostlers can afford stallions, the prices of which are at least four times higher. Mares and fillies are rarely used as warhorses.

The relationship between a warhorse and its rider is a profoundly special one, almost telepathic in its depth of communication. Each must learn the other's nuances, and not merely because in battle, the rider has only his legs and voice available to control his steed. Ideally, a knight lives with his horse from the time it leaves its mother. The relationship takes years to forge and is not lightly undertaken. A knight found weeping on the battlefield is as likely grieving over his fallen horse as a dead comrade. In some cultures, horses are put to death when their riders die.

Good warhorses tend to have unfriendly dispositions. The "better" the warhorse, the nastier. An ostler's apprentice would rather handle a nice quiet palfrey any day — far fewer bites and kicks.

Animal Intelligence

Non-linguistic animals are not measured on the same intelligence scale as humans, Sindârin, Khúzdul and Gârgún. Animal Intelligence has a major instinctual component. Believe it or not, a dog or horse with Intelligence 10 is not as smart as a gârgún of Intelligence 10.

Riding Skill

Riding Skill may be opened to OML1 upon first mounting a steed of any type. At any time thereafter, the character may select a speciality (e.g. Horse), provided s/he has a reasonable amount of experience with steeds of that type.

When a new steed is acquired, reduce Riding ML by 10 if the steed is of the same species as a previously owned steed, or by 20 otherwise.

Steed Initiative Training

Steed combat training usually occurs after the steed is two years old and is completed before it is three. The principal effect of combat training is to increase the steed's Initiative. Training is undertaken by the rider, and takes at least two hours a day, at least eight days in ten, for six to twelve months. During this time, the steed's Initiative cannot be increased to exceed the rider's RIDING ML. Otherwise it is a normal skill.

Team Initiative

The Initiative of a rider–steed combination is the *least* of Rider Initiative, Steed Initiative and Rider RIDING ML. Hence, a knight–horse team with RIDING ML95, Rider Initiative ML83 and Steed Initiative 52 has a "Team Initiative" of 52. (This knight could use a better horse.)

Steed Movement & Combat

The ACTION OPTIONS available to Rider–Steed teams are: Rest; Pass; Free Move; Mount; Dismount; and MOUNTED MOVE. If moving, the character must declare the rate of speed. Each rate has a *minimum* distance that must be travelled, as well as a maximum, shown on the *Horse Attribute Table.* A cantering palfrey, for example, must traverse at least 80 and no more than 160 feet in its Turn.

In the course of its move, the team may attack and/or be attacked by whomever it engages, until all its movement capacity is expended, until it is forcibly halted, or until it stops voluntarily after completing its minimum move (for its declared rate of speed).

Horses (and other large creatures) may ignore the REACTION and ENGAGEMENT ZONES of *smaller* creatures (such as men afoot), and may even enter hexes containing such characters.

Horses cannot traverse certain terrain — they cannot climb ladders or walk tightropes — this is common sense. Horses will not *voluntarily* enter hexes containing characters with pikes, spears, polearms, etc., (even pointy sticks), cavalry stakes, or opponents taller than themselves.

Horses have three rates of speed: Gallop; Canter; and Walk/Trot. Gallop is rarely used because of risk of injury on rough ground. Several factors depend on rate of speed as shown on the *Steed Movement Table.*

Barding

Barding (horse armour) can only be worn by horses trained for years to its feel, and is not used anywhere on Lýthia, except by a few eccentrics. Knights deem it a poor trade–off of mobility and combat effectiveness, and since no one makes it, the price would be *extremely* prohibitive.

❑ Team Initiative Variant

Calculate Team initiative as the *average* of Rider Initiative, Steed Initiative and Rider RIDING ML

❑ Steed Command Checks

Command checks are made whenever a rider wants his/her steed to attack, attempt a difficult feat, canter or gallop, or attempt a *high* or *wide* jump. The rider declares the desired action and tests *Team Initiative.* With MS/CS, the steed attempts the action. Otherwise, the steed will (at GM discretion) continue whatever it is doing. If the command check fails critically, the steed may take action detrimental to its rider.

If the Steed command check rule is not in use, a steed is presumed to do whatever its rider wants it to do. The Steed Command Check rule is compatible with the *Initiative Testing* advanced rule COMBAT 19.

❑ Remote Command

A dismounted rider who has forged a special relationship with a particular steed may give it verbal/sign commands at half Team Initiative.

Rider Physical Penalty Options

- ❑ While mounted, riders are subject to 50% of their accumulated PHYSICAL PENALTY.

- ❑ Riders are not subject to PHYSICAL PENALTY.

- ❑ Riders accrue only 50% FATIGUE.

Flying Steeds

What a wonderful idea. Where can I get one?

Unfortunately, most flying creatures have more than enough difficulty getting themselves off the ground, never mind three hundred pounds of armoured knight. All things considered, trying to ride a Hirénu, or even a dragon, might be a good way to start digging a really big hole.

If you try this, pick a really big cliff for the take off… I hate to see animals suffer unnecessarily.

One more thing, Try jumping straight up just before your plummeting steed becomes an inordinately large red flapjack (assuming you pick a steed with haemoglobin). This jumping idea probably looks stupid, but it might start looking better once you reach terminal velocity.

Mounted Combat

Mounted combat occurs in the course of movement — a rider-steed team has great capacity for fighting. When, in the course of movement, a rider–steed team engages (moves adjacent to or over) an enemy, it may opt to attack. The number of attacks that can be made in a turn by a rider-steed team is limited only by the distance it moves. Three sets of Combat Matrices are provided to resolve mounted combat: *Mounted attacking Mounted*; *Mounted attacking Foot*; and *Foot attacking Mounted*. These tables may generate strikes by either the rider or steed.

- After each hex moved, the team may opt to attack any single enemy with which it is now engaged. If engaged with more than one enemy, outnumbering rules apply.

- If this option is not exercised, engaged enemy(ies) may opt to attack the rider/steed.

- Once any attack is resolved, the rider–steed team continues its movement (unless prevented).

- Any strike on or by the team while cantering, or galloping, (except those achieved by the steed with a natural weapon) requires a FUMBLE roll for the striking weapon.

Mounted Combat Defence

The defence options for mounted combat are given in the mounted combat matrices. Some rider–steed teams may be limited in their defensive options.

- A palfrey may only select a DODGE defence in combat.

- A steed–rider team with TEAM INITIATIVE less than 50 may only select *Dodge* defence in combat.

- In order to select any defence *other than* Dodge, a steed–rider team must make a successful STEED COMMAND CHECK.

STEED MOVEMENT TABLE

Rate	Fatigue	Turn	Impact
Walk/Trot	none	unlimited	normal
Canter	FR	60 in 15'	+ 1d6
Gallop	FR× 2	60 in 30'	+ 2d6

FATIGUE — The number of Fatigue Points accrued by the steed, expressed as a multiple of its FATIGUE RATE. Hence, a horse with FR 2, accumulates 2 fatigue points cantering, and 4 galloping.

TURN — *Walking* steeds can move forwards or backwards and/or pivot on either end without restriction. Tight turns are impossible at faster rates. Generally, a cantering steed must move forward, and can only turn one hex (60 degrees) every three hexes (15').

IMPACT — At higher rates of speed, strikes are more damaging. The *Steed Movement Table* shows *additions* to impact at canter & gallop. Eg., an A☆3 result at a gallop, becomes an A☆5. Note that these additions also apply to strikes inflicted on the rider or steed.

❑ These movement abilities may be extended to any large and/or quadruped character.

Steed Stumbles
Steeds may have to make STUMBLE rolls in the course of movement. Of course, a significant obstacle for a man afoot may not be much of a hindrance to a 1,500 lb. horse.

Steed Jumps
Horses may jump obstacles in the course of movement. A *Low* or *Narrow* jump may be cleared without difficulty (without any test) at any rate of speed. Low/High/Narrow/Wide jumps are defined according to the type of horse. See STEED JUMPS.

Unhorsing
Various events may force the rider to make an UNHORSING Roll. Falling off a horse may be hazardous.

Mutual Charge
Most horses are far more sensible than most warriors. They are reluctant to charge towards each other. In most cases, a mutual mounted charge can only be executed if both steeds are separated by a short wall and/or blindfolded, otherwise the steeds will veer apart beyond the range of most weapons. Such charges are rare except in organised tournaments.

Advanced Rules on *Jousting*: COMBAT 25.

Limb Injuries ❑

Any single injury in excess of *Endurance Injury Points* to a shoulder/arm/hand or hip/leg/foot, makes the limb unusable.

If the unusable limb is an arm, any items held by it are dropped; if the unusable limb is a leg, the character falls prone. Once the Injury Points have healed to Endurance or less the limb may again be used.

A bipedal creature with one usable leg is able to crawl unaided, or rise and walk with the aid of a staff/crutch/etc. A quadruped may rise/walk, at 50% effective mobility as long as it has three good legs. However, in almost all cases (GM discretion) a conscious character can crawl/walk at least one hex per turn.

Knockback ❑

A character struck to the body, head or neck with an Impact in excess of Strength , is *knocked back* one hex. A character who is knocked back makes an immediate Stumble Roll. A knockback of a mounted character automatically unhorses him.

Tangles ❑

Certain weapons/objects have the ability to *tangle* opponents or their weapons. Some weapons, such as the net, are designed specifically for this purpose. Tangle attacks may be attempted with cloaks, blankets, nets, ball & chain flail, whip or rope, or with other items at GM discretion.

Tangle Attacks

- Attacker declares the intent to tangle (instead of strike) naming a specific tangle weapon, and target (victim)

- Attacker declares an aiming zone (High, Mid, Low, Arm(s), or Weapon). The target's *Weapon(s)* are considered an extra zone for this purpose. If the tangle is aimed at the *weapon* zone, the Aiming Modifier is the same as that for *Arms*.

- The tangle attack is resolved as a melee weapon attack (or missile attack if the tangler is thrown). The target/defender may choose a defence option.

- If the result of the tangle attack is a BLOCK, the defender's weapon is tangled.

- If a strike occurs, the *zone* that was aimed for (not a specific location within the zone) is tangled. A successful tangle inflicts a SPECIAL PENALTY on its victim (see *Tangle Penalty* Table).

- When the tangle first occurs, the attacker immediately gains a Tactical Advantage. Tangle penalties apply until cleared by a successful GROPE. Tangled weapons may be dropped.

❑ Expanded Unusability

The GM may apply the concept of unusability to include eyes, and other body parts.

❑ Cumulative Injuries

Limbs become unusable when the cumulative Injury Points (from all injuries) exceed Endurance.

TANGLE PENALTY TABLE	
Location of Tangle	**Special Penalty**
Head, Leg, or Weapon	5d6 Special Penalty
Arm or Body	4d6 Special Penalty

Initiative Testing ❑

Initiative skill includes battle experience, discipline and morale, three ambiguous, but important elements in any melee; it reflects a character's *comfort* in battle. All these factors are accounted for by Initiative testing. This option adds a step to combat resolution, but also eliminates some character turns each round. As such, it should decrease the amount of action in a combat involving typical characters.

Initiative Tests are made before selecting and executing an Action Option. Results are read from the *Initiative Testing* Table. There are several options about *whom and when* to make initiative test(s) see (right).

The most important *morale* consideration is the character's *perception* of the situation. If things look bleak, the character is more likely to behave oddly. Seeing a friend slain, or being vastly outnumbered, may make one character turn and flee, while another fights harder. The GM may apply penalties to *effective* Initiative according to the situation. The table is a guide.

Morale States

NORMAL A character with normal morale behaves without constraint. S/he may select and execute any reasonable action option.

CAUTIOUS A cautious character will not engage or initiate combat, nor select *counterstrike* defence. S/he will not necessarily flee or abandon a position, but duty is on the verge of being overcome by the instinct for self–preservation.

DESPERATE Character tries to conclude the battle, one way or the other, as soon as possible. Until the situation changes and s/he passes a new initiative test, s/he selects the most aggressive options available.

BROKEN A character with broken morale is unable to fight in any useful way. The only available options are flight or surrender. Flight is normally preferable; surrender is a last resort. If neither flight nor surrender are feasible, the character stands in place (PASS Action Option) — unable to initiate combat, but still able to defend normally.

BERSERK This is a special state of battle frenzy. Any character who enters this mode fights desperately until the battle is won or s/he dies. A berserk character adds 20 to EML when attacking, and subtracts 20 from EML in defence.

Parry ❑

When a character achieves a successful block, s/he has the option to attempt a *parry*. A successful parry avoids the possibility of damage to either weapon/object. The blocker tests the applicable weapon skill:

❑ Apply weapon comparison modifier(s)

CS Parry successful – no damage to either weapon/object. Blocker gains a TACTICAL ADVANTAGE.

MS Parry successful – no damage to either weapon/object.

MF Parry unsuccessful – use weapon damage routine normally.

CF Parry fails – blocker (only) is subject to weapon damage (above) AND attacker gains Tactical Advantage.

Hours of Boredom Punctuated by Short Bursts of Stark Terror…

A battle is a noisy, confusing, scary place. The clash of arms, shouting, screaming (often some whimpering and dull thudding) can make it difficult to hear commands and cries for help. For this reason, characters, especially NPCs, do not always do what the players want them to do. Initiative Testing benefits characters with high Initiative (e.g. warriors) and is detrimental to characters with lower Initiative. Since Initiative is essentially "battle skill" this is reasonable.

Whom & When To Test

It is usually unnecessary to test Initiative during the first few rounds of a battle. This is a matter of GM discretion. After this, there are several options:

❑ Test only NPCs — it is assumed that PCs will do whatever their players want them to do. This option gives PCs an advantage over NPCs.

PCs are usually quite sensitive to survival prospects. They tend to know when they are threatened and act accordingly.

❑ Test all characters — even a PC's legs can turn to rubber in a hairy situation.

❑ **Variant:** An Initiative test that results in CS gives the character a 10 point bonus in any subsequent attack or skill roll.

❑ **Variant:** Do not make Initiative Tests in Normal, Good and/or Very Good situations.

INITIATIVE TESTING TABLE

CF Character panics, or "freezes". This is a breakdown of morale and/or discipline. Roll 1d100 to determine specific effect(s):

01–25	Character goes **Berserk**.
26–50	Character becomes. **Desperate**.
51–75	Character is **Broken**.
76–00	Character becomes **Cautious**.

MF Character is Cautious this turn only (pass).

MS Character selects and executes an Action Option normally.

CS Character selects and executes an Action Option normally. If the character's morale state was non normal it is returned to normal.

INITIATIVE TEST MODIFICATIONS

Initiative reflects training, discipline, and to some degree morale. Some situations may affect Initiative.

Extremely Desperate Situation:	–25
Desperate Situation:	–10
Normal Situation:	+0
Good Situation:	+10
Very Good Situation:	+20

❑ Berserk–by–Nature

Some characters have a cultural heritage of berserking, or a particular reason to go berserk; their chances of becoming berserk may be enhanced by the GM.

At GM discretion, PCs may (under some circumstances) voluntarily enter berserk mode.

Weapon Damage ❑

Weapon damage checks occur when a BLOCK is generated by the combat system. They may also be required, at GM discretion, when a weapon strikes a hard object such as a stone wall or steel armour.

- When weapon strikes weapon, the weapon with the *lower* Weapon Quality (WQ) must check for damage first. If both weapons have equal WQ, the Attacker checks first. The other weapon checks *only* if the first weapon is undamaged.

- Enchanted weapons check for damage only if they impact with enchanted objects.

- Use the *Weapon Damage* Table to resolve a Weapon Damage Check.

- Keep a running total of weapon damage on the combat profile.

- The percentage damage accrued equals the cost and time required to repair the weapon. That is, a 100% damaged weapon would cost as much and take as long to repair as would making a new weapon from scratch.

- Damaged weapons may be used normally until damage reaches 100%, at which time they become effectively useless (and worthless).

Missile Weapon Fate ❑

When a missile-caster using a bow, crossbow, sling (or other weapon at GM discretion) achieves Critical Failure on a missile attack use the following table to see what happens:

MISSILE WEAPON FATE TABLE		
Test 5× Weapon Quality.		
CS		No effect (no damage to weapon).
MS	01-50	Double the distance of deviation for the missile attack.
	51-00	Missile shatters on impact reduce impact by half.
MF	01-35	Triple the distance of deviation No damage to weapon.
	36-80	No Missile Fired. The bowstring (thong) has snapped.
	81-00	Triple Deviation & halve impact. The bowstring (or thong) is stretched out (useless); weapon must be restrung (or in the case of a sling rewound) before it can be used again.
CF	01-30	Quadruple the Deviation No damage to weapon.
	31-70	Quadruple deviation AND the bow (if applicable) has permanently lost 20 pounds of draw weight due to stress.
	71-00	No Missile Fired. Major Damage: The bow stave (or in the case of a crossbow, the tiller and/or steel) has snapped.

Things Break, Don't They?

Typical medieval weapons are not always well made — they tend to break quite often.

WEAPON DAMAGE VARIANTS

- **Option 1:** If you want the simplest possible rule, forget about Damage and simply consider the weapon destroyed the first time a damage check results in MF or CF. This is not as unrealistic as it may seem, and it may teach people not to block with swords and to spend the money necessary to get decent weapons.

- **Option 2**: As for Option 3, but destroy weapons only on CF.

- **Option 3**: Subtract one tenth of weapon damage from Impact on all subsequent strikes with the weapon (except blunt).

- **Option 4**: If the GM/players really want to get precise, keep a separate Damage total for each Aspect (Blunt, Edge, Point) and reduce each Aspect according to its own damage total; when damage in any aspect reaches 100 the weapon is destroyed.

- **Option 5:** Reduce WQ by the Damage/10. The weapon can be repaired until WQ is reduced below 0 and it is destroyed.

Repairs

For information on Weapon Repair, see WEAPONCRAFT 4

WEAPON DAMAGE TABLE

Target Level for Weapon Damage Check: 5× WQ.

Success	Weapon/Shield Damage
MS/CS	No Damage
MF	10% damage
CF	100% damage
WEAPON DAMAGE TL MODIFIER	
Opposing Weapon/object is Enchanted	–10

❑ This Stick Used to be a Handaxe…

Destroyed weapons may, at GM discretion, turn into other types of weapon; a spear that breaks may become a staff or stick; a battlesword may become a shortsword with no point, and so on.

ARMOUR DAMAGE ❑

This rule is for people who really like to keep track of details. A strike which damages a character may also damage the armour s/he is wearing. This is significant because: Damaged armour may not properly protect its wearer; Damaged armour has to be repaired (possibly at considerable expense).

Any **penetrating strike** against rigid armour implies damage to the armour. A penetrating strike against flexible armour (such as mail) *may* only mean that the armour has been driven into its wearer's flesh and is undamaged.

PROCEDURE

After determining and dealing with the injury to the character, determine the damage to (each layer) of armour at the strike location using the *Armour Damage Table*. Note the total damage of each type on the combat profile for the body part affected. Eg., if a specific location/piece accrued one dent and two punctures, the notation would be "D1, P2".

FIRE/FROST/SQUEEZE/BLUNT strikes are not affected by damaged armour, unless the armour has been destroyed.

EDGE strikes. Roll 1d12. if the result is equal to or less than the total *Tear* Value, the strike has penetrated through an existing tear — armour protection is not counted on this strike.

POINT strikes. Roll 1d12. If the result is equal to or less than the total *Tear and Puncture* Value, the strike has penetrated through an existing puncture or tear — armour protection is not counted on this strike.

CUMULATIVE DAMAGE & DESTRUCTION

If armour in a given location accumulates more than 10 damage points of any type, it is effectively destroyed.

WHEN ARMOUR DAMAGE OCCURS

Armour damage checks are made at GM discretion. If a piece of armour is damaged, it may lose all or some of its protective value until repairs are made, and may tangle (SPECIAL PENALTY) the wearer. Damage to armour is local; it applies only to armour covering the body part struck.

TYPES OF ARMOUR DAMAGE

There are four types of armour damage:

- **B** **Burns** — damage caused by heat/fire.
- **P** **Punctures** — holes made by Point strikes
- **T** **Tears** — gashes made by Edge, Tear, and some blunt strikes.
- **D** **Dents** — made by blunt and squeeze strikes.

ARMOUR AMPUTATION
As an overriding consideration, any strike that amputates a body part, also amputates any armour that body part happened to be wearing.

❑ EFFECT OF ARMOUR DAMAGE ON SUBSEQUENT STRIKES
Damaged armour may not protect its wearer from subsequent strikes. If a strike lands on a body part with damaged armour, it is necessary to determine whether the strike has penetrated the armour through an existing puncture or tear. This is a matter of GM discretion.

Existing Damage Guide

Aspect	Type of Existing Damage			
	B	P	T	D
Blunt	GMD	PR	PR	PR
Squeeze	n/a	n/a	GMD	PR
Point	GMD	30%	60%	n/a
Edge	GMD	10%	30%	n/a
Fire/Frost	GMD	20%	40%	GMD

GMD: GM Discretion;
PR: Protection Reduction (increase impact of strike by up to 50%)
n/a Not applicable (damage has no effect)
% Percentage chance that strike will 'ignore' the armour at this location.

REPAIRS
For information on Armour Repairs, see WEAPONCRAFT 4

ARMOUR DAMAGE TABLE

INJURY TYPE ⇨ ARMOUR TYPE ⇩	BS	BG	EM TM	ES TS	EG TG	P All	FiM	FiS	FiG	FrG	SM	SS	SG
Cloth	T1d2	T1d2	T1d2	T1d3	T1d4	T1d6	P1	20%	50%	80%	20%	—	—	—
Leather	—	T1d2	T1d2	T1d3	T1d4	T1d6	P1	10%	30%	50%	25%	—	—	—
Quilt	—	T1d2	T1d2	T1d3	T1d4	T1d6	P1	15%	35%	55%	20%	—	—	—
Ring	—	T1d2	T1d2	T1d3	T1d4	T1d6	P1	10%	30%	50%	25%	—	—	—
Kûrbúl	D1	T1d2	T1d2	T1d3	T1d4	T1d6	P1	10%	30%	50%	25%	D1	D2/T1	D2/T1
Scale	D1	T1d2	T1d2	T1d3	T1d4	T1d6	P1	10%	30%	50%	15%	—	D1/T2	T2
Mail	—	T1d2	T1d2	T1d3	T1d4	T1d6	P1	—	—	10%	5%	—	—	—
Plate	D1	T1d2	T1d2	T1d3	T1d4	T1d6	P1	—	—	10%	5%	D1	D2/T2	D3/T2

INJURY TYPE (To Wearer)
BS/BG Blunt Serious/Grievous
EM/ES/SG Edge Minor/Serious/Grievous
TM/TS/TG Tear/Bite/etc. Minor/Serious/Grievous
P All All Point Strikes (Minor/Serious/Grievous)
FiM/FiS/FiG Fire Minor/Serious/Grievous
FrG Frost Grievous
SM/SS/SG Squeeze Minor/Serious/Grievous

DAMAGE TO ARMOUR
D1/D2/D3 Dent (of value given)
T1d# Tear (roll indicated die to determine value)
P1 Puncture (all punctures are value 1)
Percentage Armour does not accumulate damage points from fire/frost. It is either intact or destroyed. This is the chance the armour is destroyed at this strike location.

Grappling ❑

Grappling (wrestling) is potentially as complex as conventional weapon combat. These rules establish a framework.

EXISTING HOLDS

A character who has a hold or is held at the beginning of his/her turn must select a Grapple action option and proceed straight to *Exploitation*.

GAINING A HOLD

A grapple attack is an attempt to obtain a *hold*; it may be attempted against any engaged opponent by any character with appropriate appendages (such as hands/arms). *Grapple Attack Matrices* determine success (Defender may *Counterstrike, Dodge, Ignore* or *Grapple*). Targets of weapon attacks may select *Grapple* as a defence.

A character attempting a grapple moves *into* the opponent's hex. If two opponents attempt to grapple, both locate in the defender's hex. Unless a hold is obtained and maintained, the attacker returns to an adjacent hex. A character who opts to grapple declares:

- The specific body part or object s/he is attempting to seize;
- How many hands (etc.) will be used in the attempt.

GRAPPLING ML/EML

Grappling uses UNARMED COMBAT ML (subject to PHYSICAL PENALTY). The *Grapple EML Modifier* Table shows adjustments to Unarmed Combat ML according to the location of the hold being attempted and the number of hands (or grasping appendages) being used. Eg., if attempting to seize an opponent's left elbow with one hand, reduce ML by five (–5)

GRAPPLE ATTEMPT

Grapple attempts are resolved by the grappling combat matrices. If *one* party obtains a hold, s/he gains a TACTICAL ADVANTAGE which *must* be used to exploit (or abandon) the hold (below). If both parties obtain holds they remain grappled (in the same hex) and the Turn ends. If neither party obtains a hold, the attacker moves to any adjacent hex and the turn is over.

Grappling is used when characters try to obtain or exploit *holds*.

Note: To grapple with a prone character the attacker falls prone in the same hex.

Some creatures have *Squeeze* attack MLs; these are used as basic grappling ML where given.

It may also be possible to grapple with legs, etc.; if the legs are used, reduce basic ML by half.

GRAPPLE EML MODIFIER		
Target	**1 Hand**	**2 Hands**
Head/Neck	–20	–10
Arm/Hand	–5	+ 0
Weapon/etc.	–10	+ 5
Leg/foot/tail	–40	–10
Body (torso)	–50	–10

Tentacles/etc. may normally grapple without aiming modifiers.

Exploitation of Holds

There are six hold exploitation options — six different things that can be attempted when one has a hold or is being held.

1. **BREAK HOLD** A character, who has a hold, but is not held, may abandon it and move into an adjacent hex; this ends the turn.

2. A *held* character may attempt to break free by applying strength, twisting or wriggling free. The hold breaks if the *holder* achieves lower success, or voluntarily releases the hold. See SKILL VS SKILL. When holdbreaking is contested, each contestant *chooses* to test *either* 5× Strength or Unarmed Combat ML If a combatant is using only one hand/appendage reduce ML/TL by twenty (20).

3. **STRIKE** A character with a hold (or one who is held) may attempt to strike any engaged opponent with a free hand, weapon, foot, knee, head-butt, etc. Any strike attempt while grappled is in CLOSE mode.

4. **TAKE** A character with a hold on an item held by an opponent may attempt to pull it away (win sole possession). This is a simple tug-o'war. Each contestant tests 3× Strength (if using 1 hand) or 5xStrength (2 hands). The contestant with higher success obtains/retains the item and moves into an adjacent hex; this ends the Turn. In the case of a tie, the hold is maintained and the Turn ends (with the characters still grappled and in the same hex). If contested item is strapped to one of the contestants, s/he increases ML/TL by 1× Strength.

5. **SQUEEZE** An attempt to damage the anatomy being held by twisting or squeezing. Each party chooses to test either Unarmed Combat or 5× Strength. If a combatant is using only one hand or appendage, reduce ML/TL by twenty (20). Use the *Grapple Squeeze Matrix* to determine results.

   An attacker who fails to inflict a strike on the opponent withdraws into an adjacent hex and her/his turn ends (if the defender has earned a 'DTA' s/he may then execute it).

6. **THROW** An attempt to render the target prone. Both parties test Unarmed Combat ML or 5× Strength (at her/his option). If a combatant is using only one hand or appendage. reduce ML/TL by twenty (20). Use the *Grapple Throw Matrix* to determine results.

   An attacker who fails to inflict a strike on the opponent withdraws into an adjacent hex and her/his turn ends (if the defender has earned a 'DTA' s/he may then execute it).

7. **MAINTAIN** An attempt to maintain the hold. A hold may be automatically maintained until the defender, or some other factor, breaks it. If the hold is maintained, the turn ends with both parties in the same hex. For the holder, this might be considered similar to *passing*.

❑ **RIDER GRAPPLE (MOUNTED COMBAT)**

A grapple by a mounted character against a character afoot implies that the rider leaps from his/her steed to wrestle with the opponent. This is an unusual move, so the attacking grappler gets a +20 EML bonus when s/he does it. If the rider gains a hold, it is assumed both parties are grappling (prone). A rider who fails to gain a hold makes an UNHORSING Roll.

❑ **EARLY ABANDONMENT**

A character with a hold at the start of a Turn may abandon the hold and take a normal Turn.

GRAPPLE SQUEEZE MATRIX

Attacker ⇩	CF	MF	MS	CS
CF	●	●	DTA	DTA
MF	●	●●	DTA	DTA
MS	A☆2	A☆1	●	DTA
CS	A☆3	A☆2	A☆1	●

GRAPPLE THROW MATRIX

Attacker ⇩	CF	MF	MS	CS
CF	●	●	DTA	DTA
MF	●	●	DTA	DTA
MS	DP	DP	●●	DTA
CS	DP2	DP1	DP	●

●   Hold Broken with no damage to either party. Attacker (the character whose turn it is) withdraws into an adjacent hex and the Turn is over.

DTA Hold is broken and the defender wins a Tactical Advantage. If the TA rule is not in use, treat as ●.

A☆ Squeeze Successful — Defender sustains Squeeze Impact determined by rolling the indicated number of d6 and adding half the attacker's Strength. If attacker is using only one hand, reduce impact by half.

DP   Attacker successfully throws defender — no damage to either party, attacker wins Tactical Advantage (if TA rule is in force).

DP# Defender is prone. Attacker may opt to throw the defender down hard — if the option is taken, the defender sustains a BLUNT strike to body zone — IMPACT determined by rolling the indicated number of d6 + half the Attacker's Strength.

Note: whenever a holder suffers injury, from any source, s/he tests Condition to maintain the hold; with CF/MF, the hold is broken and s/he withdraws into an adjacent hex.

Unarmed Combat Expansion ❏

❏ Unarmed Combat Styles

Martial art styles (there are, potentially, hundreds) are treated as SPECIALITIES of Unarmed Combat. Several of the unarmed combat styles listed here are quite rare. Some of the more "common" styles are described. Each is included in the game at GM discretion, and the GM may expand or modify the options.

In order to learn a style of unarmed combat, the character would have to find a qualified TEACHER and convince her/him to accept an apprentice.

❏ If unarmed combat styles (specialities) are in play, any character that does not have one is considered *unspecialised* and suffers a 10-point penalty when using unarmed combat.

❏ Unlearning
A character who adopts a new style in the course of play must "unlearn" much of what s/he already knows. Reduce Unarmed ML by ❏ 10, ❏ 20 or ❏ 30.

❏ Classical Wrestling
A style used mainly for sport, involving holds and throws, but virtually no punching or kicking.

Techniques: Passing Move, Pressure Point.

❏ Kamtóla
A style featuring dodging, twisting and subtle holds and throws designed to turn an opponent's strength and mass against him. Kamtóla also utilises knowledge of pressure points and precise strikes, and is designed to render an opponent immobile in preference to inflicting any real injury --- in this sense, it is a true self-defence system. Kamtóla was originated and developed in certain rare Peónian sects in Tríerzòn and Ázeryàn. Its use has spread slightly, to some Laránians, and to a few secular aficionados. Some followers of Siém practice some similar styles, but they lack the formality of kamtóla.

Techniques: Sweep, Pressure Point, Passing Move.

❏ Sàshatá
A style featuring focused power, but very little wrestling. Sàshatá may have been developed in Àgríkan fighting orders, although there are certainly very similar styles practised throughout Lýthia. Hârn's principal sàshatá practitioners are the *Order of the Crimson Dancer* in Orbáal.

Techniques: Focused Punch, High Kick, Drop Kick,

❏ Unarmed Combat Techniques
Each unarmed combat style has a limited number of *techniques*, which may be employed instead of conventional melee attacks and/or defences. Techniques may be considered "sub-options". Each technique has the effect of enhancing some aspect of unarmed combat. To determine which techniques are available to which styles, see the applicable style description. Each technique is included in the game at GM discretion. The GM may also expand the options.

❏ Sweep
A sweep is a ground level circular leg motion designed to render an opponent PRONE, and win a TACTICAL ADVANTAGE. A sweep may be chosen as an attack or counterstrike option and is considered a melee attack. If successful, the target must make an immediate STUMBLE roll, but suffers no impact damage.

❏ ML91+ regardless of whether the target stumbles, with CS, the sweeper gains a TACTICAL ADVANTAGE.

❏ Drop Kick
A risky type of melee attack, whereby the attacker takes a running start and leaps feet first at an opponent with the intent of striking the High or Mid zone, with one or both feet. Any result except CS causes the attacker to land PRONE. The impact of a successful strike is + 3.

❏ High Kick
A kick to the high/head zone. Learning this technique simply eliminates the Aiming Zone penalty that would normally apply when aiming a kick at an opponent's head.

❏ Pressure Point
The ability to find and exploit any of several areas of particular sensitivity on the target's body. This technique functions as a grapple *hold exploitation*, *COMBAT 22*. The effect of the technique depends on the location of the hold being exploited. In a vital spot (such as the neck) it would force the victim to make a SHOCK roll. In a limb, it would force a STUMBLE or FUMBLE roll. Apply GM discretion.

❏ Passing Move
May be selected as a defence against a melee, grapple or press. The *passer* uses the *grapple* defence matrix. The objective is to get out of the way of the attack, while applying subtle force to cause the attacker to trip, fumble, stumble, etc. If successful, any *hold* obtained by the *passer* is converted into an attacker FUMBLE or STUMBLE roll. Incidentally, if the passer is not struck, the attacker and defender exchange positions (pass).

❏ Focused Punch
A technique to increase punch impact by 1.

❏ML86+ punch impact is increased by 2.
❏ML96+ punch impact is increased by 3.

Jousting

Jousting (or tilting) is a highly stylised form of ritual combat practised by knights, often in the course of tournaments. The basic procedure is for the two participants to approach each other, on horseback, with some rapidity. Whichever of the combatants demonstrates the ability to unhorse, or otherwise best his foe, is the winner.

Various different rules are applied to jousting. Sometimes victory is determined by accumulating points (or by causing one's opponent to accumulate points (i.e., the points of one's lances). Sometimes it is necessary to unhorse the opponent, or even to beat him/her into submission.

Different tournaments score jousts differently. In general, one point is scored for "breaking the lance with honour upon the foe's shield or person", and three points for "casting the foe from the steed". Most jousts require three points to win.

Jousting Poles

Honourable jousting is conducted with *jousting poles* that differ from normal lances is several ways:

1. They are blunt — this is to help prevent injury;

2. They are always of the same length, 15 feet — this is to give each jouster an equal chance;

3. They are made entirely of wood, and tend to break easily (WQ 6) — this is also to help prevent injury.

In most tournaments, jousting poles are collected from the participants and/or patron, inspected by the judges, then distributed randomly to the contestants.

Rules of the Joust

Each tournament has its own rules — tournaments in Réthem, Ázeryàn and the Thârdic Republic tend to use "bloodier" rules than those in Káldôr, Kandáy or Mèlderýn. Incidental jousts, such as duels, or challenges between two knights who just happen to meet on a bridge, must be negotiated, often by seconds.

FORMAL TOURNAMENT STYLE: The contestants tilt three times counting one point for a broken spear, and three for unhorsing. The participants tilt three times (or until someone is unhorsed). If, after three tilts, the score is tied, there may be a tie-breaker, or the judge, if any, may declare a winner based on "style".

DECISIVE TOURNAMENT STYLE: Participants joust until one party has three points. If, both participants are tied (with at least three points each) there may be a tie-breaker, or the judge, if any, may declare a winner based on "style".

ARENA (POINTLESS) STYLE: Participants are allowed one pole each. After this, they must resort to whatever other weapons they have with them. The battle continues even after one or both are unhorsed. The winner is the last combatant left standing, or the one who does not yield. Sometimes this kind of joust is fought to the death. This is also the style often used in duels and "chance" encounters — eg., "if thou wish'st to pass this bridge, good sir…"

Formal jousting occurs on either side of a three to four foot fence or wall, usually at least 100 paces long. The participants travel parallel to the fence, toward each other, usually at a trot or canter. Each combatant has the fence to the *sinister* or shield side.

Affairs of Honour
Jousting may also be used to settle affairs of honour among gentlemen (duelling).

Champions
It is accepted that those too old or infirm to joust, or those of high station, or almost anyone else for that matter, may appoint champions to joust in their stead's. This is hardly significant unless the joust is a matter of honour.

Favours
The privilege of a lady's favour may be granted to a noble knight. The value of such a token is purely symbolic, a romantic epitome of the chivalric ethos. The nature of the favour can have complex symbolism of its own. A scarf or kerchief is a neutral item, a garter or lock of hair (the latter depending on from where it is cut) may not be. Some favours are displayed publicly; some are not.

Rule Variations
Other rule–variations abound, but the basic principle remains constant — that of two heavily armed warriors, mounted on 1500 pound horses, rapidly approaching each other, intent on some degree of (albeit gauged and limited) mayhem.

Joust Resolution

Clearly, jousting while it has similarities to melee and missile combat, is distinct from either.

Attacker/Defender

Jousting is a simultaneous attack by both parties. One combatant is arbitrarily designated the attacker and the other, the defender. There is no advantage in either role.

Joust ML

Joust ML is determined by *averaging* TEAM INITIATIVE, and the rider's ML with the two weapons (usually lance and shield) being used.

The normal weapon combination for jousting is *jousting pole* (lance) and knight's shield. As far as offensive weapons are concerned, the principal consideration is length. This is why standard tournament poles are all the same length. In fact, using a pole or lance longer than the prescribed length is deemed a dishonourable and cowardly act, and is certainly grounds for disqualification in any tournament. Sometimes, however, a jouster is obliged to use a sword instead of a lance.

Weapon Comparison Modifiers

If both parties are using the same length of weapon, there is no modifier. If, however, one combatant's weapon is at least a foot longer (Lance versus Spear or Sword for example) the jouster with the longer weapon enjoys a 20 point EML bonus.

The knight's shield is the perfect shield for jousting. If some shield other than this is used, reduce the user's EML by:

Buckler –15   Tower Shield –20   Round Shield –10   Kite –5

Joust Results

Each combatant tests the applicable EML and reads the result from the *Joust Combat Matrix*. If either or both parties generate **U** (unhorsed) results see UNHORSING.

Striking the opponent's steed is considered cowardly and dishonourable. Under nearly all tournament rules, drawing a steed's blood is an automatic forfeit.

JOUST COMBAT MATRIX

Attacker ⇩	CF	MF	MS	CS
CF	BU	AU	AU	AU
MF	DU	NE	A✋1	AU
MS	DU	D✋1	B✋1	A✋1
CS	DU	DU	D✋1	BU

Joust Combat Results

NE No Effect (Both miss or strike glancing and/or ineffective blows).

AU/DU/BU Attacker/Defender/Both make UNHORSING roll.

A✋/D✋/B✋ Attacker/Defender/Both Strike(s). Make Weapon Damage Check (COMBAT 20) (Jousting poles normally have WQ6) — if the weapon breaks there is no (significant) damage to the target; this normally counts as one point if the jousters are playing for points. If the weapon does not break, treat this as a normal strike located as follows:

01-10	Strike to High/Head Zone
11-85	Strike to Mid/Body Zone
86-95	Strike to Low/Legs Zone
96-98	Strike to Arms Zone
99-00	Strike to Steed (forfeit joust)

❏ Speed & Impact

The Impact dice given on the Joust matrix are for jousts fought at a trot. For canter increase each strike by 1d6, and for (gods forbid) galloped jousts, by 2d6.

QUICK COMBAT ❑

Quick Combat simulates the dynamics of a melee without concern for details that would not be apparent to PCs who are not directly involved. It is only used when an NPC attacks another NPC. Any battle may simultaneously involve PCs/NPCs who are using the normal combat system, and NPCs who are using the Quick System. NPCs switch to the normal system when they attack/defend against PCs.

All NPCs in a battle are operated by the GM and have the same Action Options as other characters. When a NPC attacks another NPC, however, the GM has the option to use the QCS to resolve the attack.

QCS EMLs

A *Quick Attack* uses the character's best primary weapon ML and a *quick defence* uses the ML for the best secondary weapon (usually a shield). MLs are modified by the EML modifiers shown for *General Armour* and *Weapon Class* (see tables). Weapon/armour *general classes* are assessed by the GM as needed. Factors which might modify attack/defence capabilities are, for the most part, ignored.

QUICK COMBAT RESOLUTION

Attacker and Defender generate success levels. Success levels are cross–indexed on the *Quick Combat Matrix* to generate a result.

QUICK COMBAT: MOPPING UP

Once the battle is over, the PCs may wish to determine the injuries sustained by downed NPCs, especially if they are friends or potentially valuable prisoners. For each downed victim, use the *Mopping Up* Table.

The GM may fill in details, locate injuries and generate Injury Points as desired. It may be assumed that all downed characters are unconscious when examined, and will remain so for 1d10 minutes.

REGAINING CONSCIOUSNESS

When s/he recovers consciousness (1d10 minutes after the battle ends) a character who was downed by the QCS makes a SHOCK roll.

For information on recovering from shock, see PHYSICIAN article.

A NOTE ON LARGER BATTLES

Any man to man combat, which involves more than twenty or so combatants is unwieldy. The Quick Combat System helps to speed up the process, but there are limits. If player characters are involved in large skirmishes, their knowledge and influence should be limited to the action immediately surrounding them, generally to what is happening in their vicinity. PCs may win a part of the greater conflict, while the army to which they belong is routed. Similarly, they could fare poorly and be saved by victorious reinforcements from another part of the battle.

Resolving very large conflicts is beyond the scope of the present publication. Watch for *Swords of the Misty Isles.*

GENERAL ARMOUR CLASS

GAC	Description	Example(s)	EML
0	Unarmoured	Ordinary Clothing	+ 20
1	Light	Leather/Quilt/Fur	+ 10
2	Medium	Ring/Light Scale/etc.	+ 0
3	Heavy	Mail/Heavy Scale/etc.	–10
4	Superheavy	Mail+ Quilt+ some Plate	–20

GENERAL WEAPON CLASS

GWC	Class	Examples	EML
0	None	Unarmed	–20
1	Light	Dagger, Knife, etc	–10
2	Medium	Shortsword, Handaxe, etc.	+ 0
3	Heavy	Broadsword, Battlesword,	+ 10

QUICK COMBAT MATRIX

Attacker ⇩	Defender			
	CF	MF	MS	CS
CF	●	●	DTA	DTA
MF	A✋	●	●●	DTA
MS	A✋1	A✋	●	●●
CS	A✋2	A✋1	A✋	●

DTA Defender TACTICAL ADVANTAGE

● No Effect — End of turn.

A✋ Strike — Attacker strikes defender. Any number *Impact Modifier* (IM) Increase IM by Attacker's *General Weapon Class* and subtract defender's GAC:

- < **0** No effect (turn ends)
- **0** Attacker TACTICAL ADVANTAGE (Defender pushed back 1 hex).
- > **0** Defender Down. A downed character falls prone and remains down until the battle is over. Characters downed by Quick Combat are ignored until the *Mopping Up* phase.

MOPPING UP TABLE

1d10	GAC0	GAC1	GAC2	GAC3	GAC4
1	●	●	●	●	●
2	MI	●	●	●	●
3	MI	MI	●	●	●
4	SI	MI	MI	●	●
5	SI	SI	MI	MI	●
6	GI	SI	SI	MI	MI
7	GI	GI	SI	SI	MI
8	GI	GI	GI	SI	SI
9	GI	GI	GI	GI	SI
10	GI	GI	GI	GI	GI

● No Injury —character essentially uninjured.
MI Minor Injury — (1d10 Injury Points).
SI Serious Injury — (1d10+ 10 Injury Points).
GI Grievous Injury — (1d10+ 20 Injury Points).

HârnMaster GOLD   GROUP PROFILE   GROUP:

Character 1

		STR	INT	WIL	Climb.	Aware	Spirit
	HND	END	AUR	MOR	Cond.	Intrigue	
	HGT	DEX	PSYCHE		Dodge	Oratory	
SPECIES/SEX	FRM	AGL			Init.	Rhetoric	
BIRTHDATE	WGT	SPD	DEITY		Jump	Ritual	
SUN	SIZ	EYE	PIETY		Mobility	Singing	
BIRTHPLACE	CMX	HRG	MED/PERSONALITY		Stealth		
PARENT	HCL	SMT			Throw		
SIB/FAM EST	ECL	TCH			Unarm.		
CLANHEAD	CML	VOI					

Injuries   HR   IP
FR   FRR   FAT
Special

Character 2

		STR	INT	WIL	Climb.	Aware	Spirit
	HND	END	AUR	MOR	Cond.	Intrigue	
	HGT	DEX	PSYCHE		Dodge	Oratory	
SPECIES/SEX	FRM	AGL			Init.	Rhetoric	
BIRTHDATE	WGT	SPD	DEITY		Jump	Ritual	
SUN	SIZ	EYE	PIETY		Mobility	Singing	
BIRTHPLACE	CMX	HRG	MED/PERSONALITY		Stealth		
PARENT	HCL	SMT			Throw		
SIB/FAM EST	ECL	TCH			Unarm.		
CLANHEAD	CML	VOI					

Injuries   HR   IP
FR   FRR   FAT
Special

Character 3

		STR	INT	WIL	Climb.	Aware	Spirit
	HND	END	AUR	MOR	Cond.	Intrigue	
	HGT	DEX	PSYCHE		Dodge	Oratory	
SPECIES/SEX	FRM	AGL			Init.	Rhetoric	
BIRTHDATE	WGT	SPD	DEITY		Jump	Ritual	
SUN	SIZ	EYE	PIETY		Mobility	Singing	
BIRTHPLACE	CMX	HRG	MED/PERSONALITY		Stealth		
PARENT	HCL	SMT			Throw		
SIB/FAM EST	ECL	TCH			Unarm.		
CLANHEAD	CML	VOI					

Injuries   HR   IP
FR   FRR   FAT
Special

Character 4

		STR	INT	WIL	Climb.	Aware	Spirit
	HND	END	AUR	MOR	Cond.	Intrigue	
	HGT	DEX	PSYCHE		Dodge	Oratory	
SPECIES/SEX	FRM	AGL			Init.	Rhetoric	
BIRTHDATE	WGT	SPD	DEITY		Jump	Ritual	
SUN	SIZ	EYE	PIETY		Mobility	Singing	
BIRTHPLACE	CMX	HRG	MED/PERSONALITY		Stealth		
PARENT	HCL	SMT			Throw		
SIB/FAM EST	ECL	TCH			Unarm.		
CLANHEAD	CML	VOI					

Injuries   HR   IP
FR   FRR   FAT
Special

Character 5

		STR	INT	WIL	Climb.	Aware	Spirit
	HND	END	AUR	MOR	Cond.	Intrigue	
	HGT	DEX	PSYCHE		Dodge	Oratory	
SPECIES/SEX	FRM	AGL			Init.	Rhetoric	
BIRTHDATE	WGT	SPD	DEITY		Jump	Ritual	
SUN	SIZ	EYE	PIETY		Mobility	Singing	
BIRTHPLACE	CMX	HRG	MED/PERSONALITY		Stealth		
PARENT	HCL	SMT			Throw		
SIB/FAM EST	ECL	TCH			Unarm.		
CLANHEAD	CML	VOI					

Injuries   HR   IP
FR   FRR   FAT
Special

Weaponcraft ❏

Most warriors prefer custom-made weapons and armour. Not all shortswords are equal, nor is every mail habergeon identical. Weaponcraft rules expand standard weapon and armour types and treat each weapon or armour piece as an individual item. A weaponcrafter may not be satisfied until an item has been made and re-made several times. Chance–found equipment may well be someone's discard. (Of course, one man's discard may be another man's work of art.)

Weaponcraft EML

The skill of the weapon-maker determines the weapon's attributes. The applicable skill for making weapons or armour is WEAPONCRAFT.

The principal effect of using assistants in the weaponcraft process is to cut production time. The ML of a *team* of weaponcrafters (eg. master and apprentices) is:

- ❏ Master's ML (ignore helpers);
- ❏ Average ML of all participants;
- ❏ Average ML of all participants *plus* master's SI.
- ❏ (Average ML of all helpers) averaged with the Master's ML.

Tools, Equipment, Environment

The necessary facilities and materials are needed to repair or make a weapon or piece of armour. Items that incorporate metal in their designs require forge, hammer, anvil, quenching pot, etc. Chisels, lathes, etc. are needed for wooden or partly wooden items. If materials and/or equipment are inferior or unavailable EML may be reduced, or the task impossible.

EML reductions for poor equipment or environment may also be appropriate.

Production Time

Production time can be reduced *without* reducing EML by employing competent assistants.

- Production time depends on the type of equipment being made. No one spends as much time making a club as a battlesword. The basic time in hours required to make a weapon is given on the *Weapon Data Table* under *Make*. Time requirements for armour pieces are dealt with later.

- For each assisting apprentice reduce Time by 20%, for each assisting Journeyman by 30% and for each assisting master by 40%. Maximum two assistants. Maximum time reduction is 60%.

  - ❏ Alternate Rule: Find the sum of the SI of all helpers. Multiply this number by five. Reduce the basic time by this percentage. Maximum time reduction is 60%.

Weaponcrafters' Guild

The production and repair of weapons and armour is largely done by skilled weaponcrafters, most of who belong to the powerful Weaponcrafters' Guild. Advancement within the guild is sometimes a matter of politics, but in general, the ranks attained require expertise. The following MLs are typical:

Apprentice (4–6 years):　ML12–ML50
Journeyman (1–3 years):　ML51–ML70
Master:　ML71+

Weapon Data Table

The Weapon Data table is, among other things, a list of weapons. Some types are rare, or produced only in certain regions. For a comprehensive description of each weapon see "A Hârnic Dictionary", in *HârnPlayer*.

Weapon Grade Materials

Reputable weaponcrafters use the hardest wood and best steel available, and such materials cost at least 1d/ft for wooden shafts, and 1d/lb for refined steel. Some weaponcrafters cut their own wood in the forest, but it takes months or years to season, and up to 90% are discarded as inferior. Most often, "weapon grade" materials are purchased from timberwrights and miners.

The *Weapon Data* Table gives "weapon–grade" materials Costs for each weapon, under "Make".

❏Rushing Production

Weaponcrafter (or team) may further reduce production time by up to 50%, but must reduce EML by the same percentage.

Weaponcraft Specialities

Weaponcraft specialities do not correspond to combat skill specialities. They reflect the manner of construction rather the way in which weapons are used. Weaponcraft specialities are suggested on the *Skills Table*. For explanation of the specialities optional rules see (SKILLS 2).

If the specialities rule is in force, it affects EML calculation since only when working on a speciality does the weaponcrafter use full ML.

Unknown Artisans

If the maker's ML is not known, as might be the case with a found/treasure weapon, it may be randomly determined by rolling 2d6×10.
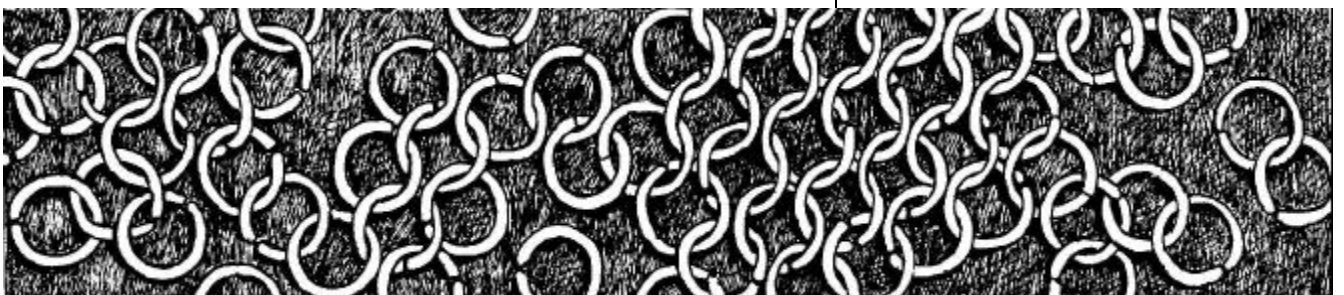
WEAPON MAKING PROCEDURE

1. DECIDE WEAPON TYPE & WEIGHT

A weaponcrafter can make a weapon or piece of armour provided s/he has examined an example of the type. Some weapons come in different weights, this must also be decided.

2. DETERMINE EML AND PRODUCTION TIME

Determine weaponcraft EML and production time requirement based on Master's ML, Specialisation (if rule is in force), modified by helper(s), equipment/material availability/quality, (rushed production), etc.

3. INVEST TIME & EFFORT

Once EML and production time are known, the weaponcrafter (or team) closet themselves in their workshop for the necessary number of hours. Interruptions may lengthen production time (or reduce product quality). The hours do not normally have to invested consecutively; sleep and meal breaks are allowed. About ten hours a day is the *most* that can be spent weaponcrafting.

4. DETERMINE WEAPON ATTRIBUTES

Once the weapon is completed, its attributes are those shown on the *Weapon Data Table*. The weaponcrafter expends a number of weapon *improvement points* (WIP) equal to Skill Index (minimum one Roll). That is, a weaponcrafter of ML60–69 has six WIP. The improvement procedure continues until all WIP are expended. The procedure for each Weapon Improvement is:

(1) Declare an *object attribute*:

    (a) **Weapon Quality** (WQ cannot be declared object attribute more than 4 times, regardless of the success the weaponcrafter has improving it);

    (b) **Edge Impact** (if the weapon is edged);

    (c) **Point Impact** (if the weapon has a point); or

    (d) **Tear Impact** (if the weapon has a tear impact).

(2) Test Weaponcraft EML as follows.

    CF Expend 1 WIP. The weapon has been damaged or destroyed. Reduce WQ, Edge, Point and Tear by half. The weaponcrafter has the option to scrap the weapon (in which case indestructible materials may be re–used); or the improvement procedure may be continued in an effort to fix the weapon.

    MF Expend *all* remaining WIP. Reduce *object attribute* by one. Process is terminated (no more improvements).

    MS Expend 2 or all remaining WIP (whichever is less). Increase *object attribute* by one. If the weaponcrafter has no WIP left, process is terminated

    CS Expend 1 WIP. Increase *object attribute* by one. If the weaponcrafter has no WIP remaining, process is terminated.

Once all WIP are expended, the weapon is complete. Record its (modified) attributes.

MAINTENANCE

For a warrior, weapon and armour maintenance is part of the job. Warriors are presumed to sharpen dull blades, hammer out dents, and so on. Warriors should devote at least two half hour sessions a month to regular maintenance, and another half hour each time weapons/armour are used in combat. Common sense dictates what can or cannot be classed as basic maintenance. Just about any warrior owns necessary tools and supplies such as whetstones, oil, and mallet. If one does not, a decline in equipment quality should occur at GM discretion. Enchanted equipment does not require maintenance unless it sustains damage in combat.

There is never any need to reduce non--existent attributes.

Anyone who decides to play a weaponcrafter PC, will need to devise a system for tracking time, materials, inventory of finished goods etc.

Only enchanted weapons can have WQ over 17

ENCHANTED WEAPONS

Once upon a time, there was a warrior whose sword crumpled and, consequently, he lost the fight. As he lay, leaning against a tree, his lap full of intestines, holding the twisted, useless lump of bronze that used to be his sword, he thought to himself "gee… if I'd had a magical sword, I could've beaten that guy…" And that was the first fellow to think up the idea of an enchanted weapon. Unfortunately, the idea died with him… and with the next warrior in that position, and the next…

Eventually, someone in this position had an amazing recovery and went to a mage saying, "hey, can you make me a magic sword?" To which the mage said "why?" and the warrior told him. "OK, give my your sword," and the warrior did, and the mage waved his arms up and down and said "mumbus–pokery–hocus–etcetera. OK, now your sword is extremely magical. I guarantee you won't get killed while you use it. That'll be 1,000d. Now go away and let me get back to work." And that is where we got the idea of enchanted weapons.

❏ STAGED IMPROVEMENT

Instead of expending all WIP at the end of the process, divide production time into a number of equal periods equal to the number of WIP and perform Weapon Improvement at the end of each.

ARMOUR

Armour may be defined as any garb which can reduce damage done by weapons. Even plain cloth can help prevent a blade from cutting. Armour is a trade off: warriors have to sacrifice mobility in order to be better protected.

ARMOUR MATERIALS

Armour can be made from various materials, from finely wrought mail to uncured hide. HârnMaster recognises eight principal types. Unlisted materials/combinations are rare, but can be added to custom armour rules.

CLOTH Usually refers to heavy, coarse cloth, such as buckram or serge, worn with other armour, or alone as everyday garb. Cloth lessens the effectiveness of edged weapons, but does little to reduce concussion or hinder penetration by thrusting weapons.

LEATHER Soft leather or animal hide may be worn alone, and is the most common base for Ring and Scale. It is also worn under/over metallic armour, particularly by the Khúzdul and Gârgún.

QUILT Usually two layers of cloth, stuffed with wool, flax, or dried grass and stitched. some animals have equivalent *fur* as natural armour. Quilt is excellent against concussion, and is often combined with other armour.

KÛRBÚL The Àzeryáni name for leather treated by boiling, lacquering, and/or other processes to produce a resilient, semi-flexible plate. This dramatically improves protection against blunt strikes. Inferior kûrbúl may be brittle. kûrbúl is used for helmets, breastplates, and small pieces for spot protection. It is most common in Eastern Lýthia and around the Venârian Sea. It is particularly favoured by seafarers.

RING Leather reinforced with intermittent metal bezants, rings, strips, etc. Reinforcing substantially improves the leather's defence against edged weapons, and marginally against blunt strikes. Ring armour is usually home-made.

SCALE Leather reinforced by overlapping metal plates. It is the armour worn by most legionnaires below officer rank. Some superior types of scale are called *lamellar*.

MAIL Interlocking metal rings usually no more than half an inch in diameter. Mail may be butted, coiled, or riveted (these considerations are reflected by armour quality). While mail is a superb defence against edged weapons, and good against the point, it does little to reduce concussion, and may be driven into its wearer's flesh. Because of this, leather or quilt garments are usually worn underneath. Mail is very flexible, but has considerable inertia and can shift at awkward moments. Consequently, it is generally secured by interlacing leather thongs or by being secured to an undergarment; if ties are cut in combat, the wearer faces serious problems.

PLATE Any metal (usually steel) which forms a rigid continuous covering. Plate armour is rare. Its use is generally restricted to breastplates, helms, and small plates for spot protection. Plate offers good to excellent defence against all strikes.

OTHER MATERIALS A variety of other armour types will work within the context of the HârnMaster system. Quilt may be reinforced with metal rings or scale; kûrbúl could be used for scale in place of metal, and so on. It is a relatively simple matter to calculate the values for such compound forms. For example, the values of ring made with quilt (instead of leather) are determined by subtracting the leather values and adding those for quilt. The possibilities are endless…

THE ARMOUR–MOBILITY TRADE OFF

The nature of the armour–mobility trade–off tends to reflect cultural preferences. Some cultures wear heavy armour and are forced to fight in a static mode; this may turn combat into an endurance match. Other peoples wear light armour and rely on speed and agility to dodge attacks. A few cultures consider armour cowardly and shun it altogether. Most people try to strike a balance between, taking their personal attributes and skills into account. Another consideration is climate; a combination of heavy padded armour and hot weather causes rapid exhaustion — cultures in warm or tropical climes tend to favour lighter armour. In HârnMaster, these considerations are dealt with by FATIGUE. Heavily armoured characters tire more quickly, and must, therefore, try to conserve their energy or defeat more lightly armoured opponents quickly. Some HM Gamemasters ignore fatigue and wonder why heavily armoured characters are so hard to beat. Ignoring fatigue gives "tanks" a free lunch. Now we don't want to tell people how to use the rules, but if fatigue is ignored (especially in long battles) things can get "unrealistic". Therefore, if you don't want to bother with fatigue, consider a large ENCUMBRANCE penalty (eg. FR× 5). This will address the "tanks" issue, although it does kick in at the beginning of a fight.

ARMOUR OVERLOAD

Do not attempt to wear two or three gambesons (or other heavy garments) at the same time. The GM will respond to silly armour combinations with SPECIAL PENALTIES.

HEAD TO FOOT PLATE

The technology to make articulated plate does not exist on Kèthîra.

ARMOUR PROTECTION

Armour materials are rated in 6 damage ASPECTS. When armour is struck, the impact of the strike is reduced by the appropriate protective value; the impact of an edge strike, for example, is reduced by the armour's edge protection value. Several layers may protect a body part (strike location); in which case Protective Values are cumulative. For example, a cloth surcoat, a mail shirt, and a quilt aketon might protect the shoulder. Armour protection values can be calculated "on the fly" with the *Armour Protective Values* Table or entered as needed on the combat profile.

DAMAGE ASPECTS (BEPFST)	
B: Blunt	Concussion damage caused by clubbing weapons, etc.
E: Edge	Cuts, caused by swords, etc.
P: Point	Stabs/Punctures.
F: Fire/Frost	Burns or Frostbite
S: Squeeze	Compression damage (bear hugs etc.)
T: Tear	Bites, claws, etc.

Custom Armour Making Procedure ❑

This procedure allows for custom design of almost any piece of armour, of any size, from any materials. Only common sense restricts the options. A pair of plate leggings, for example, would be impractical. In general, weaponcrafters can make higher quality armour, increased thickness of any material, unusual combinations of materials, and so on. The *Armour Data* Table can be used as a guide to common armour pieces.

1. Design Armour Piece (Material, Coverage, Size)

Decide the material of which the piece will be made, and the body parts it will cover. Determine *coverage* using the *Body Parts* table: Simply add together the percentages of all the parts to be covered. Decide in what SIZE the piece will be made. All clothing and all characters have size. Armour/clothing may be made in any size.

2. Determine Production Factors

Use the *Armour Production* Table to find production factors according to the material with which the piece is to be made.

WGT The weight (pounds) of a piece of armour is calculated by multiplying *Wgt* of its material by *coverage*.

MAKE The cost of materials (pence) is determined by multiplying *Make* by *coverage*.

TIME Determine the time (hours) to make the piece by multiplying *coverage* by *Time*.

PRICE Multiply *Price* by *coverage* to determine the basic selling price (pence) of an average quality piece Actual prices are negotiable.

SIZE Modification: Multiply the piece's *Weight, Cost of Materials, Time to Make* and *Basic Selling* Price by *size factor.*

3. Invest Time & Effort

Weaponcrafter/team spend the necessary number of hours in their workshop (as for step 3 of Weaponmaking).

4. Determine Armour Piece Attributes

Weaponcrafters are always trying to make lighter, stronger armour. When a weaponcrafter completes work on a piece of armour, s/he makes a number of Armour Improvement Rolls equal to Weaponcraft SI. Armour has two improvable attributes: Weight and Quality (AQ). For each improvement roll, the Weaponcrafter tests Weaponcraft. Armour starts the improvement process at normal weight (for the size, material and coverage) and +0 Quality. AQ may end up negative (inferior armour) or positive (superior armour).

CF	Reduce AQ by two.
MF	Increase Weight by 5%.
MS	Reduce Weight by 5%
CS	Increase AQ by one

Repairs

Weaponcrafters can usually repair/remake weapons/armour in less time than they would take to construct from scratch. To determine time, cost, and price of repairs, estimate the damage as a percentage of the whole and add roughly 25%. Whenever an item undergoes major repairs or reworking, the quality of the repairs is determined, and the piece's new quality is the lower of the two. Some weapons/armour may be repairable by non–weaponcrafters. A new shaft for a broken spear may be installed using carpentry skill, etc. Temporary repair may, however, cause reduction of weapon/armour quality until proper repairs can be effected.

BODY PARTS TABLE

This table shows the surface area of humanoid body parts as a percentage of the whole. Non–humanoids do not (generally) wear artificial armour. These percentages do not reflect the probability of a part being struck in combat.

Skull	4%	Thorax	12%
Face/Eyes	3%	Abdomen	12%
Neck	2%	Both Hips	9%
		Groin	1%
Both Shoulders	3%		
Both Elbows	2%	Both Thighs	14%
Both Forearms	5%	Both Knees	3%
Both Hands	5%	Both Calves	12%
Both Upper Arms	6%	Both Feet	7%

A vest, for example, covers the Shoulders (3%), Thorax (12%) and Abdomen (12%); this means that its coverage is 27% of the whole body.

ARMOUR PRODUCTION TABLE

Material	Wgt	Make	Time	Price
Cloth	5	40d	20 hrs	100d
Leather	15	70d	50 hrs	200d
Quilt	20	120d	60 hrs	400d
Kûrbúl	18	100d	250 hrs	500d
Ring	40	100d	200 hrs	700d
Scale	60	120d	350 hrs	1,000d
Mail	50	90d	600 hrs	1,500d
Plate	60	120d	500 hrs	1,500d

Effect of Quality & Weight on Price

Reputable weaponcrafters tend to discount or discard inferior armour. Superior armour is usually *much* more expensive. All prices are negotiable; the *Armour Pricing Guide* is an extremely *rough* guide.

❑❑ No armour may be increased to better than AQ+5 without magic.

ARMOUR PRICING GUIDE

AQ	Pricing	AQ	Pricing	AQ	Pricing
–3	60%	+0	100%	+3	200%
–2	70%	+1	125%	+4	275%
–1	90%	+2	150%	+5	375%

Weight increases/reductions would have doubly proportional effects on price. Hence, a piece that is 10% lighter than normal, might cost 20% more, and a piece that is 15% heavier, would cost about 30% less.

When to Scrap a Damaged Weapon

If the damage is too great (over 75%) it is cheaper to buy a new item. Most weaponcrafters take "trade–ins" at 10–60% of retail value (new) depending on the condition of the item.

❑ Any piece of AQ –5 or less is scrap.

Society Of Physicians

The Society of Physicians is a loosely organised body whose members display wide variations in expertise. Some masters are (cheap) incompetent quacks; others are skilled and expensive. Masters may take on as many apprentices as they wish. There is no real attempt to maintain standards, but physicians who maim or kill too many patients soon have difficulties. There are no journeymen. Nor are there bonded masters, in the normal sense. Masters may take employment as they see fit.

Many physicians are associated with the church of Peóni, and some dabble in magic and other arcane arts.

Most physicians confine themselves to the treatment of minor ailments. Fees vary dramatically (sometimes according to the skill brought to bear) but mostly according to reputation. Fees typically range from 3d, for fairly basic care to 240d for "major" surgery. Medicines, provided by the Apothecaries Guild, and hospital care (rare, there are few hospitals) can double or triple fees.

Physician Skill

Physician skill is one of the most widely practised "guilded" vocations. Many warriors know enough to provide first aid and emergency treatment of battlefield wounds. The Society does not seem to care much about preserving its monopoly. Nevertheless, the best physicians are guild members.

Emergency Treatment

An injury that does not kill a patient outright may still have serious effects. Bleeding, infection, and shock are more likely to kill a patient than a thrust through the heart or sudden decapitation. Injuries that fail to heal properly may also permanently impair their victims.

Competence

Hârnic doctors are far more competent than their medieval Terran colleagues. They know, for example, that it is a good idea to keep open wounds and surgical instruments as clean as possible, although they may not know why. (One theory has to do with fiery, infection–causing, invisible elementals which can be driven off with hot water.)

PCs are Advised, if they get sick or wounded, accept the best first aid available, but see a real physician ASAP.

BASIC PRINCIPLES

1. **BLOODLOSS** is the most immediate threat and must be dealt with first. If bleeding is not halted the patient bleeds to death. The bleeding aspect of a wound is dealt with separately from other aspects.
2. **TREATMENTS** Wounds may be treated once all bleeding stops.
3. **HEALING** A character receives one healing roll per day for each wound, hopefully to reduce injury points, but infections can occur. When all Injury Points are eliminated the injury is healed.

Treatments

The *Treatment Table* recommends treatments. Need for treatment varies; minor wounds usually heal by themselves, but serious and grievous wounds may cause permanent impairment, or death, especially if untreated. Successful treatment improves HEALING RATES. If not in shock the victim can self–treat minor/serious wounds. Without treatment, injuries heal as indicated under NT (No Treatment).

If the suggested treatment is provided, the treater tests PHYSICIAN EML plus or minus any modifier shown on the table. Results are under CF, MF, MS, or CS. Some treatments require equipment/supplies; the quality and availability of these may modify EMLs. Treatments delayed more than 24 hours may reduce EML. Treatment can only be provided *once* per injury; bonus healing rolls may be awarded for magical, psionic or miraculous intervention.

AMPUTATE Surgical amputation is the only treatment for *Grievous Frost* and *may* be used to halt the spread of infection. The body part is removed with the wound/infection, and a new bleeding wound is created according to the operation's success: CF: B3 (1d10+20 IP); MF: B2 (1d10+15 IP); MS: B1 (1d10+10 IP); CS: B1 (d10+5 IP). Amputation inflicts an E5 SHOCK ROLL. Bloodloss and treatment of the new wound is then handled normally.

BLEEDING WOUNDS continue to generate blood loss until headed. Treatment must be continued until the bleeding has been stopped (EE).

CLEAN & DRESS Takes: 2d6 + IP/2 minutes. Requires water and bandages. Needle & thread required for 11+ IP open wounds (and treatment generates an E1 shock roll).

COMPRESS Apply cold compress for 5d6 minutes. Appropriate herbal remedies/ointments add up to 20 to EML.

EE Wound fully heals in one day; no healing rolls required.

H4/H5/H6 Healing rate as indicated. Enter HR on profile. *Healing Rolls* are made daily, 1d100 testing HR× Endurance.

MI/GI Minor/Grievous impairments heal at H4/H3. Victim will have a permanent reduction (1/1d3) of an attribute after injury has healed. Attributes affected may be obvious (Dexterity, Agility, Eyesight, Comeliness, etc.) depending on location. If no attribute seems appropriate, assess penalty against Endurance. Reduce derived SBs, and subtract five times the reduction from affected MLs.

SPLINT Setting bone and splinting. Takes 5d6 minutes, and generates an E2 shock roll.

SURGERY Includes *Clean & Dress*. Requires sharp knives, etc. Takes: 10d6 minutes. Patient makes E4 shock roll. This treatment may cause an additional wound depending on success: CF: B2 (1d10 + 10 IP); MF: B1 (1d10 + 5 IP); MS/CS: None. If a B–wound is generated, surgery must be halted to deal with it.

WARMING Gentle warming (with healthy person's flesh, for example) of injury for 1d3 hours.

Cauterisation

An optional, secondary treatment to sterilise and seal an open wound, given after the wound Healing Rate has been established by the normal treatment rules. A metallic object and fire, or hot tar (for larger wounds) are required. Cauterisation may be attempted at Physician EML+ 30. The effect is to modify the Healing Rate: CS + 2; MS + 1; MF –1; CF –2. The patient also makes an E3 shock roll.

When performing surgery, anaesthetic is highly recommended, and antiseptics are a good idea too. Such items may be purchased from some good apothecaries.

HEALING

Once treated, each injury has a Healing Rate [HR] generated by the *Treatment Table.* Various types of intervention, magic, miracles, psionics, etc., may cause the GM to increase Healing Rate(s) allow additional Healing Rolls, or take/permit other appropriate action(s).

BLOOD REGENERATION

While bloodloss may accrue from multiple bleeding wounds, cumulative bloodloss points are treated as a single total, and heal as a single "injury". The healing rate for bloodloss is H6.

DISEASES

A disease is assigned a *Contagion Index* of 1 (highly contagious) to 7 (barely contagious) and a healing rate of H1 (deadly) to H5 (mildly inconvenient). A C1/H1 disease would kill most of the population.

Upon being exposed to a disease, a character makes a CONTAGION ROLL (right). A character who catches a disease, makes a daily recovery roll using the *Infection Table.* At H0, the patient dies; at H6, s/he recovers.

POISONS/TOXINS

Poisons may be treated as non–contagious diseases — although the time frames in which they act are usually determined by substance (so it may not be a good idea to make a healing roll every four hours).

A large dose of deadly poison would be H1, a small dose of mild poison H5. The GM may assign a Healing Rate for a venomous bite, or roll 2d3–1.

SHOCK RECOVERY

If a patient is in shock, enter a Healing Rate of H5 adjacent to "Shock" in the injury section of the combat profile. Shock is treated as a special injury. A shock recovery roll may be made every *four hours* using the *Shock Recovery* Table (PHYSICIAN 4).

HEALING TABLE

A character receives one healing roll per day for each *uninfected* injury. The object of a healing roll is to reduce Injury Points; when IPs are reduced to zero, the injury is healed although there may be scars and/or impairment. The Healing roll is resolved using the *Healing Table* (PHYSICIAN 4). The daily healing roll assumes the character gets 12 hours of rest per day; the GM may modify a Healing Roll if the character gets more or less rest than this, but the EML for a healing roll may not exceed 95.

INFECTION HEALING

Wounds may become infected during the healing routine. When a wound becomes infected, write "inf" adjacent to that wound on the combat profile. Healing Rolls are not made for infected wounds. Instead, *Infection Healing* rolls are made (daily) using the *Infection Healing* table (PHYSICIAN 4). When infection is defeated, daily healing rolls resume.

An infection roll is similar to a Healing Roll, except infected wounds cannot heal, and the infection may spread to other body parts.

There is an immense variety of disease symptoms; many symptoms can render characters non–functional until recovery.

CONTAGION ROLL

Each disease has a CONTAGION INDEX (CI) and a healing rate. To determine whether a character catches a disease test

❑ Condition + ([CI-3]x5)
❑ Endurance × CI

Neither option is subject to PHYSICAL PENALTY.

If the roll exceeds Target Level, the character catches the disease and will begin to display appropriate symptoms. Note the disease name and HR in the injury section.

A daily disease recovery roll is made with the *Infection Table.* At H0, the patient dies; at H6, s/he recovers.

Bonus Healing Rolls may also be awarded for spells, talents, etc.

Historically it was more common to die of infected wounds than to die outright in battle.

Magic, miracles, amputation or medicine may combat infection.

A local infection is one that affects less than the whole body. Most battle injuries that get infected are infected with local infections.

A General infection is internal and/or unlocalised. Gangrene is a local infection; Influenza is a general infection.

TREATMENT TABLE

INJURY	EXAMPLE/DESCRIPTION	TREATMENT	EML	NT	CF	MF	MS	CS
Minor Bleed (B1)	Minor Bleeding	Pressure, Clean & Dress	+ 30	—	—	—	EE	EE
Serious Bleed (B2)	Serious Bleeding	Pressure, Clean & Dress	+ 20	—	—	—	B1	EE
Grievous Bleed (B3+)	Grievous Bleeding	Surgery	+ 0	—	—	—	B2	B1
Bruise	Minor concussion/squeeze/fracture	Compress	+ 30	H5	H4	H5	H6	EE
Fracture	Hairline/Simple Fracture	Set & Splint	+ 20	MI	GI	MI	H5	H6
Crush	Compound Fracture/Pulped Flesh	Surgery	+ 0	GI	GI/B1	GI	MI	H5
Minor Cut	Shallow Cut 1–2" long	Clean & Dress	+ 30	H5	H4	H5	H6	EE
Serious Cut	Cut 2–6" long. Bleeder	Clean & Dress	+ 20	H4	B1	H4	H5	H6
Grievous Cut	Deep/Long Cut. Serious Bleeder	Surgery	+ 10	GI	GI/B1	GI	MI	H5
Minor Stab	Puncture 1" deep	Clean & Dress	+ 25	H5	H4	H5	H6	EE
Serious Stab	Puncture 3" deep. Bleeder	Clean & Dress	+ 15	MI	MI	MI	H5	H6
Grievous Stab	Deep Puncture. Serious Bleeder	Surgery	+ 5	GI	GI/B1	GI	MI	H5
Minor Burn	1st/2nd Degree Burn	Compress	+ 30	H5	H4	H5	H6	EE
Serious Burn	Deep 2nd/3rd Degree Burn	Clean & Dress	+ 15	H3	H2	H3	H4	H5
Grievous Burn	3rd/4th Degree Burn Charred Skin/etc.	Clean & Dress	+ 0	H2	H1	H2	H3	H4
Minor Frost	1st Degree Frostbite. Chilled Flesh/Shivering	Warming	+ 50	H5	H4	H5	EE	EE
Serious Frost	2nd Degree Frostbite	Warming	+ 25	H4	MI	H4	H5	EE
Grievous Frost*	3rd Degree Frostbite	Amputate*	+ 0	—	B3	B2	B1	B1
Minor Tear/Bite	Shallow/Ragged Tear/Claw	Clean & Dress	+ 25	H5	H4	H5	H6	EE
Serious Tear/Bite	Deep/Ragged Tear	Clean & Dress	+ 20	MI	GI	MI	H5	H6
Grievous Tear/Bite	Flesh Removed. Deep/Ragged Tear	Surgery	+ 10	GI	GI/B2	GI	MI	H5

SHOCK RECOVERY TABLE

Test ☐ CONDITION + (5×HR) or ☐☐Endurance × HR
Subject to PHYSICAL PENALTY.

If an attending Physician (for this purpose anyone with Physician skill open) is present, add 50% of Physician ML to the Target Level.

CF Reduce Healing Rate by 2 (if Healing Rate is now less than 1, patient dies from Shock/Trauma).

MF Reduce Healing Rate by 1 (if Healing Rate is now less than 1, patient dies from Shock/Trauma).

MS Increase Healing Rate by 1 (if Healing Rate is now greater than 5, patient recovers from Shock).

CS Increase Healing Rate by 2 (if Healing Rate is now greater than 5, patient recovers from Shock).

INFECTION HEALING TABLE

Test ☐ CONDITION + (5×HR) or ☐ Endurance × HR Subject to PHYSICAL PENALTY. Test once per day for each infected wound.

Modifications: Attending Physician + Physician SI; Disinfectant(s) and/or antibiotic(s) variable at GM discretion.

CF Reduce Healing Rate by 2. If Healing Rate is now H0, the patient dies. Otherwise, if this is a local infection (i.e. Less than all body parts) the is a 40% chance the infection spreads to all adjacent body parts.

MF Reduce HR by 1, with same effects as CF, except the chance of infection spreading is 20%.

MS Increase Healing Rate by 1. If Healing Rate is now 6, the infection is defeated.

CS Increase Healing Rate by 2. If Healing Rate is now 6 or more, the infection is defeated.

HEALING TABLE

Test ☐ CONDITION + (5×HR) or ☐ Endurance × HR
Subject to PHYSICAL PENALTY.

Attendance by a physician improves the chance of healing, add half Physician EML to the TL.

CF If this is an open wound (cut/stab/bite of 5 or more Injury Points, or a burn of 16 or more IPs) it is now infected. See: Infection.

MF No healing (no effect): ☐ if this is the injury's *first* healing roll, treat MF as CF.

MS Reduce Injury Points for this wound/injury by 1

CS Reduce Injury Points for this wound/injury by 2.

BLOOD REGENERATION TABLE

Test 6× Endurance (*not* subject to PHYSICAL PENALTY)

Other (optional) blood regeneration modifiers (likely alchemical, dietary or esoteric) may be applied at GM discretion.

CF No Effect

MF No Effect

MS Recover 1 point of Bloodloss

CS Recover 2 points of Bloodloss

RELIGION

Almost all inhabitants of Western Lýthia share common polytheistic, metaphysical beliefs. There are ten major (and numerous minor) deities. Brief descriptions of the ten major deities and their religions follow.
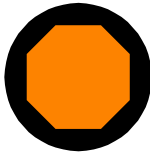
ÁGRIK

Lord of the Four Horsemen, Master of the V'hîr, Immortal Warlord of Bàlgasháng, Breeder of Plague, Squalor, and Decay, The Reasonless Reaper, Tyrant of the Foul Chamber, Knower of the Ten Thousand Ways.

Ágrik is the fiery, evil god of war, the breeder of violence for its own sake, a deity for those who enjoy cruelty and destruction. Ágrik is worshipped by dozens of different, squabbling clerical sects, each of which sponsors its own fighting–order.

HALÉA

Empress of Opulence, Queen of Pleasure and Fulfilment, Maker of Bargains, Guardian of the Treasure Hoards of Heaven, Enslaver of Hearts and Loins, Golden Temptress of the Crimson Chamber.

Haléa is the devious, flattery–loving, amoral goddess of wealth, pleasure, and hedonistic joy. She demands unswerving devotion of her adherents. Only women can enter her clergy.

ILVÎR

Master of Aráka–Kalai, Brooder in the Blasted Plain, The Serpent that Dwells Below, Accursed Lord of the Barren Cycle, Prince of the Fatherless Multitude.

Ilvîr is the creator of the Ìvashú. His adherents are individualistic, creative, and mystical. Dozens of sects worship Ilvîr, although his adherents are few. Ilvîranism is known for fractious, esoteric ritualism.

LARÁNI

Shieldmaiden of the Worthy Cause, Guardian of Dòlithôr, the Unwilling Warrior, The Lady of Paladins, Protector of the Brave.

Laráni is the goddess of chivalry and battle, the reluctant warrior, the deity of those who make just and honourable war. Laráni's church contains several regional clerical sects, each with its own fighting–order.
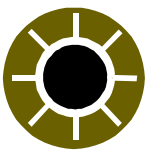
MÔRGATH

Tormentor of the Unlamented Dead, Master of the Principle of Evil, Lord of the Gùlmôrvrin of the Black Pit, Wielder of the Shadow of Incarnate Evil.

Môrgath is the master of chaos, evil, and the undead. He is a god of retribution, cares nothing for justice, and despises all things fair and noble. His church is dour and ruthless, infamous for its practice of human sacrifice.

HâmPlayer contains detailed descriptions of gods, goddesses, demons, demigods, clerical and fighting–orders saints and religious personalities.

For complete information on the mythology, deities, religions, and religious symbolism of Hârn and Lýthia, see **Gods of Hârn**.

EXERCISING THE PRIVILEGE OF FREE CHOICE IN A PANTHEISTIC UNIVERSE…

Belief in the gods is optional… but a respectful attitude may be advisable.

Boradak, a slightly less than perfectly devout Haléan, decided it might be a good idea to make a sacrifice at the local temple. He walked in, said a few prayers, and, on his way out tossed a silver farthing in the contribution bowl (So far so good). He was then heard to remark, quite loudly, "There. I hope that satisfies the B*#&ch." On his way down the stairs, he tripped over a purple kerchief, and rolled twenty feet to the street below. "I'd never noticed how hard cobblestones actually were, until now." He thought to himself, "feels like, oh, about seven broken ribs, and two broken arms…" and at this point, he passed out.

Now the point of this is that, because Boradak had the *option* to believe, or not believe in the gods, he had a choice here. He could either believe that the goddess had, in a fit of pique, tripped him intentionally, or he could adopt a parsimonious view and assume it was sheer coincidence that he tripped over a fluttering, diaphanous purple silk kerchief that didn't seem to have been there before, and certainly wasn't there afterward. People are often faced with this kind of choice, sometimes just as they are disappearing into puffs of greasy smoke, wondering why lightning should be striking out of clear blue skies, or thinking about why the only tree for leagues around, a tree that appeared to have been standing in one spot for hundreds of years, had to fall just at that moment, in just that direction…

By amazing coincidence, Boradak, in addition to his broken bones, also managed to catch several infectious diseases while he was falling down the stairs.

NAVÉH

Lord of the Pitch Shadows, Master of Deceit and Evil Dreams, Lord of the Last Illusion, Merchant of Death, Trancer the Cat, Wealth's Worry.

Navéh is perhaps the most merciless of the gods, motivated by cold implacable intelligence. A god of darkness, he is often worshipped by thieves and assassins. He is considered a doer of the impossible and a master of lies and deception. Best known as the bringer of nightmares, Navéh is associated with inexplicable and untimely death. His monkish clerics are amazingly well–disciplined, and have been known to commit suicide to prove a point.

PEÓNI

The Restorer, Bringer of Life Renewed, Lady of Truth, Everliving Daughter of White Virtue, Guardian of the Meek, Lady of Industrious Labours and the Ripe Harvest, Confidant of Lovers, Chaste Lady of Honest Love.

Gentle Peóni is the goddess of agriculture and healing, worshipped by many farmers, and those who use their skills to aid the meek. Peóni's celibate priesthood is divided into male and female orders. Temples tend to give their funds to the poor and are, always near poverty. Peóni is probably the most worshipped of all the deities.

SÁRAJÌN

King of the Icy Wind, Lord of the Perilous Quest, Wielder of the Blooded Axe, Master of Frosty Climes, The Grey Slayer.

Sárajìn, the amoral god of battlelust, requires honour and bravery (the code of the Ljârl) of his adherents. His sport is war, and he sometimes joins human battles. He is the principal god of Viking and of the Ivínians. Sàrajínians tend to be religiously informal. Traditional "priestly" clans who recognise no central authority perform required clerical duties.

SÁVÈ-K'NÔR

Sage of the Gods, The Lost Guide, Lord of Puzzles, Conundrums and Mazes, Lord of Jesters, Mixer of Potions, Keeper of the Vâr–Hyvrák.

Save–K'nor is the god of knowledge, the seeker of enlightenment. His adherents have no particular morality, although their belief in a healthy, ordered society generally precludes evil behaviour. Three sects, each stressing a different personal aspect, worship Save–K'nor.
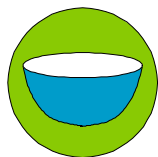
SIÉM

Master of the Lords of Dream, Bringer of Meritorious Dreams and Blessed Forgetfulness, Lord of the Starlit and Thrice Blessed Realm, King of the Uttermost West, Master of the Sundered Ones in Exile, Spirit of the Mist, Never Changing Lord of the Azure Bowl.

Siém is the benign god of mystery, magic and dreams. He is the special deity of elves and dwarves and is the eldest of the gods. Siém's followers are not organised into what can properly be termed a church. While communal worship does occur, ultimately each individual makes his own personal approach to the deity.

MINOR RELIGIONS

In addition to the ten major deities described above, hundreds of less divine and demi–divine entities are acknowledged and/or worshipped by Lýthians. Almost all tribal peoples possess their own mythologies and pantheons. Many tribal gods and goddesses are thought to be the ten major deities in other embodiments.

DEMIGODS AND DEMONS

Demigods are of two types, those who serve one of the ten great deities by choice or compulsion, and those who serve no master. Demons and demigods vary in strength and attitude. Some are confined to specific regions, by greater beings or principles. Some are associated with particular peoples or institutions. The powers of the gods, if not infinite, are at least beyond the compass of mortal man. Demigods and demons, on the other hand, are closer to man; their imperfections and mortals may comprehend their weaknesses, attitudes and objectives, with relative ease. It is not appropriate to attach the label "superman" to a god, with a demon or demigod, it may be, especially since quite a few demigods are heroes elevated to demi-godhead.

Demigod and *demon* are interchangeable terms depending on one's point of view. A demon is simply an "evil" demigod. A demigod is simply a (demi–) divine entity less powerful than a full god. As to the power of the gods… who knows?

SAINTS

Saint is a sub-class of demi-god (or demon), a former mortal who has been elevated to demi-godhead after death. In this case, death is a relative term.

The attitude of the worshiper varies according to the object of his worship. Mortals may worship out of love, respect, or fear. Some worship for personal gain, but with a major god, this can lead to disaster. Some demons and demigods can be flattered, tricked, or even threatened into granting aid. Some find this easier to deal with than the more rigorous requirements of a major deity.

Church Hierarchy

Circles of Command

All churches of the ten major deities have ceremonial levels of ritual expertise called *Circles of Command.* Most churches have seven Circles, although those without Pontiffs have only six and one (Ágrik's) has eight, the highest circle being the deity himself.

Admittance to any Circle signifies the church's formal recognition of a cleric's knowledge of the mysteries, but such status is not given lightly. A character who achieves Ritual ML61+ is *qualified* for induction into the Third Circle, but may be denied admittance for political or other reasons. It is not uncommon for a cleric to have Ritual ML90+ and still be a member of the Third Circle. Generally, advancement beyond the Third Circle is reserved for the most talented (popular and/or political) of priests.

Being inducted into a Circle means the character will be taught whatever *Ritual Invocations* are appropriate to that Circle. The nature of induction ceremonies to the Circles varies from church to church, and gets more elaborate with higher Circles. Most involve a month or more of prayer, fasting, long hours of study and training to learn the new Invocations.

It is generally not possible to advance above the second or third circle without accepting the responsibilities of church office.

Church Offices

Churches appoint their members to various permanent and temporary offices and assignments. Most such offices have minimum Circle requirements. A person who has not reached the required Circle, cannot hold the office. Since there are usually several qualified candidates for any office, politics is even more important here; unpopular clerics are often passed over.

Clerical and Fighting Orders

Most churches contain one or more clerical orders; most clerics belong to such orders. The lay–followers of a deity are not usually required to join any particular order, but some lay warriors may belong to (lay) fighting–orders sponsored by various clerical orders. Both clerical and fighting orders have their own hierarchies and usually require that office holders belong to a minimum circle.

Entering A Church

Characters may be admitted to their churches, during the pregame or in the course of play, for religious training as an Acolyte. This basic training takes an average of three years. Some churches/orders are highly selective; some accept any applicant. The Acolyte takes preliminary vows, and is taught the order's fundamental dogma and ritual.

It is impossible to give full information on Hârnic (or other) churches in this publication. These sections offer broad guidelines. See *Gods of Hârn* and/or *HârnMaster Religion* and/or *On Divinity* for detailed information.

CIRCLES OF COMMAND

The following table shows the minimum Ritual ML required for induction into the Circles. It also indicates the offices/assignments for which a member of that circle is qualified.

CIRCLE	RITUAL	OFFICE(S)
I	26+	Acolyte
II	41+	Deacon, Mendicant
III	61+	Lay Grandmaster, Temple Priest
IV	76+	High Priest, Bishop
V	86+	Archbishop
VI	96+	Primate, Cardinal
VII	106+	Pontiff (as app.)

A Family Tradition

At more than one point in English history, it was the custom of the landed gentry that the eldest son take over the family estates, the second obtain a commission in the army, and for the idiot of the family to enter the church. What the church did with all these idiots remains a mystery. One assumes that they must have done the gardening, but it is hard to reconcile this with the high quality of contemporary English gardens.

Acolyte Skills

On completion of the noviciate (apprenticeship), an Acolyte opens the appropriate RITUAL Skill to SB2, EMBALMING to SB1[1], and COOKERY to SB3. Each church also instructs its Acolytes in the following skills, which are opened to OML+SB. (See *Skill Data Table*: *SKILLS 7*). Required and/or recommended speciality (if SPECIALITIES are in use) are given in brackets.

Ágrik	Clubs(Mace), Whips, Axes(Sickle)
Haléa	Lovecraft, Perfumery, Musician.
Ilvîr	+1 Script, Drawing, Animalcraft(Ìvashú)
Laráni	Longsword (Any) or shortsword (Any), Clubs(Mace), Shields(Any, preferably *Knight's*)
Môrgath	Knives (Dagger)
Navéh	Legerdemain, Knives(Any), Lockcraft
Peóni	Physician, Agriculture
Save–K'nor	Script, Drawing
Sárajìn	Axes (Any), Knives(Dagger), Shields(Any)
Siém	Script, Astrology, Survival

The character now acquires five option points to be expended to improve open skills, or open new elective skills. Each option point may be used to improve an open skill by its SB (once only per skill) or open an appropriate new skill at OML+SB. Ritual ML cannot be improved to more than SB3 in the pregame without committing to join the priesthood.

Graduating acolytes may be inducted into the Circle of Command appropriate to their Ritual ML, but cannot enter any circle higher than the second, unless they commit to joining the priesthood.

Training for the Priesthood

Characters of the Second Circle may apply for training as priests (in the pregame or in the course of play). Trainee priests take vows of obedience, and remain at the command of the temple priests, and resident in the temple, for (on average) three years, until Ritual ML qualifies the character for admission to the priesthood (ML61+), until s/he renounces vows, or is expelled. For each year of priesthood training in the pregame, the character improves Ritual Skill by *half* Skill Base. Characters may also improve ORATORY and INTRIGUE by SB when they are admitted to the priesthood.

Improving Ritual ML During Play

Once a cleric begins actual play, further Ritual development is possible only by study of appropriate books, etc., or with training from qualified TEACHERS. Practice or use can never improve ritual ML; a deity would not respond favourably to thousands of clerics invoking her/his aid simply to gain experience…

Advancement

Characters may apply (maximum once a month) for admission to higher Circles as their Ritual ML qualifies them. The chance of successful application is a 1d100+ Ritual SB roll which must equal or exceed the minimum ML required for each Circle. The roll may be modified at GM discretion for political reasons, etc.

Similarly, characters may apply for appointment to any office for which their current Circle qualifies them. Office appointments are handled solely at GM discretion: Ritual and Intrigue ML, perhaps Piety, should play major roles.

Acolyte Skills are occupational skills for clerics. For information on occupational skills, see *CHAGEN 15*.

Contrary to popular belief, many medieval churchmen were illiterate. PC clerics, however, are advised to open a script (even if one is not a standard occupational skill). Advancement to high office may depend on literacy.

Clerical Family Skills

A child of a cleric who was opening family skills would use the appropriate list and open all skills at OML.

Many a young priest has been trampled in the rush for advancement. While it is true that the morality advocated by each church is different, and may even vary by order/sect, there is more than enough corruption in *every* church. One could, and many do, take the position that the bad guys will "get theirs" in the afterlife. This may be small comfort to someone being roasted by the Agríkan inquisition, or even to one who has been denied a minor office because the bishop didn't like folks with green eyes.

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[1]   Except churches (such as that of Ágrik) that do not entomb the dead.

RELIGIOUS RULES

From time to time characters seek divine aid or guidance in their endeavours. The following rules deal with the accrual and expenditure of piety and with divine intervention (miracles). This system governs calls for divine intervention to any demi–divine or divine being whose ethics/church rituals are known in general. The system can be readily amended or expanded.

Ritual Skill

There is a discrete ritual skill for each religion. When ritual is opened on the character profile, it is necessary to note the name of the religion to which it applies: "Ritual of Ágrik", "Ritual of Laráni", etc.

- Ritual reflects a character's knowledge of and ability to perform Invocations of a religion.

- A character that worships more than one deity (an optional rule) would open ritual skill for each.

- The skill base for each ritual skill is calculated the same way (Voi, Voi, Int Tar+ 1). The OML for Ritual is SB1. See option in sidebar.

- There is a loose correspondence between Ritual ML and the circles of command (internal ranks) of the various churches.

Piety & Piety Points

A piety point (PP) is a unit of favour. Characters accrue PPs by performing actions beneficial to their church and/or deity and expend them by calling for divine intervention or attempting to perform miracles. In general, no character worships more than one deity. Hence, piety points are dedicated to a single deity. If the GM allows characters to worship more than one deity, separate piety point totals must be maintained for each.

Obtaining Piety

Characters begin play with 5d6 Piety Points. Additional PPs are acquired by performing various religious activities/services. The Piety Table is a guide for the GM. The first number in square brackets is the percentage chance that the activity will accrue PPs for the character. The second number in square brackets is the number of PPs that would be acquired. On completion of the activity, roll 1d100 if the result is equal to or less than the percentage given, increase the character's Piety total by the indicated number.

Recording Piety

A character's current PP total is recorded in the appropriate box on the Character Profile. Any action detrimental to the church and/or deity (impious act) should cause the GM to remove an appropriate number of Piety Points. See Secret Piety (sidebar).

❏ Divine Estrangement

The GM may maintain a divine estrangement rating for each character to express the deity's actual "feelings". Divine Estrangement would be increased by pious acts and reduced by impious ones. Alternately, the GM might estimate Divine Estrangement as needed.

PIETY: What is it and How Do I Get Some?

Piety can be said to represent a character's "favour" with his/her deity. In practice, piety can be thought of as intervention credit. Piety is not just the *inclination* of the deity to intervene; it is also the *ability* of the deity to intervene based on limitations imposed by the Concordat of the Illimitable Tome, and in the face of restrictions imposed by a need to appease other deities.

Piety (sometimes called Karma) is measured in Piety Points (PPs) and each character keeps a running total on her/his Profile. The GM usually also keeps track, and her/his figure is the authoritative one. Character generation provides 5d6 PPs to start with.

Piety Points are obtained by performing acts of devotion to one's church (or directly for the deity), and expended whenever a character calls for divine intervention. Someone who performs a miracle does so by calling for Divine intervention.

Magic and divine intervention should not be confused. A person performing a miracle is simply asking her/his deity to act — the deity decides what to do and, when it comes right down to it, the "caller" has nothing to do with it, s/he simply acts as an "empty vessel for divine power". Magical spells on the other hand are acts by the spell-caster, they involve no entities, supernatural or other, except the spell-caster. Consequently, a mage is offended by a suggestion that her/his spell is in any way miraculous, and to suggest that a miracle is a spell would be construed as an accusation of impiety.

Piety is a lot like money, it is much easier to spend it than to get it.

❏ Ritual Skill Base Variant

The skill base for each ritual skill may be calculated by its own formula. The *Skills Table* (*SKILLS 8*) offers alternate formulae for doing this.

❏ Secret Piety

The GM may wish to keep PC's Piety Point totals hidden from the players. A successful prayer might offer an idea (in general terms) of the character's standing, but would not necessarily reveal any numbers.

PIETY TABLE

Activity/Description: not all acts fit neatly into these general descriptions; the table should, however, provide sufficient guidelines for Players/GMs. **Piety:** the first number is the percentage chance that the act/service will earn *any* Piety. The second number (which may be a dice roll) indicates the *amount* of Piety that is earned when the act is successfully completed.

ACTIVITY	DESCRIPTION	PIETY
PRAYER/MEDITATION	One uninterrupted hour of prayer & meditation in an appropriate temple or on other holy/consecrated ground. If the location is not consecrated, the chance of success is reduced to 10%.	[20%/1]
FASTING/PRAYER	The Piety accrual roll is made at the end of each full day (24 hours) of fasting/prayer. The chance of accrual increases by 15% for each consecutive day after the first (e.g. after two consecutive days, the chance of accrual is 65%). Characters may indulge in fasting, prayer, and meditation for as long as they please, but going without food may be deleterious to one's health — see MALNUTRITION.	[50%/1d3]
CONFESSION/PENANCE	Peónians and Laránians practice this ritual. Although Save–K'norans, Môrgáthans, and Haléans have similar rituals Only ordained priests can hear confessions. Piety is rolled for on completion of the assigned penance.	[80%/2d2]
DAILY MASS	Attendance at the daily church service held by (most) temples. Daily Mass is generally held in the early evening and typically lasts two hours. Such services may be attended by any adherent of the deity and by potential converts. Clerics may *also* attend a morning service.	[30%/2d2]
HIGH MASS	Most churches hold a monthly high mass. The day varies by church (most religions have one day a month they consider more holy than any other). Clerics may also attend a morning service on the same day. There is no Daily Mass on this day.	[80%/2d3]
FEAST MASS	Held yearly on the principal holy day. Lasts four hours. A second service is open only to clerics. There is no High Mass or Daily Mass on this day. A "feaster" is a name sometimes given to adherents who only show up once a year for the Feast Mass — it is a derogatory term.	[90%/2d4]
SERVICE	Character performs a (usually routine and non–dangerous) task for the temple, such as cleaning out the storerooms or latrines. The service might take a couple of days to perform. Piety accrual is on completion and may be varied by the GM to reflect the difficulty (unpleasantness) of the task.	[90%/2d3]
SACRIFICE	Characters may make donations to temples or sacrifices to the deity directly. The sacrifice must be *appropriate*; Siém, for example, would cast out anyone who sacrificed a life. The Piety available is at GM discretion. A donation of 1% of the character's wealth should give a 90% chance of accruing 1d5 PP. Something of high value to the character will tend to be more favoured by the deity	[Variable]
QUEST	Character agrees to perform a mission. GM decides whether a quest is minor, major, or somewhere in between. A minor quest might be to deliver a message to another temple (not too much danger) and may be worth [100%/10 PP]. An intermediate quest will be more dangerous and time consuming and be worth perhaps [100%/20 PP]: Rid an area of a troublesome bandit/highwayman/etc. might be appropriate (depending on the bandit/highwayman). A major quest should be extremely hazardous and be worth [100%/30 PP]. (E.g.. Go to the Cracks of Doom and cast a certain ring…) Half the piety from a quest should be awarded when the quest is undertaken, half on completion. A character that willingly abandons a quest should lose double the piety already received. NOTE: A character with negative piety is in deep trouble.	[Variable]

Divine Intervention

A call for divine intervention is an invitation to a deity to participate in mortal affairs by performing a miracle. Any character may call for Divine Intervention at any time. A character calling for divine intervention expends piety points whether or not the call succeeds. Miracles are implemented by divine, entities (gods). When they intervene, they decide the form of intervention.

Divine Intervention Routine

[1] Declaration Of Call

The character informs the GM of the intent of the call. A call for intervention may be anything from, "help me/us out of this mess" to, "tell me of the contents of this box". The purpose of the declaration is to help the GM assess the caller's motives, and thus the appropriateness of the call. If an adherent asks Peóni to "cast this fellow into flaming hell for six hundred three score and six millennia", the goddess is unlikely to respond in the desired manner. A deity is far more likely to do something that it wants to do anyway.

[2] Call Assessment

The GM assesses motive, scope and appropriateness, and determines whether the call is minor, intermediate or major. There are a lot of factors involved in this, not least the fact that each GM will have personal preferences about how the world should unfold; call assessment demands GM discretion. Once the caller's intent has been determined, the GM assesses the degree of aid required (not the degree requested).

[3] Piety Expenditure

There are three basic degrees of intervention, which expend different numbers of PPs. The GM informs the character of the number of PPs that have gone, and deducts them from the total. If the character lacks sufficient PPs, whatever s/he has are eliminated and the call proceeds. If the caller has no PPs, s/he cannot call. If the GM is keeping PP secretly, PPs are deducted secretly.

Minor	5
Intermediate .	10
Major	20

[4] Determine Modifiers

Using the Intervention Modifiers Tables, the GM decides any bonuses and/or penalties that should apply to the intervention roll.

[5] Intervention Roll

The GM makes a secret 1d100 roll and applies any modifiers (above) s/he deems appropriate. Positive modifiers are added to, and negative modifiers subtracted from the 1d100 roll (❏ to a maximum of 50).

When to Call for Intervention

When things are about as bleak as they can be, and perhaps just a wee bit bleaker… when the future couldn't look any blacker if you put out both eyes and stood at the bottom of a coal mine, during a cave in, at midnight under a new moon … when your prospects look so hopeless that Hope is nothing more than a small town in south-western BC where they filmed *First Blood*… Well, by then it's probably too late… but shortly before that, as an almost next–to–last– resort, it may be time to call for divine intervention.

INTERVENTION MODIFIERS

APPROPRIATENESS

Highly Inappropriate	−25
Inappropriate	−10
Neutral..	+0
Appropriate...	+10
Highly Appropriate (Inspired).................	+20

❏ Additional Piety

After Basic Piety Expenditure, the calling character may expend up to half his remaining PPs. For each PP expended in this way, add one (1) to the Intervention Roll. If the GM tracks PP secretly, this option may be limited.

❏ Piety Remaining

If, after expending basic and additional piety, the caller has more than 100 PP left, add 1 to the Intervention roll per 10 points of piety over 100.

❏ Divine Estrangement

Favourite	+10
Popular	+5
Average	+0
Unpopular	−5
Outcast	−10

If Divine Estrangement is in use, modify the Intervention roll according to its present status. Regardless of whether DE is in use, the GM may assess the character's standing and assign an intervention roll modifier.

❏ Ritual Option

If there is time, characters may perform a chant, ceremony, or ritual to enhance the chance of success. When the (appropriate) ritual has been concluded, the character tests RITUAL skill to determine what, if any, benefits have been derived. The effect is to modify the Intervention Roll.

CS....	+20
MS	+5
MF	−5
CF.....	−20

❏ Ritual Option is available only to clerics.

❏ Opposed Call

Most deities are more likely to intervene to counter intervention of opposing deities. Hence, if a group of Laránian characters is in deep trouble because of action by Ágrik, Laráni is more likely to intervene to protect them. However, if the Laránians are in difficulty because they are in the process of sacking an Agríkan temple, they may be on their own. It is not possible to set firm numerical values on this, but such modifiers should probably range between 5 and 25.

Divine Intervention Table

ROLL TO INTERVENE: The *Roll to Intervene* column gives the minimum percentile roll needed to obtain intervention. If the 1d100 roll (plus or minus any modifiers) equals or exceeds this number, intervention occurs.

AVOID CONDITIONS: If intervention occurs, the GM determines whether any condition(s) are attached to the intervention If an unmodified 1d100 roll equals or exceeds the number given under *Avoid Conditions*, there are no conditions. Otherwise, the character is given a mandatory task/quest/geas. This may vary from minor services that must be undertaken within a year, to the sacrifice of a hand. It depends on the deity and the degree of intervention. Piety Points *are* accrued in accordance with the *Piety* Table (*RELIGION 6*) for such undertakings). In some cases, the deity may be willing to negotiate, before or after granting intervention. Refusal to honour any agreed to (or imposed) condition may be unwise…

AVOID RETRIBUTION: If the call for intervention fails, another roll must be made to determine whether the deity is so annoyed as to exact some kind of retribution on the caller. If an unmodified 1d100 roll equals or exceeds the number shown there is no retribution. Otherwise, not only does the deity fail to help, but he also inflicts some curse or penance. The nature of the retribution is left to the GM. Ironically, in order to suffer the effects of retribution, the character must be kept alive in some form. Hence, if the call was to save the caller's life, retribution will probably conserve the character's existence, although his standard of living may well decline.

❑ Intermediary Calls

It may be possible to direct a call for intervention at a demi-god (demon, saint, etc.) that is subservient to the (major) deity. In such cases, the lines for "Demigod" or "Demon" are used when consulting the *Divine Intervention* Table. Intermediary calls demand GM discretion; the following considerations may apply:

- Intermediaries are more likely to grant intervention (because this is how the Intervention Table is constructed).

- The are also more likely to demand retribution (especially demons) when the call fails.

- Intermediaries are more likely to appear in person, and *may* be less subtle intervening.

- Intermediaries are less likely to grant *major* intervention (because they are not as powerful).

Limitations on the Gods

To prevent all out war in a pantheistic cosmos, there is a concordat limiting the interference of the gods in the affairs of lesser beings. Hence, when a deity who probably *should* respond to a call for intervention fails to do so, it may be a manifestation of these limitations. Every intervention can be countered somewhere by an intervention by a morally opposing deity. Hence the gods are sparing with their aid.

When intervention occurs, it tends to be indirect and subtle. The gods use as little power as possible to get the job done. As a further consideration, a god rarely takes direct action against the adherents of another deity. Instead, the effort will be to preserve the deity's own adherents. If called upon to save the day in a hopeless melee, the god is far more likely to save his adherents in some subtle way, than to harm the adherents of another god.

Finally, the gods are averse to leaving direct evidence of their actions or even of their existence. Virtually any intervention can be explained as coincidence, or the normal workings of the laws of nature.

The Intervention Table is used to determine the effect(s) of a call for divine intervention. If some other pantheon is in use, a similar table may be easily constructed.

DEITY	ROLL TO INTERVENE	AVOID CONDITIONS	AVOID RETRIBUTION
Ágrik	91+	66+	21+
Haléa	86+	76+	21+
Ilvîr	96+	51+	16+
Laráni	91+	46+	7+
Môrgath	91+	66+	26+
Navéh	91+	61+	21+
Peóni	91+	31+	6+
Sárajìn	88+	51+	16+
Sávè-K'nôr	94+	51+	16+
Siém	96+	51+	6+
Lesser God	96+	46+	6+
❑ **Demigod**	86+	66+	21+
❑ **Demon**	71+	95+	50+

Sample Call

Lemasin is a follower of Peóni with 160 piety points and Ritual ML 45. His group is ambushed by brigands and is losing badly. He decides to call to his goddess for aid and informs the GM (who pauses play to resolve the call). Lemasin declares his intent, to save his companions from the wrath of unbelievers, and if it is not too much trouble, himself as well.

The GM decides that the intervention required is somewhere between intermediate and major and instructs Lemasin to deduct 15 PPs from his total. This leaves him with 145 PPs; he decides to spend an additional 45 PPs to give him a bonus of 45, reducing his piety to 100.

Lemasin now performs a quick ritual prayer; because of the hectic circumstances he is assessed a 15 point penalty against his Ritual Skill (his EML now equals 30). He rolls a 28 resulting in marginal success for his ritual; this gives him a + 5 modifier for the ritual. Lemasin's total bonus for additional piety expenditure (+ 45) and ritual (+ 5) is + 50, the maximum allowable.

Lemasin rolls a 94 before bonuses. This grants him intervention and causes him a few moments of regret for the 45 PPs he "wasted" to improve his chances. He then makes a second roll to avoid conditions and achieves 22: Lemasin has obtained a conditional intervention from Peóni. The GM informs him that he feels the presence of his deity. In the heat of battle, things get confused, and the few members of Lemasin's party who are still standing are knocked out one by one (Lemasin included). While unconscious, Lemasin is informed that he feels obliged to journey to the ruined temple of Ankel–Emdar in far Ázeryàn to restore the holy relics that had been desecrated by the Indâri tribesmen.

When they awaken Lemasin and his party discover that they have been left for dead, their wounds (although still present) are not as bad as they had thought. They find that most items of obvious value have been removed from their bodies. They also find the tracks of some large beast; of their enemies there is no sign...

Ritual Invocations

Ritual Invocations are opportunities for clerics to exercise their Ritual Skill. These are standard, formal ceremonies, invoking the character's deity for a specific, limited miracle. A Ritual Invocation must be learned from a member of the priesthood of the deity's church. They are generally only taught to members of the priesthood. Most clerics know a selection of Ritual Invocations roughly in proportion to their rank/office within the church.

Making a Ritual Call

A character who knows an Invocation, may use it at any time. An Invocation call usually consists of a prayer or chant, but may involve construction of an altar, burning of incense, a sacrifice, etc. The intent is to perform a ritual, which is less likely to tax the patience of the deity.

The Ritual Invocation procedure is simple. The Invocations have fixed PP costs and the character first expends the necessary Piety Points. The GM may then modify Ritual ML for the appropriateness of the call. Finally, the character tests Ritual EML.

Ritual Invocation Effects

The effects of an Invocation depend on the level of success or failure achieved. Guidelines are provided for successful calls. Marginal Failure never has any adverse effects. Critical Failure implies that the cleric has made a severe error and this usually causes severe distortion. Sometimes the opposite effect occurs, sometimes the normal effect is increased past the point of uselessness to the point of inconvenience or great danger. The more violent or dramatic an Invocation is, the more violent should be the effects of Critical Failure. Some of the Invocations include descriptions of the effects of Critical Failure; these are intended only as guides. All effects are at GM discretion. There are no limits on what the gods may or may not do.

Piety Point Expenditure

The piety points that must be expended to perform a Ritual Invocation are equal to five times its circle. Hence, a cleric of Laráni may learn "Cure" upon entering the third circle and would expend fifteen PP each time the Invocation were attempted.

The specific forms of ritual invocations are not required for effective play, and are not given, but GMs may encourage their players to devise suitable prayers, chants, or sacrifices.

Probably, the best justification for Ritual Invocations is that the deity delegates the necessary powers to one or more of its subject demigods/demons. This way, a ritual invocation does not actually involve the deity unless the call is so inappropriate or "odd" as to cause the Invocation "manager" to itself call for divine intervention. Of course, in some cases the demi–divine intermediary might handle a ritual invocation differently than would the deity itself.

❑ The Gods of Darkness

It is said that the powers of Navéh and Môrgath arise at night, and slumber in the light. These deities are weaker in daylight and the powers of their followers are more effective in dark or gloomy environments. To reflect this, the Ritual EML of a follower of Môrgath or Navéh should be reduced by up to ten in daylight, and increased by a similar amount in darkness.

On Divinity

For additional guidelines on divine intervention and the nature of divine beings, see the separate publication *On Divinity*. Available direct from the author N. Robin Crossby (email: crossby@home.com) or on the World Wide Web at: Hyperbooks.com

RITUAL INVOCATION TABLE

	Ágrik	Haléa	Ilvîr	Laráni	Mõrgath	Navéh	Peóni	Sárajìn	Sávè-k'nôr	Siém
AWE	●	●	●	III	IV	IV	●	●	●	●
BATTLELUST	IV	●	●	IV	●	●	●	III	●	●
BLESSING	●	III	III	III	●	●	III	III	III	III
COMMAND	IV	III	III	●	IV	IV	●	IV	IV	●
COMMUNION	I	I	I	I	I	I	I	I	I	I
CONSECRATION	III	III	III	III	III	III	III	III	III	III
COURAGE	II	●	●	II	III	●	IV	II	●	III
CURE	●	IV	●	III	●	●	II	III	II	II
CURSE	II	II	III	●	II	II	●	III	●	●
DARKNESS	IV	●	IV	●	III	II	●	●	●	●
DIVINATION	●	●	●	●	III	●	III	●	I	II
ENDURANCE	II	II	●	II	●	III	●	IV	●	●
EXORCISM	●	IV	IV	III	●	●	II	IV	III	II
FATIGUE	II	●	●	●	II	I	●	●	●	●
HALÉA'S VOICE	●	III	●	●	●	●	●	●	●	●
INVISIBILITY	●	●	●	●	IV	III	●	●	●	III
LITURGY	IV	IV	IV	IV	IV	IV	IV	IV	IV	IV
MUTATION	●	●	II	●	●	●	●	●	●	●
PAIN	I	II	●	●	I	II	●	●	●	●
PEACE	●	●	●	●	●	●	II	●	●	I
PLEASURE	●	I	●	●	●	●	III	●	●	●
PROTECTION	●	●	●	II	●	●	II	●	III	II
REGENERATION	●	●	II	●	●	●	III	III	●	●
REVIVIFICATION	●	●	IV	IV	●	●	III	●	IV	●
SEARING HAND	II	●	●	●	●	●	●	●	●	●
SHADOW OF BÚKRAI	●	●	●	●	III	●	●	●	●	●
STEALTH	●	●	●	●	●	II	●	●	●	II
SUMMONING	IV	IV	IV	IV	IV	IV	IV	IV	IV	●
TONGUES	●	●	●	●	●	●	●	●	II	●
TRUTHSENSE	●	●	●	III	●	●	III	III	II	III
WEAPON CHARM	III	●	●	III	●	IV	●	III	●	●
WITHERING	●	●	II	●	IV	●	●	●	●	●
WOODSCRAFT	●	●	●	●	●	●	●	●	●	II

THE INVOCATIONS

The *Ritual Invocation* Table lists Ritual Invocations of the Lýthian pantheon. Each religion has its own Invocations, although most Invocations are used by several religions. Read the table by cross-indexing deity with invocation

- ● This symbol indicates that this church does not use this ritual invocation.

- III A Roman numeral indicates the circle that must be attained before the invocation can be learned. Note that the circle varies by church and by Invocation.

Ritual Invocation Descriptions

Brief descriptions of the common manifestations of each Ritual Invocation may be found in *GLOSSDEX*. Effects may vary considerably at GM discretion.

❑ Discrete Invocation Skills

Each ritual invocation may be treated as a discrete skill. For this purpose, its SB would equal the SB for Ritual, minus the circle of command rating (given as a Roman numeral on the *Ritual Invocation* Table. The OML for each invocation skill would be SB1. It could be opened as the character reached the applicable circle of command. Eg, upon attaining the fourth circle, an Àgríkan would open Searing Hand, and Weapon Charm.

❑ Upon reaching a new circle of command, the character tests Ritual for each Ritual Invocation listed for that religion & Circle. The result (CS…CF) determines the OML at which the Ritual Invocation may be opened (as a multiple of SB). Some prayer and meditation along with instruction from a priest who knows the invocation (usually in a temple) are normally required to make the attempt, but the GM may allow other methods (such as divine revelation).

- **CF** Invocation does not open. Character may try again in a month.
- **MF** Invocation is opened to SB1.
- **MS** Invocation is opened to SB3.
- **CS** Invocation is opened to SB5

❑ Invocation Specialities

Each ritual invocation may be treated as a speciality of ritual. If this option is adopted, the character may change specialities upon attaining each circle.

Other Invocations

The Invocations given represent only some basic commonly used prayers and ceremonies. They are nothing more than a cross section of the possible. There are also hundreds of Invocations performed by several clerics in unison, or by a whole congregation acting together. Not all Invocations, however, are designed to produce a particular effect. Most are attempts to *commune* with the deity, without seeking any specific benefit in return.

Some blank lines have been left at the bottom of the *Ritual Invocation* Table, for those GMs/Players who wish to add to the list.

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This glossary/index contains definitions and explanations that, in previous editions were included in the text. Some material has been moved or duplicated from the main articles.

In this publication, words in SMALL CAPS refer to entries in this **GlossDex**. References in *ITALICS AND SMALL CAPS* indicate references by article and page number. Article references are: *ROLEPLAYING*; *CHAGEN* (Character Generation); *SKILLS*; *COMBAT*, *WEAPONCRAFT*; *PHYSICIAN*; *RELIGION*.

A

AMPUTATION (injury).

ABSOLUTE SUCCESS ❑

A success level included in the game at GM discretion: Determine absolute success multiplying success level by Skill Index. For this purpose, success levels are valued from 1 (CF) to 4 (CS). Hence, someone with ML72 who rolled MS would achieve absolute success of $3 \times 7 = 21$. Absolute Success generates a number from 0 to 48.

ACOLYTE SKILLS

In general, skills which are opened by a character who starts play as a cleric: *RELIGION 4*

ACROBATICS

Physical/Combat Skill: Acrobatic Skill is tested when a character attempts a gymnastic feat that is more than a simple matter of native AGILITY/DODGE. These include vaults, somersaults, back-flips, twisting in mid-air to land on one's feet etc. GM may modify EML according to the difficulty of the feat being attempted. Acrobatics may be used as a substitute for DODGE in combat. See also CLIMBING & FALLING.

ACTING

Communications Skill: The ability to play a role. Used to determine the success of a masquerade or dramatic performance. Acting includes the ability to disguise oneself, and/or to assume a false identity. Depending on how it is achieved (GM discretion) an ML of 70+ may imply possession of a repertoire of theatrical roles and character portrayals appropriate to culture. Different styles of acting may be treated as specialities.

ACTION OPTION

A tactic attempted by a character in combat. A character's Turn consists of selecting and executing an Action Option.

Sometimes, in the course of combat, a character earns a TACTICAL ADVANTAGE — this allows the selection and execution of another Action Option.

While the GM may amend the list of Action Options, the following are standard: REST; PASS; FREE MOVE; ENGAGE; DISENGAGE; RISE; GROPE (FUMBLE); MOUNT; DISMOUNT; MELEE ATTACK; MISSILE ATTACK; ESOTERIC OPTION. These rules also include the following *advanced* Action Options: PRESS; GRAPPLE ATTACK; MOUNTED MOVE (attack/defend).

ADVANCED or OPTIONAL RULES

Combat: *COMBAT 14*. Advanced/Optional Rules are also distributed throughout the publication. Advanced/optional rules are designated by boxes: ❑.

AGILITY [AGL]

Numerical Key ATTRIBUTE. A character's ability to move the whole body. Agility generation is modified by FRAME. Agility Generation: *CHAGEN 9*. Agility testing: DODGE.

AGRICULTURE

Lore/Craft Skill: The ability to grow crops. Agriculture may be opened after a growing season of practice. Agriculture determines the quality/quantity of crops produced. Results also depend on land quality, weather etc. Agriculture is also crop management ability, useful for running a farm or fief.

AIMING ZONE

In some cases, an attacker may declare a specific part of a target at which the attack will be aimed (ATTACK DECLARATION). (If no declaration is made the selection defaults to *body zone*.)

In melee combat, a humanoid has four basic aiming zones: Head, Body, Arms, and Legs. Depending on the attitude, relative sizes and positions of the combatants, EML penalties may be applied when an attacker selects a zone other than Body. See *Strike Location Tables*.

ALCHEMY

Lore/Craft Skill: Used for analysis and/or production of chemical and/or alchemical compounds. Alchemists devise (or otherwise acquire) *menstrums* (recipes) for their craft.

Use of this skill requires access to the necessary equipment, texts, and materials.

Alchemy is a major vocation and will be the subject of a rules module to be published later.

AMPUTATION [A]

A treatment option for injuries **or** a result obtained from the *Injury* Table. As an injury result, an **A** result indicates a chance that the body part struck will be severed. Roll the indicated number of d6 (A4 means roll 4d6). If the result exceeds one tenth the victim's weight, the part is severed. If amputation occurs in a non lethal area, make an E5 SHOCK ROLL and increase BLEEDING by 1 level. If amputation does not occur, make an E4 shock roll.

ANALYSIS/APPRAISAL

Lore/Craft skills (and others, at GM discretion) represent theoretical knowledge as well as practical ability. It is possible to appraise the value or quality of an artefact without actually being able to make it, or analyse the difficulty of a task without actually performing it.

The EML for an analysis attempt is the greater of SB5 (Skill Base × 5), or ML+SB. This TARGET LEVEL may be modified, according to difficulty, and the character's familiarity with the specific class of artefacts or tasks.

The GM, who is the only person who knows the *true* value/quality/difficulty of the task/artefact, makes the analysis roll secretly. The GM reports an estimated value/quality/difficulty to the character with a margin of error determined by success level:

CS: 1%   **MS**: 10%   **MF**: 25%   **CF**: 50%+

Analysis cannot allow for sentimental or historical value, and cannot detect enchantment. Analysis of a given item may only be attempted once, although if conditions improve (a jeweller acquires a magnifying glass, better lighting, etc.) the same character may make a second attempt.

ANIMAL INTELLIGENCE

The intelligence of animals is not measured on the same scale as humanoid INTELLIGENCE. It includes a major component of instinct. Fortunately, there is never any need to compare the intelligence of an animal with that of a human, so a common scale is unnecessary.

ANIMALCRAFT

Multiple, Lore/Craft Skills: The ability to domesticate, breed, and train animals. Animalcrafts also include appropriate, basic veterinary medicine. (PHYSICIAN skill may also be used to practice on animals.)

Test Animalcraft when breaking/domesticating animals, and (if applicable) for each trick/task to be taught. The time required for various efforts is determined, in part, by ANIMAL INTELLIGENCE, and is left to the GM. More wilful and older animals are harder to train, more intelligent and younger ones are easier. Few animals can/will tolerate more than two hours training daily, and this should be broken into short sessions (perhaps 15 minutes at a time).

The training-breeding-vetinary components of the skill vary according to the specie of animal involved. Porpoises, Dogs and horses can be trained, barracudas and chickens cannot.

If the SPECIALITY rule is in use, each breed of animal is a speciality. Common specialities would be cattle, sheep, dogs, horses, and swine. Expertise with one species might apply to closely related species — Horsecraft (the art of breeding, training and healing horses) might apply at full value (or at a 10% penalty) if treating a unicorn.

Optional Animalcraft Speciality Groupings

❑ The GM may wish to establish groupings, such as mammals or birds, as separate skills.

❑ The GM may establish groupings, such as canines, equines, felines, etc., as separate skills or specialities.

Skilled animal trainers can earn good money working for the PÀMESÁNI games

ANIMUS

The activating force in any living, moving creature. In *HârnMaster*, animus is one of several components of AURA.

APPEARANCE ATTRIBUTES

A group of character ATTRIBUTES which describe the way a character looks and sounds. *CHAGEN 6.*

AQ

ARMOUR QUALITY.

ARMORY

A synonym for HERALDRY. Note that, to avoid confusion, the type of armour that is worn in combat (and its derivatives, such as "armoured") is always spelled with a **u**.

ARMOUR

Armour may be defined as any body covering that could offer protection from inimical forces. This definition includes most clothing. HârnMaster presumes armour technology to be such that there is no articulated plate. The most advanced manifestation of flexible armour is mail, which is extremely resistant to edged weapons.

Basic Principles: *COMBAT 1*; See also *WEAPONCRAFT* article. Armour Damage (Advanced Rule.) *COMBAT 21.* Construction of Armour: *WEAPONCRAFT 3.* Custom Armour: *WEAPONCRAFT 4.* Coverage (Body Parts): *WEAPONCRAFT 4.* Armour Quality (AQ) and Weight: (construction) *WEAPONCRAFT 4.* Repairs *WEAPONCRAFT 4.*

ARMOUR QUALITY [AQ]

An attribute possessed by every piece of ARMOUR. AQ is established by the armour–making process (see WEAPONCRAFT article). Standard AQ is + 0; it can vary up to + 5, or down to –5 (or more at GM discretion). AQ effects how well the armour protects its wearer.

ASPECT

Every STRIKE has Aspect and IMPACT. Aspect is the *type* of damage and Impact is the *amount.* There are six types or *aspects* of damage:

DAMAGE ASPECTS	
Blunt	Caused by concussion impact such as that of a fist, club or mace.
Edge	Caused by the edges of blades such as those of swords or knives.
Point	Caused by stabbing with pointed weapons such as daggers or (typical) arrows.
Fire/Frost	Actually two types of damage caused by extreme heat or cold.
Squeeze	Caused by compression. Example: a bear hug or heavy weight applied to the body.
Tear (bite)	Caused by animal bites or by tearing weapons such as the fighting claw.

Of the six, Blunt, Edge and Point are most common — few *made* weapons have anything else. A given weapon may have more than one aspect. Most swords, for example have B, E & P, while a club only has B. The aspects possessed by the striking weapon determine the aspect of damage the weapon is capable of inflicting. See *Weapon Data* Table.

If a striking weapon has more than one damage aspect, the wielder may declare a strike aspect as part of the ATTACK DECLARATION; if no such declaration is made, aspect defaults to the best (highest) available aspect.

Different Armour types perform differently against different aspects — mail, for example offers excellent protection against the Edge, but is of little use against Blunt strikes. See *Armour Protective Values* Table.

Optional rules allow random generation of strike aspect: Random aspect for melee strikes: *COMBAT 7*; for missile strikes (*Combat Tables*).

ASTROLOGY

Lore/Craft Skil: Astrology is the ability to chart the stars, cast horoscopes, and/or make predictions based on astrological knowledge.

Astrology includes knowledge of astronomy (the layout of the night sky). Astronomy can be a useful navigational tool, although astronomy is also included in the skill PILOTING.

The art of using astrology to make predictions is called astromancy; it may serve as an oracle, or as a divination skill. Such efforts take several hours, at least, to prepare. PCs may find it beneficial to visit an astromancer to learn the portents before undertaking a major adventure.

ATTACK DECLARATION

A statement of intent made by an attacker to describe the TARGET, WEAPON, ASPECT, AIMING ZONE, etc., of an attack. An attack declaration is usually followed by a Defence Declaration, which similarly describes the manner in which the target of the attack will attempt to defend him/her/itself.

ATTRIBUTE

A datum, which describes a character feature. Most attributes are generated by rolling dice. Some, such as STRENGTH and AURA, are numerical; some, such as BIRTHPLACE, CLANHEAD, or HAIR COLOUR, are text. *CHAGEN 1.*

ATTRIBUTE TESTING

Character ATTRIBUTES may be tested in the same manner as skills. Only the GM can decide which attribute should be tested under what circumstances, and the method by which it should be tested (the methods may be used interchangeably, and the GM will choose a testing system on a case by case basis).

Method 1: Roll a certain number of d6. The more dice, the more difficult the test. If the dice roll is greater than the attribute, the attribute test fails; otherwise, it succeeds.

Method 2: Determine a Target Level (TL) by multiplying the attribute by 1, 2, 3, 4, 5, 6, or 7 (depending on the difficulty of the task). This TL is then tested with percentile dice as if it were an EML — this generates a success level.

Method 3: Determine a TL by multiplying the attribute by 5, and test is as one would a skill.

Physical attribute Target Levels, such as Agility, Strength or Speed are subject to PHYSICAL PENALTY.

If using method 2 or 3 the TL may be modified by environmental modifiers etc.

AURA [AUR]

Numerical, Key ATTRIBUTE. The spirit or immortal soul — Aura determines psychic and magical ability.

AURAL SHOCK ❑

Spirit Test: Various psionic and magical phenomena may effect a character's well being. In such cases, at GM discretion, an *aural shock* roll may be indicated. An aural shock roll is a test of SPIRIT. Use the Aural Shock Table to interpret results. **Spirit** is defined in the GME.

AURAL SHOCK ROLL	
Test SPIRIT (subject to PHYSICAL PENALTY)	
MS/CS	no effect — the aural shock roll is complete.
MF	Character is stunned. Any skill, talent or spell in which s/he was engaged fails critically. The character does not act for one turn. In addition, the character is psychically blinded for 1d6 hours.
CF	Character faints from exhaustion, trauma, pain, etc., and falls prone in the hex occupied. Any skill, talent, or spell in which s/he was engaged fails critically. In addition, the character is PSYCHICALLY BLINDED for 3d6 hours.

❑ if the character is EXHAUSTED reduce the success level rolled by one (eg. from MS to MF or from CS to MS).

PSYCHIC BLINDNESS A psychically blinded character cannot use talents or spells.

AUTOMATIC SKILL

A skill possessed by every character regardless of background, culture, occupation or training. Automatic skills are shown on the *Skills* Table in UPPER CASE.

AWARENESS

Automatic Communication Skill: Awareness is subliminal sensitivity to the environment. It may be tested when a character says something like "I look around", or if an event occurs and the GM wishes to determine who might have noticed it, or at least that something is "out of place".

The GM makes Awareness rolls secretly. MS may give a vague feeling (hunch) that something is amiss or that all is "as it should be". Awareness tests may be made for sleeping characters at (no more than) half ML.

AWE

Ritual Invocation
Time to perform: approximately one minute.
Requirements: prayer/meditation.
This invocation creates a feeling of the presence of the deity and is used during ceremonies in some churches. Proselytising clerics sometimes use the Awe Invocation to make converts, and priests may use it to restore the faith of a "lost sheep". The duration and range of the effect are given on the *Awe Effect* Table.

In combat or other crises, the invocation's effect is to cause godless persons or adherents of *opposing* deities to test INITIATIVE (*COMBAT 19*). If the Initiative Testing rule is not in use, it may be used just for this purpose. Alternately (at GM discretion) a Will test may be used in its place. If the invoker achieves CS, the victim's Initiative EML is reduced by 10. If Will is to be tested, the multiple is given under "will test".

AWE EFFECT TABLE				
	Duration	Range	Initiative	Will Test
CS	10 minutes	50 yards	–10	(3× Will)
MS	5 minutes	100 yards	—	(5× Will)
MF	No Effect			
CF	Effect is felt by the invoker (Initiative –5;Test= 4× Will).			

❑ **CS**: the effect may be directed at specific individual(s) rather than as a blanket effect.

AXES

Physical/Combat/Weapon Skill: The ability to use substantially one-handed unidirectional and/or bi-directional *swung* weapons. Specialities include Sickle, Shôrkána, Hatchet, and Handaxe.

B

Damage ASPECT: BLUNT.

B1/B2/B3

See BLEEDING WOUND.

BATTLEAXES

Physical/Combat/Weapon Skill: The ability to use large (hand-and-a-half or two-handed) unidirectional and/or bidirectional *swung* weapons. Specialities include Battleaxe and Warhammer.

BATTLELUST

Ritual Invocation
Time to perform: approximately ½ minute.
Requirements: prayer/meditation/gestures.
An Invocation to whip up frenzy in one's allies in battle. All friendly warriors within range Test Will. If the invoker achieves CF, the invocation works (as MS) on in–range *enemies*.

The altered Morale State lasts for *Duration,* during which time the affected character(s) make no Initiative or Morale Tests. For explanation of *morale states* see *COMBAT 19*.

BATTLELUST EFFECT TABLE			
	Duration	Range	Will Test
CS	10 minutes	100 yards	5× Will
MS	5 minutes	50 yards	3× Will
MF	No Effect		
CF	Effect works (as MS) on all in range *enemies*.		

Each subject tests Will as indicated:

CS: Subject may *choose* a morale state.

MS If subject was BROKEN or CAUTIOUS, s/he becomes *Normal.* If NORMAL or DESPERATE, s/he goes BERSERK.

MF/CF: Character becomes *Desperate.*

BIRTH ATTRIBUTES

Character ATTRIBUTES related to a character's origins. They include birthplace, parent occupation, etc., and do not change.

BIRTHDATE

Birth ATTRIBUTE: The year, month and day on which a character was born. Birthdate determines Age and SUNSIGN.

BIRTHPLACE

Birth ATTRIBUTE: The location where a character is born. Birthplace is socially important. The GM will tell you what dice to roll, and your character's birthplace to the nearest keep, castle or town, perhaps to the nearest village.

BITE
Damage ASPECT: A sub–aspect of TEAR.

BLEEDING WOUND ❑
A wound that causes a victim to lose blood at a significant rate. See *Injury Effect Determination, COMBAT 10.*

BLESSING
Ritual Invocation
Time to perform: approximately 10 seconds.
Requirements: prayer/meditation/gesture/touch.

Blessings may not be performed on oneself. The procedure varies – most churches encourage the laying on of hands, but this is not mandatory. The blessing can take two forms. One is to bestow piety points on the recipient. Another is to grant a (one-time) luck bonus; see *Blessing* Table.

❑ The invoking cleric decides whether to bestow Piety Points or luck.

❑ The GM decides whether to bestow PP or luck This decision may be made by flipping a coin at GM discretion.

Piety can only be given to adherents of the same religion; it is accrued immediately by the recipient. Luck may be given to anyone and is applied to the *next* situation calling for luck (GM discretion) — almost any dice–roll affecting the character's welfare. A blessing may be used to neutralise an "equivalent" curse/hex.

BLESSING TABLE

Success Level	Piety Gain	Luck
Critical Success	2d6 pp	15%
Marginal Success	1d6 pp	5%

BLOCK ❑
A defensive combat option, an attempt to intercept (block) an incoming STRIKE (MELEE ATTACK) with a weapon (usually a shield). Also, the result of such an attempt. If the Advanced Weapon Damage rule is used, a block leads to the *Weapon Damage* routine, *COMBAT 20.* See also PARRY.

BLOOD REGENERATION ❑
While BLOODLOSS may accrue from multiple bleeding wounds, cumulative bloodloss points are treated as a single total, and heal as a single "injury".

The HEALING RATE for bloodloss is always H6. CF/MF indicate no effect. MS recovers 1 point of Bloodloss; CS recovers 2.

BLOODLOSS ❑
The total number of Bloodloss Points accumulated from all BLEEDING WOUNDS. When Bloodloss exceeds Endurance, the character falls unconscious (and continues bleeding). When Bloodloss exceeds double Endurance, the character dies. The rate of bloodloss for any BLEEDING WOUND may be reduced or halted by pressure (*PHYSICIAN 1,3*)

BLOWGUN
Physical/Combat/Weapon Skill: The ability to use Blowgun(s). This is a rare skill except among the Lìa-Kaváir and priesthood of Navéh, and certain tribes in tropical and equatorial rainforests. No specialities are envisioned.

BLUNT [B]
Damage ASPECT: A type of damage caused by concussion.

BODY PARTS
Coverage/percentages *WEAPONCRAFT 4.* Strike Locations: see *Strike Location Tables.*

BOWS
Physical/Combat/Weapon Skill: The ability to use normal bows. Specialities include Longbow and Shortbow.

Crossbow Bolts

Whistling Arrows

Incendiary

Blunt Arrows

Edged Arrows
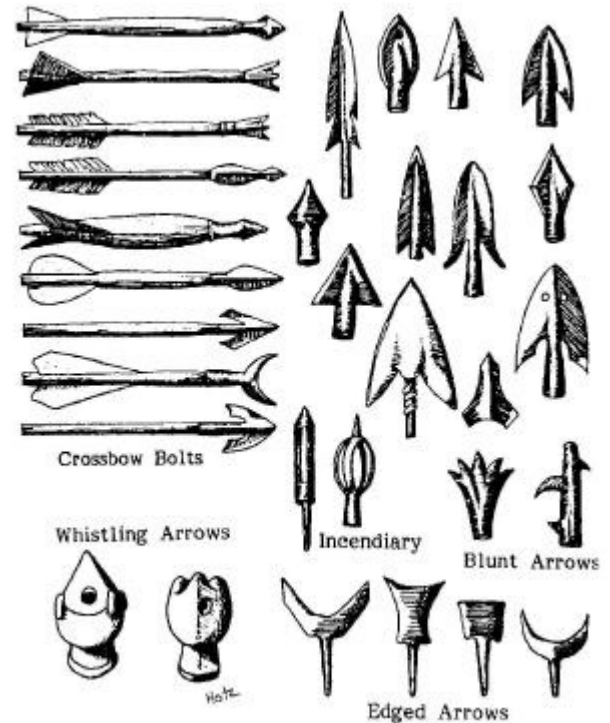
BOWYER
The art of bow-making. In HârnMaster, this skill is a sub–skill (speciality) of FLETCHING (arrow-making).

BP
BLOODLOSS Point(s).

BREATH
A character can, under normal circumstances, hold his/her breath (do without breathing) for 10× Endurance Seconds (1× Endurance Turns).

BREWING

Lore/Craft Skill: The ability to prepare alcoholic and other beverages. Used to determine the quality of ale, cider, and mead (honey wine) prepared by a brewer. Basic ingredients, equipment and supplies are necessary. Depending on cultural background, Brewing *may* include the ability to make spirits and/or wines.

Brewing for profit (as opposed to brewing for fun) is controlled by the Innkeepers Guild. It is legal to brew for personal use and many rural folk possess (and frequently use) the skill. Rural peasants do not usually brew wines (other than mead).

Most ales do not travel well (especially where hops are not used as a preservative). Inns and taverns brew most of their own stock, perhaps with a few imported wines for variety.

ALE, A THRICE BLESSED STAPLE

Ales are the beverages of preference for many folk. They are typically made from water barley and honey, and might be flavoured with (wild) hops, or other more exotic ingredients. Ale is typically brewed three times, the first time to produce a "heady ale", the second a ligher brew, and the third time *small beer*, which has very little alcohol. Small beer is a brew for children and the sick. It has the advantage of being cheap and may be healthier than full brews or dirty water.

Ale with significant amounts of hops is called beer.

CANTER

The second fastest rate of speed for a horse or similar quadruped. The minimum canter rate is MOBILITY feet and the maximum rate is twice mobility feet.

CARPENTRY

Lore/Craft Skill: The ability to work wood. Carpentry is used to determine the quality of a wooden item made by the carpenter. Appropriate tools and materials are necessary, and the complexity of an item will affect the result. Carpentry is a utilitarian craft.

For decorative or artistic woodworking see CARVING

CARRYING

Endurance/Condition Test: The ability to carry a major load depends on both ENDURANCE and CONDITION. Condition modifier(s) depend on the weight being lifted in relation to the character's Endurance. (See *Carrying* Table.)

Tests are made *immediately* a load is lifted (See LIFTING), and every ten seconds (each turn) thereafter.

A dropped load (CF) may land on the knee and/or foot (Test DODGE) and/or inflict a STRAIN INJURY to the back at GM discretion.

The second part of the Carrying Table indicates the distance that the character can walk/stagger with the load in the ensuing TURN. A character carrying a major load cannot do much else. Carrying a major load is fatiguing; the carrier accumulates fatigue points each minute equal to his Fatigue Rate. It is possible to carry a wounded comrade to safety, but it is not usually possible to fight with one draped across one's shoulders.

See also LIFTING.

CARRYING TABLE	
Weight Being Lifted	**Test**
Endurance × 10 lbs. or less	Condition
Endurance × 14 lbs. or less	Condition –10
Endurance × 17 lbs. or less	Condition –20
Endurance × 19 lbs. or less	Condition –30
Endurance × 20 lbs. or less	Condition –40

CARRYING RESULTS

CS	Load may be carried at Walk Rate for 1 Turn.
MS	Load may be carried at Crawl Rate for 1 Turn.
MF	Load is put down safely.
CF	Load dropped. (Test DODGE to avoid foot/knee and/or possible STRAIN injury).

CARTOGRAPHY

(Map-making) see DRAWING.

CARVING

Lore/Craft Skill: Used to determine the aesthetic quality of statues, toys, or other types of carving. Carving is *primarily* a decorative (rather than utilitarian) art. Specialities would be by material: Wood, Stone, Horn/Bone, Ivory, etc., and each

tends to have its own types of tool.

CERAMICS

Lore/Craft Skill: Determines the quality of pottery items produced. The availability and quality of materials and equipment limit this.

Pottery styles vary greatly from one region to another.

CF

CRITICAL FAILURE

CHARACTER

An entity living in the fantasy world. There are generally two types of Character: *Player Characters* (the roles assumed by players) and *Non–Player Characters* (any persons, entities, monsters, etc., played or operated by the GM).

Importing Characters from other gaming systems *CHAGEN 17;* **Character Profile** A card or sheet used to record character ATTRIBUTES and/or information: *CHAGEN 1;* Character Class, Limitations on *COMBAT 1.*

CHARTERED FREETOWNS

Pregame 2.

CHURCH SANCTUARY

Pregame 3.

CI

CONTAGION INDEX.

CIRCLES OF COMMAND

RELIGION 3.

CLANHEAD

Character Birth ATTRIBUTE. The blood relationship between a character and his clanhead. In small clans, the clanhead may be "father" in larger clans, it could be "distant cousin". This may be an important attribute since in many cases the clan is considerably more important than the family. *CHAGEN 5.*

CLIMBING

Automatic, Physical Skill: Climbing is tested each minute the character attempts to climb a reasonably difficult obstacle. The GM assesses a climb as *Easy*, *Hard* or *Very Hard*.

If the character has good climbing gear, (rope, grappling hook(s) etc.) increase EML by up to 20 points.

CLIMBING TABLE			
Success Roll	Easy	Hard	V.Hard
Critical Success	+30	+20	+10
Marginal Success	+15	+10	+5
Marginal Failure	+0	–5	–10
Critical Failure	Fall	Fall	Fall

Vertical progress (+) is measured in feet. Negative progress (–) indicates that the character has encountered a "local" obstacle and has been forced to backtrack. A running total of vertical progress is kept to determine when the climb is complete, and the extent of any fall that occurs. See also: FALLING.

CLOSE MODE

(Combat). A battlesword is superior to a dagger when fighting outdoors, but in a narrow passageway or crowded melee, it may become a liability. A character significantly obstructed by an adjacent wall, tree, friendly character, etc., is in *close mode.* The relevance of an obstruction is a matter of GM discretion. If the obstruction is, for example, behind one of the characters, it may not interfere with action. On the other hand, an obstruction which is adjacent to both the attacker and defender is usually relevant.

See *Weapon Comparison* Table. When a weapon is used to *attack* in Close Mode, its class is *inverted*: hence a Broadsword (normally class 3) becomes a class 2, and a Sickle (normally Class 1) becomes class 4.

Note: Weapon Comparison may be ignored, and the rules will still work, but the Weapon Comparison table is the only way to distinguish the effect of using different weapons/shields in combat. As such, the Weapon Comparison system is highly recommended.

CLOTH OR HAIR

Armour Material. The minimum type of armour/clothing that can reduce weapon damage. Cloth/Hair must usually be reasonably thick/heavy to have any effect, although even light cloths worn loosely, some distance from the skin (such as mantling, or long hair worn loose and shoulder-length) may reduce the chance that an edged strike will penetrate.

Cloth garments are generally produced by clothiers rather than weaponcrafters.

Multiple thickness' of cloth/hair may, at GM discretion, be treated as LEATHER.

CLUBS

Physical/Combat/Weapon Skill: The ability to use omnidirectional clubbing weapons. Specialities include Clubs, sticks, Mace, Morningstar, and Maul.

CML

COMELINESS.

CMX

COMPLEXION.

COIN(S)

See MONEY.

COMBAT PROFILE

A form used to record martial information on weapons, armour, combat factors, injuries, etc. *COMBAT 1.*

COMBAT SEQUENCE

COMBAT 2.

COMBAT SKILLS

Combat Skills are a subset of PHYSICAL SKILLS based on PHYSICAL ATTRIBUTES and used in combat. See: INITIATIVE; UNARMED COMBAT; RIDING; SHIELDS; KNIVES; SHORTSWORDS; LONGSWORDS; CLUBS; AXES; BATTLEAXES; FLAILS; WHIPS; NETS; STAVES; POLEARMS; BOWS; BLOWGUN; SLINGS; CROSSBOW.

COMELINESS [CML]

Numerical Appearance ATTRIBUTE. An assessment of physical beauty, of how attractive a character seems to members of the *same* species. *CHAGEN 8.*

COMMAND

Ritual Invocation
Time to perform: approximately 5 seconds.
Requirements: prayer/gesture
The ability to control the denizens of the deity, some/all of whom may be dangerous. Most deities have demi–divine or ethereal servants. Only such creatures are affected. A cleric can typically command only the denizens of its *own* deity.

COMMAND TABLE

CS Any servant of *any* deity may be banished. A denizen of one's own deity may be obliged to perform a minor task (GM discretion).

MS Hostile denizens of one's own religion may be banished, but creatures of other deities are not driven off (although they are probably made uncomfortable and, if not well–motivated to remain, may leave anyway).

MF No effect (the target entity continues doing whatever it would have done anyway).

CF The target entity becomes hostile (even if it was not already so).

DENIZENS: this term is used to describe the *special* creatures that 'belong' to the deity; it is applied at GM discretion. Examples: the special creatures of Ilvîr include the Ìvashú; those of Navéh include the Gytévsha; those of Siém include (some of) the Ilsîri, and so on.

COMMUNICATION SKILLS

Communication Skills are those which involve the understanding and expression of ideas and feelings. None are subject to PHYSICAL PENALTY (except, of course, at GM discretion). See: ACTING; AWARENESS; INTRIGUE; LOVECRAFT; MUSICIAN; ORATORY; RHETORIC; SINGING. See also RITUAL; LANGUAGES; SCRIPTS.

COMMUNION

Ritual Invocation
Time to perform: 1–60 minutes (depending on time available).
Requirements: prayer/meditation.
An attempt to commune with the spirit, and divine the *will* of the deity. Communion is used to seek moral "guidance" in various situations. Monks may use communion daily, others less often.

If the deity has no particular moral or other requirement in the situation, it will not answer. If the deity does have a preference, it may or may not communicate it. Sometimes the deity wants its adherent to make her/his own decision.

COMPLEXION [CMX]

Hereditary ATTRIBUTE describing skin pigmentation. Complexion is a descriptive attribute, but may occasionally affect play in other ways. Darker folk are less susceptible to sunstroke & heat exhaustion, for example. *CHAGEN 7.*

CONDITION

Automatic Physical/Combat Skill: A special physical skill that indicates a character's overall state of physical well-being.

Condition may be improved with regular, strenuous exercise, provided the character is healthy and uninjured. See SKILL development/decline/etc.

Condition determines the character's resistance to physical trauma, illness, injury, etc. It is subject to PHYSICAL PENALTY.

Note: This HârnMaster Gold edition uses Condition for most of the functions performed by ENDURANCE in the first edition of HârnMaster. The difference is that Condition is a trainable skill, while Endurance is an unchanging attribute.

❑ Condition OML for sedentary characters is SB4 and for particularly active/healthy ones SB6.

CONSECRATION

Ritual Invocation
Time to Perform: 10–120 minutes.
Requirements: Prayer/meditation/holy water etc.
A ceremony to bless an object or place so that it becomes a holy artefact or place. The effect is highly variable. Temples and graveyards are usually consecrated ground, and saintly relics may also be religious

artefacts. Consecration is never undertaken lightly; a wise cleric does not consecrate something inappropriate. Water that is consecrated becomes *holy* water – this is simply a method of "storing a blessing". The same principle can apply to symbolic items in various churches: Àgríkans use consecrated fire/smoke; Haléans consecrate incense, aphrodisiacs, etc.; priests of Sávè-k'nôr often employ consecrated books and scrolls.

CONTAGION INDEX [CI]

A property of a disease which indicates how easy it is to catch. A highly infectious disease would have a Contagion Index of 1. One that is hardly contagious at all would have an Index of 7. See DISEASES.

COOKERY

Lore/Craft Skill: Determines the appeal and nutritive value of meals. Marginal Failure results in poorly prepared and/or bad tasting food. Critical failure *may* cause food poisoning.

❑ treat Cookery as an *Automatic* Skill.

COUNTERSTRIKE

Defensive Combat Option: An attempt by the target of an attack to strike the attacker *first*. In a sense, selecting counterstrike as a defence is akin to taking an extra attack/turn. However, counterstriking tends to be considerably more dangerous than a normal melee attack.

COURAGE

Ritual Invocation
Time to Perform: 10-60 seconds.
Requirements: Prayer & gesture. Range: 20 yards. Temporarily increases the Will attribute of an individual (usually a friend).

RITUAL COURAGE TABLE	
MS	Will raised by two points for ten minutes.
CS	Will raised five points for half an hour.
MF	No Effect
CF	Will halved for ten minutes.

If the INITIATIVE TESTING rules are in use, the target individual is immune to Initiative Testing for the Duration.

CRAWL

The slowest rate of MOVEMENT for bipedal entities. Any conscious, prone character may crawl up to 50% of effective Mobility per Turn.

CRITICAL FAILURE [CF]

The lowest level of success when using a skill. CF is achieved when a 1d100 skill roll is greater than EML (or TARGET LEVEL) *and* divisible by 5.

CRITICAL SUCCESS [CS]

The highest level of success when using a skill. CF occurs when the 1d100 skill roll is equal to or less than EML (or TARGET LEVEL) *and* divisible by 5.

CROSSBOW

Physical/ Weapon Skill: The ability to use crossbows. Crossbow is not a combat weapon since both canon and secular law in most parts of Lýthia forbid its use against humans. Nevertheless, some hunters use crossbows (although most people consider this un-sporting). There are no heavy (cranked) crossbows on Kèthîra. Only light (hand–pulled) crossbows exist.

CS

CRITICAL SUCCESS.

CURE

Ritual Invocation
Time to perform: approximately one hour.
Requirements: prayer/meditation/gesture/touch. The ritual normally uses incense and/or other paraphernalia (if such items are unavailable reduce EML by 10).

An Invocation to help a patient overcome an illness, wound, or disease. Use the Table to determine the effect. The invoker must specify the ailment. Revivification is not possible.

CURE TABLE	
Success	**Effect**
CF/MF	No Effect.
MS	The success level of all subsequent HEALING ROLLS for the specified ailment is increased by one (eg from MF to MS, or from CF to MF).
CS	The cure applies to *all* injuries/diseases (except long term disfigurements, psychological ailments, etc.).

CURSE

Ritual Invocation
Time to perform: approximately one hour.
Requirements: prayer/meditation/gesture/touch/verbal declaration.

A curse is an attempt to call forth the displeasure of one's deity upon a victim. This is the opposite of a *blessing*. A successful curse manifests in any of several ways. A curse may be removed by an equivalent Blessing. Curses cannot kill or be randomly directed. The GM makes the success roll secretly (see *Curse* Table):

❑ GM may use Medical and/or Psyche tables in the *HârnMaster GM Edition* to randomly generate curses.

❑ The curser may *attempt* to specify the nature of the curse, "may your right index finger fester and drop off", by re-testing Ritual. If this option is allowed, failure on the 2ⁿᵈ roll causes the curse to fail or rebound.

CURSE TABLE	
Success	**Effect**
CF	Invoker suffers a substantial curse.
MF	No effect
MS	Victim sustains a 10% penalty on the next situation calling for luck (almost anything calling for a die roll).
CS	Victim suffers a *substantial* curse, such as an old wound/disfigurement or mental disorder

CUSP

The first two and last two days of each SUNSIGN are termed the *cusp*: a character born on the 1st of Ilvín is termed a *Tai–Skorus Cusp* (the *actual* sunsign is named first). Characters born on the cusp enjoy the SKILLBASE benefits of whichever sunsign is most advantageous. Hence a character born on either Tai–Skorus cusp may consider him/herself a Tai while calculating some SBs and a Skôrus while calculating others. This is a moderate benefit.

CUT

See EDGE & ASPECT.

∂

see DICE.

DAMAGE

To Armour: Advanced/Optional Rules: *COMBAT 21.*
To Weapons: Advanced/Optional Rules: *COMBAT 20.*

DANCING

Physical Skill: The ability to perform various types of dance. Specialities such as folk or erotic dancing are viable if desired. Cultural background has a lot to do with repertoire, and may determine specialities. Dancing is very important in some cultures, and may be used as a focus to enhance spell-casting. See Enriched Magic in the *Shèk-Pvâr* module.

DARKNESS

Ritual Invocation
Time to perform: approximately one minute.
Requirements: prayer/meditation/gesture/touch/verbal declaration.

An invocation to make the immediate environment darker. The invoker can see normally if the invocation is successful. See *Darkness* Table for result(s).

DARKNESS TABLE	
Reduce EML by 25 if attempted in full daylight.	
Success	**Effect**
CF	The invoker is blinded for 2d6 minutes.
	❏ in some cases, the invoker is blinded until an appropriate penance has been performed.
MF	No Effect
MS	Illumination reduced by half for five minutes over a radius of 20 yards from the invoker.
CS	Total darkness prevails for up to ten minutes (same range).

DEFENCE DECLARATION

a statement by the target of an attack describing the manner in which he/she/it will attempt to defend. See also ATTACK DECLARATION.

DEITY

The god or goddess whom a character worships, however laxly. Characters usually believe in all the deities, but worship only one. *CHAGEN 11.*

DEXTERITY [DEX]

Numerical Key ATTRIBUTE. The ability to manipulate objects with the hands. Fine motor control may be linked to TOUCH, and physical grace (e.g. Dancing) is dependent on AGILITY.

DICE

Dice are used to generate attributes and to resolve actions. Two numbers separated by a small **d** (e.g. 4d6) indicate a die or dice roll. The number before the d is the number of dice that are to be rolled, and the number following the d is the number of sides each die should have. Hence, 3d12 indicates : roll 3, 12–sided dice.

Generally, it is the *sum* of the dice rolled that is needed, but 1d100 and 1d1000 are special cases. The first means percentile dice, the second means roll 3d10 reading one die as hundreds, another as tens, and the third as ones.

A suffix may be appended to any dice roll to indicate that the result is to be modified by addition (e.g. 3d6+2), subtraction (3d6–2), multiplication (3d6×2), or division (3d6/2).

DISEASES

Each disease has a CONTAGION INDEX (CI) of 1 (highly contagious) to 7 (barely contagious) and a healing rate of H1 (bubonic plague) to H5 (influenza). A C1/H1 disease would kill most of the population. To determine whether a character catches a disease test

❏ Condition – (CI×5) or ❏ Endurance × CI

Neither option is subject to PHYSICAL PENALTY.

If the roll exceeds Target Level, the character catches the disease and will begin to display appropriate symptoms. Note the disease name and HR in the injury section.

A daily disease recovery roll is made with the *Infection Table*. At H0, the patient dies; at H6, s/he recovers.

A character who contracts a disease will begin to display appropriate symptoms. Note the disease name and HR in the injury section of the COMBAT PROFILE. A recovery roll is made daily using the *Infection Table*. At H0, the patient dies; at H6, s/he recovers.

Poison

Poisons may be treated as non–contagious diseases — although the time frames in which they act are usually determined by substance (so it may not be a good idea to simply make a healing roll every four hours).

A large dose of deadly poison would be H1, a small dose of mild poison H5. The GM may assign a Healing Rate for a venomous bite, or roll 2d3–1.

DISENGAGE

Action Option: This option is available only to *engaged* Characters. The character moves one hex out of *all* enemy ENGAGEMENT ZONES. Then (if now unengaged) may move up to 50% Effective Mobility (Crawl 25% effective Move, walk 50% effective Move, or run 100% effective Move).

The move must terminate immediately another enemy Engagement Zone is entered, but the moving character may *not* attack.

DIVINATION

Ritual Invocation
Time to perform: 1–2 hours.
Requirements: prayer/trance/meditation/conducive environment.

Obtains information from the servants of the deity, from other planes of existence, or directly from the mind of the deity. The more specific the query, the greater the likelihood of success (yes/no questions are best). If the enquiry is more general, the EML is reduced.

CS is needed to acquire *hidden* knowledge. CF may produce false or misleading information.

Divination does not generate moral guidance or inform the invoker of the will of the deity (for which see COMMUNION).

DIVINE INTERVENTION

Miracles: The process followed when a character calls upon a deity for aid. *RELIGION 7*.

DODGE [DGE]

Automatic Physical/Combat Skill: A multi–purpose skill, used to avoid falling or incoming objects, weapon attacks/missiles, and other situations at GM discretion. Dodge is frequently used in combat.

In most cases ACROBATICS skill may be used in place of Dodge (if it is open and higher). Dodge is subject to PHYSICAL PENALTY and ENCUMBRANCE.

❏ Abolish Dodge; ACROBATICS is an Automatic Skill

Use INITIATIVE in all situations calling for Dodge tests and abolish Dodge altogether.

Note: that Dodge has been converted into a trainable skill for this edition: in the first edition, Dodge was simply Agility × 5.

❏ GMs/Players may opt to use the first edition rule (Dodge = 5× Agility) if they wish

DRAM

A sixteenth of an ounce. See WEIGHTS & MEASURES.

DRAW WEIGHT (DW)

Or PULL — An attribute of bows and crossbows. A bow's DW is its *power*, and determines how far it's missiles can travel and how hard they will strike when they arrive at target. Impact is also determined by range.

The higher the draw weight, the more difficult it is to draw and fire the weapon. In general, a character determines its maximum DW by averaging Strength and applicable Missile Weapon SI, and multiplying by 10 lbs. Hence, a character with 14 Strength and Bow ML63 could pull a 100 pound bow.

As a general rule, longbows have higher draw weights than shortbows, although it is theoretically possible to construct shortbows of considerable power, and the Sindârin do exactly that.

Because of proscriptions against crossbows, they are largely limited to a hunting role. Consequently, crossbows with high DW are rarely built.

❏ Draw Weight tends to decline as a result of stress, temperature, and humidity. With normal use, it may be assumed that a bow will lose about 10 pounds of DW per year. Extremely adverse conditions may cause additional decline at GM discretion. Weaponcrafters have limited ability to repair this loss of efficiency. Archers generally replace their bows every few years.

❏ Characters may pull bows/crossbows whose DW exceeds their maximum DW. For each 10 pounds of shortfall, reduce EML by 5 ❏ and Impact by 1.

DRAWING

Lore/Craft Skill: The ability to produce a likeness. Used to assess the artistic quality or realism of a drawing or painting produced. Different styles and media (such as painting, fresco, pen and ink, woodcut, etc.) may be considered specialities that may be limited by region and/or culture.

Cartography is a SPECIALITY of Drawing used to produce POETIC MAPS. The *quality* of a map is limited by the information available to its maker. Poetic maps are more often judged by the attractiveness of the cherubs in the margins than by their accuracy. Characters with Drawing/Cartographic skill may be allowed to copy their MEMORY MAPS in *poetic style* to sell or show to other PCs.

DW

DRAW WEIGHT

E
SHOCK ROLL.

EDGE
Damage ASPECT: A type of damage caused by edged/cutting weapons.

EFFECTIVE IMPACT
The IMPACT that actually reaches a target's body after reduction(s) for armour.

EFFECTIVE MASTERY LEVEL [EML]
SKILLS 1. The *actual* percentage chance of success when using a skill. EML is determined by applying various modifiers to MASTERY LEVEL. Difficult circumstances tend to reduce EML while favourable ones increase it. Under most circumstances, the minimum EML (for a *possible* task) is 5 and the maximum is 95.

EI
ENDURANCE INDEX (obsolete with the 2nd. Edition).

ELF/ELVES
See SINDÂRIN.

EMBALMING
Lore/Craft Skill: Determines success when embalming a corpse against deterioration. Includes familiarity with local rituals. Since journeymen travel quite a bit, this can result in quite an accumulation of knowledge. Religious and/or cultural differences may be treated as specialities. Most civilized cultures take great care with their dead — embalming a sign of respect and honour with serious emotional and religious overtones. Most temples use master embalmers (either bonded or free) to oversee their embalming rituals.

Embalming includes limited knowledge of practical Alchemy and/or Perfumery. Most Embalmers would probably know how to make incense and soap, for example.

EMERGENCY TREATMENT
PHYSICIAN 1

EML
EFFECTIVE MASTERY LEVEL.

ENCUMBRANCE (ENC) ❑
An optional penalty which reflects the load of weapons, armour, clothing, and other equipment being carried by a character. A heavily encumbered character is less able to perform certain physical actions such as running, jumping or fighting. Encumbrance may be calculated (at GM discretion) in any of several ways as a multiple of FATIGUE RATE:

❑ Encumbrance = FR× 2; ❑ Encumbrance = FR× 4
❑ Encumbrance = FR× 3; ❑ Encumbrance = FR× 5

Encumbrance is a method of "front-loading" the fatigue and other effects of LOAD. If fatigue is not used, Encumbrance should be calculated as at least 3× FR.

ENDURANCE [END]
Numerical Key ATTRIBUTE. A character's stamina and/or staying power, and the ability to withstand and recover from physical trauma — also indicative of innate health. *CHAGEN 9.* See also CONDITION.

ENDURANCE
Ritual Invocation
Time to perform: 10–20 seconds.
Requirements: silent prayer/touch
Temporarily increases the subject's ENDURANCE or CONDITION (as applicable at GM discretion). Use the *Endurance* Table to determine effect.

ENDURANCE TABLE	
Success	**Effect**
CF/MF	No effect.
MS	increase END by 2 points for 5 minutes. Or Condition by 10 points for 5 minutes.
CS	Increase END 4 points for 15 minutes Or Condition by 20 points for 15 minutes.

ENDURANCE INDEX [EI]
In the first edition HârnMaster, EI was the INDEX of the sum of Injury and Fatigue Points and was subtracted from all fumble, stumble and shock rolls. With the revision of these rolls, EI becomes unnecessary and may be discarded.

ENGAGE
Action Option: A move to enter an enemy ENGAGEMENT ZONE. This option is available only to *unengaged* characters. The move terminates immediately an enemy Engagement Zone is entered. The maximum length of an engage move is *half Effective Mobility*. (Crawl 25% effective Move, walk 50% effective Move, or run 100% effective Move).

ENGAGED
A relationship between enemies in combat which exists when they are in adjacent hexes and able to reach each other with melee weapons.

If no hex grid is in use, characters are engaged when their bases touch and/or when they are adjacent and/or when their figure centres are an inch apart.

Two enemies in the *same* hex are also engaged.

ENGAGEMENT ZONE

Each character has an *Engagement Zone* consisting of the hex(es) it occupies and all adjacent hexes.

Engagement Zone Specifications

Engagement Zones do not extend into hexes blocked by terrain features such as high walls or closed doors.

The Engagement Zone of a conscious, prone character is only the hex s/he occupies. Unconscious characters have no Engagement Zones, but may constitute obstructions.

A moving character must halt upon entering an enemy Engagement Zone, and may only move one hex per turn when moving from one hex to another hex in such zones.

Friendly Engagement Zones (those exerted by friends have no effect on movement.

Any character within an enemy Engagement Zone, is *ENGAGED* with that enemy. Characters who are engaged may attack each other. It is possible (for a one–hex entity) to be engaged with up to six enemies at a time. See also REACTION ZONE.

ENGINEERING

Lore/Craft Skill: The ability to construct and maintain mills, drawbridges, siege and castle engines, and the like. This skill does not include the ability to make small, delicate mechanisms such as locks (for which see LOCKCRAFT).

Good engineers are very useful people and can earn good money in many fields. Engineering skill is not a skill monopolised by any guild — military sappers, millers/millwrights and masons all study engineering.

EQUIPMENT & FUNDS

for newly generated characters *CHAGEN 17*.

ESOTERIC DEFENCE

A type of defensive option whereby the target of an attack attempts a spell, miracle, or some other unusual option instead of a conventional defence.

ESOTERIC OPTION

Action Option: This option is available to characters capable of magic or psionics or those calling for DIVINE INTERVENTION. An esoteric option may not (at GM discretion) be available to *engaged* characters. If a spell takes more than ten seconds to cast, it must be readied over several turns.

Note: the use of magic, psionics, or miracles in combat/crisis situations is always governed by GM discretion. See *Spellfire Timing* in **Shèk-Pvâr**.

ESTRANGEMENT [EST]

Numerical ATTRIBUTE. A character's popularity with his/her clanhead, father and/or mother. Estrangement may be generated to describe the social relationship between any two entities — employer & employee, brother & sister, etc. *CHAGEN 5*.

EXHAUSTION

A character is *exhausted* when PHYSICAL PENALTY (sum of INJURY POINTS and FATIGUE POINTS) exceeds CONDITION. An exhausted character is much more likely to fail a shock roll.

EXORCISM

Ritual Invocation
Time to perform: several hours.
Requirements: frequent touch/*mental conflict* (see *HârnMaster GM Edition*) between the exorcist and the possessing spirit.
The removal of a possessing Aura (ethereal, demon, etc.,) from a victim. Greater demons may require CS to remove. The purpose of the invocation is to protect the exorcist from the ill-effects of mental conflict (at GM discretion). Even so, this is a highly variable, unpredictable and dangerous ritual.

EYE COLOUR [EYC]

Character ATTRIBUTE. The hue of a character's eyes, usually related to COMPLEXION. *CHAGEN 7*.

EYESIGHT [EYE]

Numerical ATTRIBUTE. The ability to detect and/or differentiate light and colour. *CHAGEN 9*.

F

FUMBLE.

FACING

COMBAT 1. Characters instinctively turn to face the most imminent threat; hence facing is not relevant in most cases. Some armour, however, only covers part of a strike location. If it seems necessary to determine whether the front or back of a strike location is struck, it may be assumed that there is normally a 75% chance of being struck on the front side.

FALLING

Any fall of more than five feet inflicts a BLUNT STRIKE the basic IMPACT of which is 1d6 per 10 feet. Hence, a fall of 6–10 feet is 1d6, 11–20 feet is 2d6, and so on. Strike location is randomly determined, usually on the (default) BODY ZONE. The surface on which the character lands may modify fall impact.

The slope of the surface may cause a falling climber to hit several times on the way down. If this is the case, the GM can break a long fall into several shorter falls. See also CLIMBING.

In a clear fall of more than 15 feet, ACROBATICS or DODGE may be used to moderate the fall, by landing on one's feet, rolling, etc., (see *Fall* Table).

FALL TABLE	
Landing Surface	**Impact Modification**
Water (reasonably deep):	–3d6
Very Soft Ground (Mud/bog, etc.):	–2d6
Soft Ground:	–1d6
Normal Ground (Grass/Earth/etc.):	no modification
Hard Ground:	+2d6
Very Hard Ground (very rocky):	+3d6

Impact Modifications from Skill

Skill	CF	MF	MS	CS
Acrobatics	+1d6	—	–2d6	–3d6
Dodge	+1d6	+1d6	–1d6	–2d6

Groping for Protrusions

Unless falling clear of all surfaces, a falling character may grab for protrusions, bushes, etc., in an effort to halt the fall. This rarely works, but may slow the fall and reduce landing impact. Success is determined by making a FUMBLE/GROPE as follows:

CS Fall slowed — Impact Reduced by 3d6
MS Fall slowed — Impact Reduced by 2d6
MF No effect
CF Character wrenches/twists/sprains/breaks one or both arm(s). Minor Blunt Injury (1d10 IPs) to one or both arms (assuming the character survives the fall).

❑ Test the average of Dexterity and Strength instead of making an ordinary Fumble Roll.

If a successful grope reduces the impact of the fall below zero, the grab has succeeded fully and the character is hanging from the protrusion (assuming it can bear the character's weight).

FAMILY

Family Development: *CHAGEN 1*. Most family development in *HârnMaster* is dealt with in the GM Edition.

Family Skill: A skill opened/learned by a character (in the course of character generation) because her/his family practice it. Hence, the son of a metalsmith learns some metalcraft as a family skill. *CHAGEN 15*.

FATIGUE

Fatigue Point [FP]: The unit of fatigue accumulation. Characters accrue fatigue by physical activity, using psionic talents, casting spells, etc., and remove them by resting. *(SKILLS 3)*.

Fatigue Penalty: The sum of all Fatigue Points, one of the two components of PHYSICAL PENALTY. See also ENCUMBRANCE and INJURY PENALTY.

Fatigue Rate [FR]: The rate at which a character accumulates *Fatigue Points* when engaged in strenuous activity (such as fighting or swimming).

FR is determined by dividing LOAD (the weight of all items carried) by ENDURANCE. A FR of 2 indicates that the character accumulates 2 Fatigue Points per minute. There are other ways to accumulate fatigue.

❑ When calculating LOAD for the purpose of calculating Fatigue Rate, first multiply the weight of a shield by 2 and that of any other weapon by 3.

Fatigue Recovery: In general, after each full minute of rest, a character may remove fatigue points equal to one sixth his ENDURANCE; a good night's sleep eliminates most or all fatigue.

FATIGUE

Ritual Invocation
Time to perform: approximately 1 minute.
Requirements: silent prayer or chant/touch improves EML by 10.
An Invocation designed to drain a victim's energy. Any single person in plain view and within 20 yards may be targeted. See *Fatigue* Table.

FATIGUE (RITUAL INVOCATION) TABLE	
Success	**Effect**
CF	Invoker accrues 4d6 FATIGUE POINTS.
MF	No Effect
MS	Victim accrues 3d6 fatigue points.
CS	Victim accrues 5d6 fatigue points.

Fatigue accrued by means of this ritual is indistinguishable from fatigue acquired by other methods

FEUDAL NOBILITY

in the Pregame *CHAGEN 4*.

FIRE/FROST

Damage ASPECT: Two types of damage caused by heat/fire and cold respectively. Fire and Frost are grouped into a single aspect because Armour that is effective against one type is, for the most part, equally effective against the other. In some cases, the effect of fire is considered separately from that of frost (notably with regard to flammable items).

FISHING

Lore/Craft Skill: Fishing may be tested once per four hours of fishing with hook and line or spear. The Fishing Table generates the number of fish caught according to fishing conditions and success level.

The weight of each fish is also dependent on fishing conditions.

The type of fish caught (fresh or salt) depends on locale. EML should be reduced when equipment is inferior. Two to three pounds of fish equal one manday of food, but do not provide a balanced diet.

Different techniques may be treated as specialities: Hook & Line, spear-fishing, net–fishing, etc.

FISHING TABLE					
Conditions	**CF**	**MF**	**MS**	**CS**	**Wgt**
Poor	—	—	1d2	2d2	1d4
Fair	—	—	1d4	2d4	1d6
Average	—	—	1d6	2d6	1d8
Good	—	—	1d8	2d8	1d10
Excellent	—	1d3	1d10	2d10	1d12

This table shows the number of fish caught in one (4-hour) watch, determined by fishing success level and fishing conditions.

Wgt: The *weight* of each fish also depends on fishing conditions

Nets: If a net is used, double the number of fish, but not their weights.

No Fishing Tackle?

Some characters may be able to fish with bare hands — this may be a viable fishing speciality for characters with TOUCH and DEXTERITY of 13+ .

FLAILS

Combat/Weapon Skill: The ability to use articulated (folding/bending) weapons. Specialities include Ball & Chain, Nachakas, Grainflail, and Warflail.
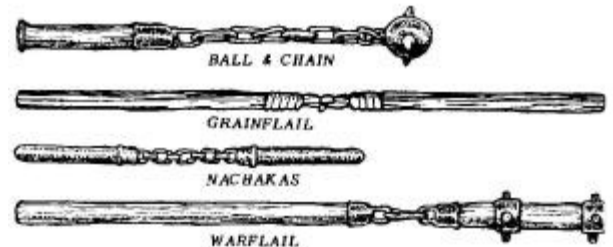
FLETCHING

Lore/Craft Skill: The ability to make and repair bows and arrows. Most archers are fletchers to some degree — it is, therefore, a reasonably common skill. The art of the Bowyer (bow–maker) would be a viable speciality.

The use of crossbows against people is forbidden by canon and secular law, and punishable by death. Anyone carrying a crossbow is regarded with suspicion.

FORAGING

Lore/Craft Skill: The art of finding (vegetarian) food in the wilderness. Tested when a character spends a watch (4 hours) looking for edible plants/etc. The GM assesses conditions according to the environment, and uses the *Foraging Table* to determine the number of mandays of food found. Wilderness mixed forest would be classed as Average. Excellent conditions would probably exist only in tropical rainforests and/or special places like the Sháva Forest.

FORAGING TABLE				
Conditions	**CF**	**MF**	**MS**	**CS**
Poor	—	—	1d2	1d2
Fair	—	—	1d4	2d4
Average	—	1d3	1d6	2d6
Good	—	1d4	1d8	2d8
Excellent	—	1d5	1d10	2d10

The average of Foraging and HERBLORE may be tested to seek out specific plants — see PLANTFINDING. For hunting meat, use TRACKING.

FOUND ARMOUR/WEAPONS

Weapons or Armour that are discovered, stolen, recovered, etc., instead of being made to order by a weaponcrafter. Many found items are discards or have been lost for extended periods, so while the price is right, the quality is often poor.

FR

FATIGUE Rate.

FRAME [FRM]

Character ATTRIBUTE. A character's bodily build: Scant; Light; Medium/Average; Heavy; or Massive. Some species are automatically of a particular type. *CHAGEN 6.*

FREE MOVE

Action Option: This option is available only to *unengaged* characters. A Free Move is made at effective Mobility, using crawling, walking, or running movement rate as desired. A Free Move may not enter an enemy ENGAGEMENT ZONE. The move ends if the character enters an active enemy REACTION ZONE. During a Free Move, characters may (within reason), change weapons, open/close doors, pick things up, etc.

FRR

FATIGUE RECOVERY RATE. The number of fatigue points that a character removes from her/his total after each minute of rest. FRR equals one sixth ENDURANCE.

FUMBLE & GROPE

Fumble: A test to determine whether a held item is dropped. Fumble rolls may be triggered by combat or ordered by the GM at any time. The code for a Fumble Roll is **F**.

Grope: an attempt to perform a feat of manual dexterity under difficult circumstances. Eg, to grab a reserve weapon after dropping one's main weapon while engaged in battle.

The normal TARGET LEVEL for a Fumble or Grope roll is 5× Dexterity. This TL is subject to PHYSICAL PENALTY and may be modified by difficult circumstances at GM discretion.

FUMBLE/GROPE TABLE		
Target Level Modifications		
Item is Held in Two hands		+ Dexterity
Item is Tied on		+ 2× Dexterity
Fumble Triggered by Injury		−20
Success	**Fumble Roll**	**Grope Roll**
CF/MF	Fumble	Grope Fails
MS/CS	No Fumble	Grope Succeeds

DROPPED ITEMS

When an item is dropped, roll 1d10: a number 1–6 indicates the item falls in an adjacent hex (1=N, 2=NE, 3=SE, 4=S, 5=SW and 6=NW); a roll of 7–10 indicates the item has fallen in the same hex.

CONTESTING POSSESSION

If two characters attempt to simultaneously seize the same item, each makes a grope roll; whoever achieves higher success gets it first. If both have the same success, the character with the higher Strength has it. If each has equal Strength, the character with higher Dexterity wins the item.

If one character attempts to snatch an item from another, both make fumble rolls. The character with higher success has the item. In the case of a tie, the character that originally had the item keeps it.

FUR

Armour/Clothing: see QUILT.

GAC

GENERAL ARMOUR CLASS.

GALLOP

The fastest rate of speed for a horse or similar quadruped. The minimum gallop rate is twice MOBILITY and the maximum is three times mobility (in feet). Galloping is generally avoided because the risk of breaking a leg is quite severe. Even a mounted charge is usually executed at the TROT or CANTER.

GÂRGÚN

The Hârnic orcs/goblins. Generating Gârgún *CHAGEN 2.*

GAMEMASTER [GM]

The person who governs the fantasy world in which player–characters live. The Gamemaster is apart from the players in the same way that a referee is separate from the sporting event s/he officiates. The GM is a conduit between the game world and the players, and controls the behaviour of most of the world's denizens, weather, societies, institutions, gods and religions, some of which s/he has created.

The nature of fantasy role playing is that all rules are *optional*; the Gamemaster has supreme authority and may change rules to fit notions of rightness. Players can make proposals, but the GM has the final word. A good GM considers the concerns of players, and explains rulings; but may claim "executive privilege"; there is a lot of information that players should not have.

While the GM operates the denizens that hinder and obstruct PCs, s/he should not be thought of as an enemy. The GM also has characters who can befriend and assist PCs. Almost every action in roleplaying calls for an interpretation on the part of the GM. Most GMs, whatever they may claim to the contrary, are inclined to favour PCs over NPCs. Players who persistently irritate the GM are likely to reverse this bias; the GM is human after all.

GENERAL ARMOUR CLASS [GAC]

A general assessment of the type/weight of armour/clothing worn by a character. GAC has a numerical value (0 to 4) and a descriptive rating (Light, Heavy, etc.) The GM determines the factor as needed; guidelines are:

GAC	Description	Example(s)
0	Unarmoured	Ordinary Clothing
1	Light	Leather/Quilt/Fur
2	Medium	Ring/Light Scale/etc.
3	Heavy	Mail/Heavy Scale/etc.
4	Superheavy	Mail + Quilt + some Plate

GAC may also have a sub-class described by a letter grade (a, b, c, etc.); this refers to a specific *Generic Armour Profile*.

GENERAL WEAPON CLASS (GWC)

A general assessment of the type/weight/reach of weapon(s) used by a character. GWC applies primarily to the quick combat system. GWC is assessed at need by the GM.

GWC	Class	Examples
0	None	Unarmed
1	Light	Dagger, Knife, etc
2	Medium	Shortsword, Handaxe, etc.
3	Heavy	Broadsword, Battlesword, etc.

GLASSWORKING

Lore/Craft Skill: Determines the quality of glassware produced. Appropriate tools and materials are necessary. The secrets of glass-making are not widely known. Glass is used for tableware and *objects d'art*, occasionally for windows — it is expensive (compared to ordinary ceramics) and only wealthy folk tend to have any. It is assumed that glassworkers use magic in their art. The best glass products seem to come from the mythical elven land of Évaèl.

GM

GAMEMASTER.

GOBLIN

See GÂRGÚN.

GRAPPLE ATTACK

Advanced Action Option: Any attempt to grapple, hold, or wrestle with an opponent is resolved with the Grappling rules *(COMBAT 20)*. An engaged character may (if possible) move one hex before attempting a Grapple. The target may be any single engaged enemy. A character who is held or who has a hold at the beginning of his turn must select the Grapple option.

GROPE

ACTION OPTION, Dexterity Test see FUMBLE.

GUILDS

in the Pregame *CHAGEN 3*.

GWC

GENERAL WEAPON CLASS

H1/H2/H3/H4/H5/H6/H7

See HEALING.

HAIR

Armour: See CLOTH.

Hair Colour: [HCL] Character ATTRIBUTE. The colour of a character's hair or fur, a descriptive attribute. *CHAGEN 7*.

HALEA'S VOICE

Ritual Invocation
Time to perform: approximately 1 minute.
Requirements: silent prayer or chant/touch improves EML by 10.

Haléa's Voice is the voice of persuasion. It may be used to double the invoker's RHETORIC, ORATORY, or INTRIGUE EML for 5 minutes.

With Critical Success, the cleric can lay a *geas*. Specific effects are left to GM discretion.

❑ If used against a single target, reduce EML by the victim's Will.

HCL

HAIR COLOUR.

HEALING

Healing Rules: see *PHYSICIAN 2*.
Healing Table: *PHYSICIAN 3*.
Healing Rate [H#]: A factor attached to an injury, disease, etc., which determines the TARGET LEVEL for HEALING ROLL.
Healing Roll: A test made for an injury, disease, or other ailment, to determine whether it improves, deteriorates or stays the same.

❑ Target Level for a healing roll is CONDITION + 5× HR
❑ Target Level for a healing roll is End × HR.

HEARING [HRG]

Numerical ATTRIBUTE. The ability to detect sound. *CHAGEN 9*.

HEIGHT [HGT]

Numerical ATTRIBUTE. A character's height/length in inches. *CHAGEN 6*.

HERALDRY

Lore/Craft Skill: The ability to execute (draw and/or paint) heraldic achievements, blazon (properly describe) arms and so on. A PC's ML may (at GM discretion) provide access to heraldic data and may also be used to determine recognition of obscure achievements. Any player whose character has Heraldry skill should become familiar with the basic rules of heraldry.

HERBLORE

Lore/Craft Skill: The ability to classify groups of similar plants and identify individual types of plant. An important skill for alchemists, physicians, apothecaries, etc. Herblore can be used to gather plants for apothecaries — someone good at Herblore can earn a reasonable living this way.

The average of Herblore and FORAGING is used to find specific plants. See PLANTFINDING.

HIDDEN KNOWLEDGE

Hidden knowledge is knowledge that someone does not want discovered. As a general rule, the fewer the people that know a secret, the harder it is to discover by divination (or by any means for that matter).

Hidden knowledge falls into two broad categories: (1) Secrets known only to a few people or to no people at all; (2) Knowledge of the first category which is also hidden by arcane/divine means. (It is not possible to hide *public* information by arcane means.)

In order to discover hidden knowledge, a diviner requires special methods (or remarkable luck — such as Critical Success on the divining roll). A number of Special spells/methods exist for protecting and discovering hidden knowledge.

HIDE

Hide Armour: see LEATHER.
To Secrete: see STEALTH.

HIDEWORKING

Lore/Craft Skill: Determines quality of furs or hides cured, and the quality of leather goods produced. EML would be modified by the quality and availability of tools/materials. Specialities might include curing, tooling (working) etc.

Rough–curing (removing a hide from a carcass and preparing it for transport and proper tanning) can be done with crude tools., in the wilderness.

HIGH VELOCITY

A property of a missile. All missiles are classed as high or low velocity. There are two alternate definitions of HV:

❑ Any Arrow, quarrel or sling stone is HV; OR
❑ Any missile/range shown on the missile range table with an EML bonus (in boldface) is HV.

Any missile that is not High Velocity is Low Velocity.

HIT POINTS

COMBAT 1.

HOLD

Combat Result: a grasp obtained in combat by one character upon another (and/or her/his equipment). The object of GRAPPLING is to obtain a hold that may then be exploited by twisting, squeezing, throwing, etc. See *COMBAT 22.*

HORSES

Mounted Combat: *COMBAT 14.*

HR

HEALING RATE.

HUMAN

One of the speaking peoples. Since most of our readers are likely to be human (or at least near human) little description should be needed. Humans are the standard by which other species are measured. Most human ATTRIBUTES are determined by rolling 3d6.

HV

HIGH VELOCITY.

IGNORE

A defensive option whereby an attack is disregarded by its target entity. Ignore is usually "selected" only by targets unaware of the attack.

IMPACT

The force with which a strike is delivered. Impact may occur in any of six ASPECTS. The Impact of a strike is determined partly by chance, partly by the skill of the striker and partly by the weapon with which the strike is made. Chance and Skill come into play through the *Melee Attack Matrix* — a strike generates an Impact determined by rolling a given number of d6. The weapon comes into play when its intrinsic impact value is added to the number generated. Impact may be reduced by armour, which is rated for each of the six aspects.

IMPAIRMENT

PHYSICIAN 2.

INCH

See WEIGHTS & MEASURES.

INDEX

In HârnMaster a number's index is determined by dividing by ten and rounding down. E.g. the index of 79 is 7. **Exception**: The index of an ATTRIBUTE is one tenth the attribute (no rounding). Hence, a character with Strength of 13 has a *Strength Index* of 1.3.

INFECTION HEALING TABLE

PHYSICIAN 3.

INITIATIVE [INI]

Automatic Physical/Combat Skill: A skill whose SKILL BASE is the average of AGILITY, SPEED and WILL, and whose OML is SB5 (five times Skill Base). There is no astrological modifier. Initiative reflects battle experience, discipline and morale. Once opened, Development Rolls are made only after the character has been in a battle.

Initiative determines the order in which characters take turns in combat — characters with higher INI move sooner. Initiative is recorded on the COMBAT PROFILE as well as (or instead of) under Combat Skills on the CHARACTER PROFILE.

Initiative skill includes battle experience, discipline and morale, three ambiguous, but important elements in any melee; it reflects a character's *comfort* in battle. All these factors are accounted for by INITIATIVE TESTING.

INITIATIVE TESTING ❏ Advanced Rule

This option adds a step to combat resolution, but also eliminates some character turns each round. As such, it should decrease the amount of action in a combat involving typical characters.

Initiative Tests are made before selecting and executing an Action Option. Results are read from the *Initiative Testing* Table. There are several options about *whom and when* to make initiative test(s).

The most important morale consideration is the character's perception of the situation. If things look bleak, the character is more likely to behave oddly. Seeing a friend slain, or being vastly outnumbered, may make one character turn and flee, while another fights harder. The GM may apply penalties to effective Initiative according to the situation.

A battle is a noisy, confusing, scary place. The clash of arms, shouting, screaming (often some whimpering and dull thudding) can make it difficult to hear commands and cries for help. For this reason, characters, especially NPCs, do not always do what the players want them to do. Initiative Testing benefits characters with high Initiative (e.g. warriors) and is detrimental to characters with lower Initiative.

WHOM & WHEN TO TEST

It is usually unnecessary to test Initiative during the first few rounds of a battle. After this, there are several options:

❏ Test only NPCs: it is assumed that PCs will do whatever their players want them to do. This option gives PCs an advantage. Players are usually quite sensitive about their PC's prospects, recognising threats, and acting accordingly.

❏ Test all characters: even a PC's legs can turn to rubber in a hairy situation.

❏ **Variant:** An Initiative test that results in CS gives the character a 10 point bonus in subsequent attacks/skill rolls.

❏ **Variant:** Do not make Initiative Tests in Normal, Good and/or Very Good situations.

INITIATIVE TESTING TABLE

CF	Character panics, or "freezes". This is a breakdown of morale and/or discipline. Roll 1d100 to determine specific effect(s):

01–25	Character goes **Berserk**. (see MORALE states)
26–50	Character is. **Desperate**. . (see MORALE states)
51–75	Character is **Broken**. . (see MORALE states)
76–00	Character becomes **Cautious**. . (see MORALE states)

MF	Character is Cautious this turn only (pass).
MS	Character selects and executes an Action Option normally.
CS	Character executes an Action Option normally. If the character's morale state was non-normal it is now normal.

INITIATIVE TEST MODIFICATIONS: SITUATION

Extremely Desperate:	–25	Good:	+10
Desperate:	–10	Very Good:	+20
Normal:	+0	Perfect:	+30

INJURY

Injury Determination: The process whereby injury and injury effect(s) are derived from IMPACT and ASPECT. Injury determination is generally done by cross–indexing EFFECTIVE IMPACT (and ASPECT) with strike location, using the *Injury* Table.

Injury Penalty: The sum of all INJURY POINTS accumulated by a character. Injury Penalty is one of the two components of PHYSICAL PENALTY.

Injury Point: A unit of injury acquired in combat and/or from other physical trauma. IPs serve two purposes: First, (with FATIGUE POINTS) IPs comprise PHYSICAL PENALTY; second, IPs determine the time it will take for an injury to heal — as IPs are removed, the injury heals; once all IPs are gone, the injury is fully healed.

See also HEALING Rate.

INTELLIGENCE/MEMORY [INT]

Numerical KEY ATTRIBUTE *CHAGEN 10.* The meaning of INT depends on whether the character is a PC or NPC. For a PC, Intelligence is only an assessment of memory.

Highly intelligent characters may be reminded of things by the GM from time to time (see THINKING). For NPCs, it is also a measure of cognitive facility — the ability to reason and articulate.

Animal Intelligence includes a major component of instinct. Animal Intelligence is, therefore, measured on a different scale than that of humans (and other intelligent beings). There is no direct comparison.

INTRIGUE

Automatic Communication Skill: The ability to assess and act effectively within a social/political situation over a period of time. The GM uses intrigue as a shortcut when s/he does not wish to play out an information gathering process. For example, an NPC's Intrigue might be tested when s/he is sent by a PC to gather intelligence in a town or camp.

INVISIBILITY

Ritual Invocation
Time to perform: approximately 1 minute.
Requirements: prayer/gesture.
This Invocation hides the invoker from observers; either *marginal* or *critical* invisibility may be achieved. This is not true invisibility since each potential observer tests half AWARENESS (or 2× Eyesight, whichever seems more appropriate in the situation) to detect the "invisible" invoker. If the observer's success level equals or exceeds the degree of "invisibility", the observer sees the "invisible" invoker.

IP

INJURY POINT.

JEWELCRAFT

Lore/Craft Skill: Determines the quality of jewellery and/or fine metal work made. EML depends on the complexity of the task attempted. Materials are necessary and failure can be expensive. This skill is also used to appraise gems, fine metalwork and/or jewellery. Specialities: gemcutting, goldsmithing, silversmithing.

JUMPING

Automatic, Physical Skill: Jumping is tested when a character leaps for height or distance. Results assume a running start; for standing jumps halve heights/ distances. Clearances (the distance and/or height jumped) are given as percentages of the character's height; and may be randomly varied at GM discretion.

JUMPING TABLE		
Success Level	**High Jump**	**Long Jump**
Critical Success	100%	300%
Marginal Success	75%	200%
Marginal Failure	50%	100%
Critical Failure	Stumble	Stumble

❏ If the speciality rules are in use, High jumping and long jumping are specialities.
❏ Increase jump clearances by 1d30% — this makes modern Terran Olympic standard jumps possible.

K

KILL ROLL.

KÉLTAN

A Hârnic *main gauche.*.

KEY ATTRIBUTE

Any of seven most "important" numerical ATTRIBUTEs. They are: STRENGTH; ENDURANCE; DEXTERITY; AGILITY; INTELLIGENCE/MEMORY; and WILL.

KHÚZDUL

Noun: A Hârnic dwarf. adjective: **Khúzan:** (of or having to do with the KHÚZDUL).

KILL ROLL [K]

An *Injury Table* result that may be immediately fatal. There are two methods available at GM discretion:

❏ Test CONDITION (*not* subject to PHYSICAL PENALTY).Apply 5 times the indicated penalty (eg. a K3 indicates a penalty of 15). Death occurs on MF or CF.

❏ Roll the indicated number of d6 (K3 = roll 3d6). Death occurs if the roll *exceeds* ENDURANCE.

❏ If victim survives, make a SHOCK ROLL 1 level higher. Eg, a character surviving a K3 roll makes an E4 Shock Roll.

KNIVES

Physical/Combat/Weapon Skill: The ability to use the short bladed weapons Specialities include knife, dagger, Kéltan (*main gauche*) and Tabûri (throwing knife).

KNOCKBACK ❏

Advanced Combat Rule: A character struck to the body, head or neck with an Impact in excess of Strength , is *knocked back* one hex. A character who is knocked back makes a STUMBLE ROLL. A knockback of a mounted character unhorses her/him. See UNHORSING.

❏ **Variant**: Only *blunt* strikes can cause knockbacks.

KÛRBÚL

Armour Material: (also spelled *kûrbal*) Armour plate made by processing LEATHER/hide. Good kûrbúl is light, tough and flexible although kûrbúl varies in quality. Some creatures have the equivalent of kûrbúl plates as natural armour. Kûrbúl is more common in eastern Lýthia, but far from unknown in the west. Kûrbúl may be used for breast and/or back plates, helmets and smaller "spot–coverage" pieces such as coudes, greaves, etc. Many shields are also made of kûrbúl.

LAMELLAR

Armour: a superior type of SCALE armour.

LANGUAGES

Multiple Communication Skills: Characters begin play with at least one *Native* Tongue. Languages are tested only on special occasions, such as when foreigners converse. Foreign languages may be opened in the course of play after a month of immersion or training. Opening a foreign language is a full–time occupation; all other skill developments are forfeit for the month.

LANGUAGE FAMILIES: HÂRNIC REGION		
Járind Family	**Phâric Family**	**Azéri Family**
Áltish	**Hârbaalése***	Azéri
Eméla	**Ivínian***	Àzeryáni
Hârnic	Old Tríerzi	**Býrian**
Járind	**Pàlithánian***	**Elbýthian**
Jàrinése	Phári	**High Àzeryáni**
Old Áltish	Quâr	**Karéjian**
Old Hârnic	**Quârph**	Karuía
Old Jàrinése	**Shôrka**	**Low Àzeryáni**
Yaríli	**Tríerzi**	**Urméch**

If a character is fluent (ML61+) in a language of a family, another language of that family is not alien.

Hârbaalése & Pàlithánian are often considered dialects of Ivínian. *Living* Languages are shown in **boldface.**

Language OML Languages of a *non alien family* open at SB2, those of alien families at SB1.

LANGUAGE FLUENCY TABLE
01–30 **Rudimentary Grasp** — Character is able to say things like: "Hello. Where marketplace?" but has no real understanding of sentence construction. Accent is probably awful, and misunderstandings occur with irritating regularity.
31–60 **Fair Grasp** — Character grasps basic elements of the language and, with patience on the part of listeners, can be understood if discussing fairly simple concepts. Grammar often miscarries and misunderstandings are common. Accent tends to amuse or distress natives.
61–85 **Fluency** — Character understands all basic language elements, and can converse fluently unless attempting to discuss advanced/abstract ideas. This is the level attained by most uneducated adult natives, but if this is not the character's native tongue s/he will still have a noticeable accent.
86+ **Mastery** — Character can pass for a native, whether or not this is a native tongue, and is able to convey virtually any concept expressible in the language. This is the level of mastery achieved by educated natives.

The EML of language-dependant skills (eg. ORATORY or RHETORIC) cannot exceed language ML in the tongue used. Audience language EML is also relevant (GM discretion).

Clarity of expression may be determined by VALUE ENHANCEMENT. A score under 3 causes confusion. Results under 2 may indicate the character may have unknowingly said or misheard something amusing or insulting.

LEAGUE

A Hârnic league is equal to 4 kilometres or 2½ miles. See WEIGHTS & MEASURES.

LEATHER/HIDE

Armour/Clothing Material: Natural and/or cultured and/or manufactured protective covering(s) normally made from the skin(s) of animals. Clothiers or hideworkers rather than weaponcrafters usually make leather garb. See also KÛRBÚL.

LEGERDEMAIN

Physical Skill: Legerdemain (sleight of hand) is tested when a character attempts to perform a feat of manual dexterity without being detected by observers or *victim(s).* Once Legerdemain success level is known, the victim tests 3× Touch, 3× Eyesight or half AWARENESS (at GM discretion) to detect the legerdemain. If the victim's purse is being cut from behind, Touch would be appropriate. Eyesight would be used to see the trick in a shell game. If the victim is not paying attention, half Awareness might be appropriate. If the victim's level of success is *greater*, s/he detects the trick. Detection rolls may be made for any/all potential witnesses.

LEVELS OF SUCCESS

See SUCCESS LEVELS.

LÌA-KAVÁIR

Thieves' Guild: in the Pregame *PREGAME 4.*

LIFTING

Normal, healthy Characters can lift 10× Strength lb., at least briefly, without difficulty. When attempting to lift heavier loads, the Weightlifting table may serve as a rough guide.

Lifting tests are subject to PHYSICAL PENALTY. It is possible to successfully lift a weight, and then find it too heavy to hold. Once a load is lifted, an *immediate* CARRYING Test is required. The table assumes loads that can be conveniently gripped with both hands/arms. Awkward loads are more difficult.

WEIGHTLIFTING TABLE	
WEIGHT	**TEST**
Up to STR× 10 lb.	5× STR
Up to STR× 14 lb.	4× STR
Up to STR× 17 lb.	3× STR
Up to STR× 19 lb.	2× STR
Up to STR× 20 lb.	1× STR

CS/MS	Load successfully hoisted.
MF	Character fails, but is uninjured and may try again.
CF	Lifter suffers STRAIN INJURY.

Note: Modern Terran records are about 460 lbs. in the Snatch and 580 lbs. in the Clean and Jerk.

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LIMB INJURIES ❑

Advanced Combat Rule: Any single injury in excess of *Endurance IPs* to a shoulder/arm/hand or hip/leg/foot, makes the limb unusable.

If the unusable limb is an arm, any items held by it are dropped; if the unusable limb is a leg, the character falls prone. Once the Injury Points have healed to Endurance or less the limb may again be used.

A bipedal creature with one usable leg is able to crawl unaided, or rise and walk with the aid of a staff/crutch/etc. A quadruped may rise/walk, at 50% effective mobility as long as it has three good legs. However, in almost all cases (GM discretion) a conscious character can crawl/walk at least one hex per turn.

LITURGY

Ritual Invocation
Time to Perform: 10–30 minutes.
Requirements: Communal Prayer/meditation.

Liturgy is the spiritual joining-together of several priests/adherents for any of a number of purposes.

The invocation is sometimes (rarely) used in religious services open to the public. If used to "join" several clerics, the group thus formed may jointly undertake certain other rituals such as communion.

A joined group of priests/adherents functions with the Ritual ML of the leader.

The leader of the liturgy may also have other options allowed at GM discretion.

LOAD

The total weight (in pounds) a character is carrying. It increases every time the character picks something up, and decreases each time something is discarded, dropped or chopped off.

LOCKCRAFT

Lore/Craft Skill: The ability to analyse and pick locks. Lockcraft is tested after each one-minute attempt. Locks are rated on a complexity scale of 1 to 9; reduce EML by ten times lock complexity. This may make a lock impossible for some lockpickers to open. The GM makes the roll secretly and informs the picker whether or not the lock has opened. Repeated failure should give the lockpicker a hint. The skill may also be used to appraise complexity.

Lockcraft is averaged with METALCRAFT, to construct locks and other small/complex/delicate mechanisms.

❑ Normally with CF, MF or MS, the lockpicker leaves small scratches and/or other traces that the lock has been tampered with. With CS, there are no such visible traces.

LOCKMAKING

METALCRAFT is averaged with LOCKCRAFT, to construct locks, secret compartments, tricks and other small, complex and/or delicate mechanisms. Millwrights (engineers) usually build larger machinery.

LONGSWORDS

Physical/Combat/Weapon Skill: The ability to use long–bladed swords. Specialities include Battlesword, Bastard Sword, Broadsword, Estoc, Mang.

LORE & CRAFT SKILLS

Lore/Craft skills depend on the accumulation of knowledge and expertise. Some include the ability to produce specific items. Some can earn good livings for their users, although many are monopolised by powerful guilds.

Most lore/craft skills (such as ALCHEMY) can only be opened with the assistance of a TEACHER, usually after a month. Some skills are more involved than others. Learning the bare fundamentals of WEAPONCRAFT could take three months. COOKERY, on the other hand, can be opened and developed by any tenacious individual with a strong stomach.

See: AGRICULTURE; ALCHEMY; ANIMALCRAFT; ASTROLOGY; BREWING; CARPENTRY; CERAMICS; COOKERY; DRAWING; EMBALMING; ENGINEERING; FISHING; FLETCHING; FORAGING; GLASSWORKING; HERALDRY; HERBLORE; HIDEWORKING; JEWELCRAFT; LOCKCRAFT; MASONRY; MATHEMATICS; METALCRAFT; MILLING; MINERALOGY; PERFUMERY; PHYSICIAN; PILOTING; SHIPWRIGHT; SURVIVAL; TAROTRY; TEXTILECRAFT; TIMBERWRIGHT; TRACKING; WEAPONCRAFT; WEATHERLORE; CARVING (WOOD).

LOVECRAFT

Communication Skill: The ability to charm, seduce and/or give erotic pleasure. Lovecraft may be opened when a character first attempts to use it. It cannot normally be improved by solitary practice, although books or teachers may be available. The skill is used to assess the success of a seduction or sensual encounter.

LOW VELOCITY [LV]

See HIGH VELOCITY

MAIL

Armour Material: Flexible armour made by "knitting" metal links into various patterns. Links may be butted or riveted. Both butted and riveted mail are quite impervious to edge strikes, but riveted mail better resists point penetration. One problem with mail is that a non-penetrating strike may drive links into flesh without necessarily damaging the mail. Mail does not absorb much concussion impact, so most warriors wear it over heavy quilt. Mail is marvellously flexible, but heavy with quite a lot of inertia; it can shift at inopportune moments. Consequently, mail is usually secured by laces or leather thongs.

MALNUTRITION

Going without food may be deleterious to one's health. After each full (24-hour) day without food, test CONDITION.

Penalties: for each day over one, subtract 10 from EML. Hence, after the third day without food, test Condition–20.

Results: On CF/MF, the faster acquires a 3d6/1d6 "malnutrition injury".

After two malnutrition injuries, the character becomes comatose [H4] and may die.

If a character has inadequate food (rather than no food at all) the GM may adjust the period. If, for example, the GM estimates that the character is on "half minimum rations", the test may be made every 48 hours instead of every 24.

MARGINAL FAILURE [MF]

The third highest level of success when using a skill. MF occurs when the 1d100 roll is greater than the EML or TARGET LEVEL being tested, but *not* evenly divisible by five.

MARGINAL SUCCESS [MS]

The second highest level of success when using a skill. MS occurs when the 1d100 roll is less than or equal to the EML or Target Level being tested, but *not* evenly divisible by five.

MARTIAL ARTS

Training: See UNARMED COMBAT.

MASONRY

Lore/Craft Skill: Used to analyse/construct stonework. Masons use Masonry averaged with ENGINEERING, to construct buildings. Specialities include quarrying, architecture, construction, stone-laying, stone-carving, etc. This is a highly respected art; masons are usually well-paid.

MASTERY LEVEL [ML]

A number indicating the degree to which a character has learned a skill; the higher the ML the more skilful. MLs may be improved in the course of play. Various activities in play call for skills. When, for example, a character attempts to sneak up on a hostile camp, STEALTH is tested to determine how much noise s/he makes. The *basic* percentage chance of successfully using a skill is equal to (current) ML.

The GM decides what skill should be tested and when. If a PC declares his intention to perform a gymnastic feat, for example, the GM might instruct the player to "test ACROBATICS". With some skills, success/failure may not be obvious, and this requires the GM to make the roll secretly.

Before a skill is tested, ML is subject to modification(s) depending on situation. A noisy environment, for example, can penalize most skills that demand concentration. A *modified* ML is called an EML.

Skills are tested by rolling 1d100. If the result is equal to or less than the applicable EML, the attempt is a success; otherwise it is a failure. If the roll is divisible by five, the attempt is a *critical* success or failure. Hence, four levels of success are possible: Critical Failure (CF); Marginal Failure (MF); Marginal Success (MS); and Critical Success (CS).

MATHEMATICS

Lore/Craft Skill: The ability to make calculations with numbers, keep books of account, and so on. An ML above 70 would imply some knowledge of geometry, etc. The skill is useful in many different fields.

MAXIMUM EML

If, after modifications, a character's EML is greater than 95 it is considered to be 95 for the purpose of a skill test. Hence, there is *ALWAYS* at least a 5% chance of failure. Note: it is still worth increasing ML over 95 since higher ML makes the skill easier to use when penalties are applied.

MEDICAL

Character ATTRIBUTE(s): The box on the character profile marked "Medical" is used to record various data. Newly generated PCs do not usually have Medical data. Medical attribute generation is covered in the GM EDITION.

MELEE ATTACK

Action Option: an effort to strike an enemy with a melee weapon; it may be made against any single opponent with whom the attacker is ENGAGED. A character may move one hex before making a Melee Attack. Melee Attacks are resolved with the *Melee Attack Sequence (COMBAT 7)*.

MEMORY MAP

A technical map drawn by a player (or for a player by the GM) to represent what the PC remembers about where s/he has been. Memory maps are meant to duplicate portions of the GM's authoritative maps. Memory maps have no game existence — they are not artefacts that *characters* can possess, look at or handle — they are only intended as a substitute for the experience of actually being there. See also POETIC MAP.

METALCRAFT

Lore/Craft Skill: Used to determine success/quality when producing commonplace metallic goods. This skill may not be used to produce jewellery, weapons, or armour. Viable specialities could be based on types of metal: copper, iron/steel, bronze, brass, pewter, lead, tin, etc. Metalcrafters (mostly blacksmiths) are found in most settlements.

Metalcraft is averaged with LOCKCRAFT, to construct locks, secret compartments, tricks and other small, complex and/or delicate mechanisms. Larger machinery is usually built by millwrights (ENGINEERS).

MF

MARGINAL FAILURE.

MILITARY

and the PREGAME *4*.

MILLING

Lore/Craft Skill: Used to determine efficiency and or yield when milling grain etc. Milling is primarily a way to earn money, and is usually not a very exciting activity, or useful skill for fantasy adventurers.

Mineralogy

Lore/Craft Skill: Knowledge of geology and ability at prospecting, mineworking, andrefining. Prospecting is a complex issue, depending on terrain, the object minerals, and what may be present. Most mineral extraction operations deal with native metals. The treasures and useful minerals sought by prospectors, and extracted by miners include gold, silver, copper, tin, lead, zinc, bitumen, coal, salt, iron, gems, etc. The rarest and most prized is *truesilver*.

Miners' Guild

In the Pregame *Chagen 2.*

Minimum EML

Unless the GM deems a task impossible, the minimum EML for an open skill is 05. Eg., a player would normally have a minimum EML of 05 in Climbing. However, climbing a vertical sheet of ice, with a broken arm, during a blizzard, is impossible, and the GM may feel that 0EML is justified.

Miracle

See Divine Intervention & Ritual Invocation.

Missile

Missile Attack: Action Option: This option is available to characters equipped with missile weapons (which include just about any throwable item).

Unprepared (unstrung, packed, etc.) missile weapons must be prepared by means of a Grope, and cannot be used until the following Turn. Missile attacks are resolved with the Missile Sequence *(Combat 11).* Missile options are:

[1] Load & Fire (or Fire & Load) a short or long bow.
[2] Draw & Throw or Throw & Draw a throwable object.
[3] Load a crossbow OR fire a loaded crossbow.
[4] Load & Fire (or Fire & Load) a blowgun.
[5] Load & Cast (or Cast & Load) a sling.

Missile Defence: A "defence" whereby the target attempts to use a readied missile before the attacker can strike. Like Counterstrike, missile defence can be risky.

❑ **Missile Weapon Fate** applies to bows, crossbows and slings. Missile Fate checks occur for missile weapons when the missile caster achieves CF on a missile attack. The TL for a missile weapon damage check is 5×WQ:

Missile Weapon Fate Table
Test 5×Weapon Quality.

CS		No effect (no damage to weapon).
MS	01-50	Double the distance of deviation for the missile attack.
	51-00	Missile shatters on impact reduce impact by half.
MF	01-35	Triple Deviation No damage to weapon.
	36-80	No Missile Fired. Bowstring/thong has snapped.
	81-00	Triple Deviation & halve impact. Bowstring/thong is stretched out (useless); weapon must be restrung (or rewound) before it can be used again.
CF	01-30	Quadruple Deviation No damage to weapon.
	31-70	Quadruple deviation & the bow (if applicable) has lost 20 pounds of draw weight due to stress.
	71-00	No Missile Fired. Major Damage: The bow stave (or in the case of a crossbow, the tiller and/or steel) snaps.

Missile Sequence: The procedure used to determine the outcome of a missile attack/defence. *Combat 11.*

ML

Mastery Level.

Mobility [MOB]

Automatic Physical/Combat Skill: A character's running/walking speed. The skill base is the average of Agl, Spd, Spd and the OML is SB5. Mobility is subject to Physical Penalty and Encumbrance.

Example: a character with Mobility of 60 Physical Penalty of 25, and Encumbrance 10 has Mobility EML25. Mobility EML is used to determine running speed, as in a foot race.

❑ Mobility ML cannot be developed to more than Mobility SB× 7. This option reflects the idea that you can only do so much with physical training.

❑ First Edition Option: Mobility is not a skill, it is simply Speed × 5.

As a general rule, a character can **Crawl** ½ MOB, **Walk** 1× MOB or **Run** 2× MOB feet in one (10 second) turn. If some variation is needed (as in a foot race for example) testing Mobility may vary the distance:

Running Table

CS	Distance covered = (2× MOB) + 1d20%
MS	Distance Covered = (2× MOB) ± 1d10%
MF	Distance Covered = (2× MOB) – 1d20%
CF	Stumble roll and/or Distance Covered = (2× MOB)–1d30%

If the character is walking rather than running, use 1× MOB instead of 2× MOB.

Horses and other large quadrupeds (at GM discretion) also have mobility. Their three rates of movement are: **Walk/Trot** (1× Mob); **Canter** (2× Mob); or **Gallop** (3× Mob).

See also move.

Money

The standard unit of currency is the silver penny which weighs one dram. A penny can vary in value from one region to another as a result of its silver content. All prices are given in silver pence; the abbreviation for penny/pence is "d". Copper coins to not exist. The silver penny is often divided into two halves (halfpenny and/or ha'penny) or four quarters (farthing).

Gold coins are rare. A one dram gold coin would be worth 20d, although gold coins generally come as ounce coins worth 320d — The *Khuzan Gold Crown* is the only even remotely common gold coin on Hârn.

A shilling is not a coin, it is simply 12d. Similarly a pound (£) is any combination of coins worth 240d.

Mor

Morality.

MORALE ❑

See INITIATIVE TESTING (Advanced Rule). At any given time, every character is in one of five morale states which affect behaviour as follows:

NORMAL A character with normal morale behaves without constraint. S/he may select and execute any reasonable action option.

CAUTIOUS A cautious character will not engage or initiate combat, nor select *counterstrike* defence. S/he will not necessarily flee or abandon a position, but duty is on the verge of being overcome by the instinct for self–preservation.

DESPERATE Character tries to conclude the battle, one way or the other, as soon as possible. Until the situation changes and s/he passes a new initiative test, s/he selects the most aggressive options available.

BROKEN A character with broken morale is unable to fight in any useful way. The only available options are flight or surrender. Flight is normally preferable; surrender is a last resort. If neither flight nor surrender are feasible, the character stands in place (PASS Action Option) — unable to initiate combat, but still able to defend normally.

BERSERK This is a special state of battle frenzy. Any character who enters this mode fights desperately until the battle is won or s/he dies. A berserk character adds 20 to EML when attacking, and subtracts 20 from EML in defence.

❑ BERSERK–BY–NATURE

Some characters have a cultural heritage of berserking, or a particular reason to go berserk; their chances of becoming berserk may be enhanced by the GM.

At GM discretion, PCs may (under some circumstances) voluntarily enter berserk mode, but no one in her/his right mind goes berserk…

MORALITY [MOR]

Numerical ATTRIBUTE. Ethical integrity, generally a measure of a character's selflessness. In general, characters *select*, rather than randomly generate Morality. The GM adjusts the attribute according to character actions. The scale runs from 3 or less (Diabolical) to 17+ (Exemplary). *CHAGEN 10.*

MOUNT/DISMOUNT

Action Options: The options used to mount/dismount a steed in combat is resolved by testing Riding Skill. With CS/MS the effort is successful.

❑ **Mount/Dismount Optional Rule: CS** earns a TACTICAL ADVANTAGE, **CF** UNHORSING.

MOUNTED COMBAT

COMBAT 14.

MOUNTED MOVE ❑

Advanced Action Option: A generalised move that includes attacks on any/all opponents encountered in the course of movement.

The rider–steed team can move at WALK/TROT, CANTER or GALLOP rates, ignoring the REACTION and ENGAGEMENT zones of smaller characters (such as men afoot).

Upon engaging any and/or each opponent, the mounted team may opt to attack, using the appropriate mounted combat matrix (*Mounted attacking Foot* or *Mounted attacking Mounted*).

If the option to attack an opponent in the course of movement is not exercised, the opponent may opt to attack (using either *Foot attacking Mounted* or *Mounted attacking Mounted* combat matrix).

Unless the Team move is forcibly stopped, it continues until the minimum distance (for the rate of speed) has been completed and the team opts to halt, OR until the maximum distance (for the rate of speed) has been covered.

TACTICAL ADVANTAGES are ignored whether earned by the mounted team or its opponents.

MOVE [MOV] ❑

The number of hexes (inches) a character can walk in one turn (10 seconds). Move equals MOBILITY divided by 5.

MOVEMENT

See *COMBAT 4* and/or STUMBLE Roll.

MS

MARGINAL SUCCESS.

MUSICIAN

Multiple Communication Skills: Each type of musical instrument is a separate skill. Among the most common are Drum, Flute, Harp, Horn, Pipes and Lute. The availability of instruments and skills depends on culture. EML is modified by instrument quality and other conditions at GM discretion.

Use VALUE ENHANCEMENT to assess performance quality, with 1.5 being considered *fair*.

❑ This skill may include the ability to read music depending on the character's background and culture.

❑ Alternately, the GM may treat the reading/writing of music as a script.

MUTATION

Ritual Invocation
Time to Perform: 10–15 minutes.
Requirements: Prayer/meditation/touch.

Causes the victim, who must be touched at the conclusion of the ritual, to physically change in some way. With MS, the effect tends to be minor (slight lengthening of a finger, extra hair growth, etc). With CS, it may be major. The effect is always random, sometimes beneficial, often not.

NATIVE SCRIPT/TONGUE

Native Script: The first script learned by a character — usually the predominant writing system in the region of the character's birth.

Native Tongue: The language(s) learned by a character in infancy — usually the dominant language in the district/region of birth. *CHAGEN 13.*

NET

Physical/Combat/Weapon Skill: The ability to fight with a net, blanket or other "floppy" (often-improvised) weapon. This category is probably the only one whose members do not inflict blunt, edge or point damage. Instead, they TANGLE their victims.

NON–PLAYER–CHARACTER [NPC]

Any character or entity operated by the GM rather than by a player. NPCs may be just as detailed as PCs (and the GM may actually prefer them, since, as a rule, they tend to be much better behaved and don't go around breaking things all the time).

OCCUPATIONAL SKILL

A skill which is acquired by apprenticeship and/or employment. Occupational Skills are opened in the pregame after the character has chosen a career/job. See *Occupational Skills (CHAGEN 15).*

OML

OPENING MASTERY LEVEL.

OPEN WOUND

Any burn of 16 or more Injury Points or any cut, bite/tear, puncture of 6 or more Injury points. Open wounds can become infected. For treatment of open wounds see *PHYSICIAN* article.

OPENING MASTERY LEVEL [OML]

The MASTERY LEVEL (number) at which a skill is set when it is first opened. Basic OMLs are given on the *Skills Table.* OML is usually expressed as a multiple of SKILL BASE; it is, therefore, different for each character and skill.

OPTIONAL RULE

In this publication, optional and/or advanced rules are indicated by a box ❑. If the GM decides to implement the rule, check the box.

OPTIONAL SKILL

A skill opened as a "hobby" in the pregame, as opposed to AUTOMATIC, FAMILY or OCCUPATIONAL skills. *CHAGEN 16.*

ORATORY

Communication Skill: The ability to impress or persuade crowds, by logic, eloquence or charisma. This is something of a shortcut skill, and is highly discretionary. Some players have more fun actually making speeches. The GM should always require that an orating PC define the object of his oration; Mobs may be stupider than individuals, but it is exceedingly difficult to convince one to rush off a cliff (they tend to misunderstand and toss the orator off the cliff).

Oratory is limited by language skill: Oratory EML cannot exceed the orator's or the audience's EML in the Language being used. (See also RHETORIC.)

ORC

See GÂRGÚN.

OUNCE

See WEIGHTS & MEASURES.

OUTNUMBERING MODIFIER

Combat modifier: A character is outnumbered if *exclusively* ENGAGED by two or more opponents.

When counting opponents for this purpose, PRONE enemies are not included, nor are enemies who are themselves engaged by other friendly characters.

An outnumbered character may attack one of her/his opponents in his/her turn, perhaps a second opponent if s/he wins a TACTICAL ADVANTAGE, and may defend against all attacks on him/her.

However, EML for any attack/defence is decreased by 10 for each enemy above one. That is, if a character outnumbered 3:1, subtracts 20 from EML for all attacks or defences.

❑ For the purpose of outnumbering, a steed–rider team counts as two characters.

P

PAIN

Ritual Invocation
Time to Perform: 10–30 seconds.
Requirements: Silent prayer/gesture/touch.
Inflicts a brief but severe pain on a victim, who must be touched at the conclusion of the ritual. If the victim feels any pain (MF or better) s/he may protest.

PAIN TABLE			
Success	**Effect**	**Success**	**Effect**
CS	e3 SHOCK ROLL	MF	only minor pain
MS	e0 shock roll.	CF	**Invoker** e2 shock roll

OPTIONAL PAIN EFFECTS
❑ ML 76+ Touch is no longer required. Range is SI yards.
❑ ML 91+ range increased to line of sight.

PANTHEON OR POLYTHEON
Gods & Goddesses collectively: *RELIGION 1*.

PARENT OCCUPATION
Character ATTRIBUTE. The career/occupation of a character's parent(s) — of considerable social importance for any character. Parent Occupation generation: *CHAGEN 3*.

PASS
Action Option: This option is available only to *engaged* characters. The character forfeits his/her Turn. The passing character does not recover Fatigue, but may defend normally if attacked.

This option is useful for characters who do not wish to risk the prospect of a counterstrike or who feel the situation calls for caution, (perhaps because of outnumbering). Pass is a form of stalling; the character reduces risk without giving ground.

PC
PLAYER–CHARACTER.

PEACE
Ritual Invocation
Time to Perform: 10–30 seconds.
Requirements: prayer/gesture/chant.
Creates a zone extending from the invoker within which creatures become disinclined to fight. Victims may avoid the effect by successfully testing. The radius of the effect and the Will test that must be passed to avoid the effect are given on the *Peace* Table. Any violence within the zone cancels the effect. If the invoker commits violence, s/he is probably in deep trouble with his/her deity and may be called to account.

PEACE TABLE		
Success	**Radius**	**Will Test**
CF/MF	n/a	n/a
MS	50 yards	5× Will
CS	100 yards	3× Will

PENNY/PENCE
See MONEY.

PERFUMERY
Lore/Craft Skill: Used to determine success at inventing and producing perfumes, soap, incense, etc. Appropriate materials are necessary. Perfumers deal in practical, organic alchemy. Most perfumers know some ALCHEMY and EMBALMING. Many temples employ perfumers, and perfumery can be a lucrative occupation.

PERSONAL EFFECTIVENESS ❑
A more skilful worker can achieve more in less time, but when it comes to repetitive tasks performed over long periods, making individual Skill rolls is cumbersome. Skill Index can be used to determine general productivity. Personal Effectiveness Factor [PEF] is multi-purpose. It may be used to generate productivity in various situations, to see how well someone does a job over a long period of time.

PEF can be derived as needed from SI by means of the *PEF* table. The factor is derived if and when needed. There is no need to record it anywhere.

PEF	
SI	**PEF**
0	0.10
1	0.40
2	0.65
3	0.80
4	0.90
5	0.95
6	1.00
7	1.05
8	1.10
9	1.15
10	1.20
11	1.25
12	1.30

PERSONALITY ATTRIBUTES
A group of character ATTRIBUTES which describe a character's psychological makeup. Generation: *CHAGEN 10*.

PHYSICAL ATTRIBUTES
Character ATTRIBUTES having to do with motor skills, including Strength, Endurance, etc. Some physical attributes (height, frame, weight, etc.) are included in the Appearance group. *CHAGEN 8*.

PHYSICAL PENALTY
The sum of INJURY POINTS and FATIGUE POINTS. Physical Penalty is subtracted from EML when testing physical or combat skills, when performing any physical activity, or when casting a spell or using a psionic talent. *(SKILLS 2)*.

PHYSICAL SKILLS
Physical skills are based on physical/sensory attributes and are subject to PHYSICAL PENALTY. See: ACROBATICS; CLIMBING; CONDITION; DANCING; DODGE; JUMPING; LEGERDEMAIN; SEAMANSHIP; SKIING; STEALTH; SWIMMING; THROWING.

PHYSICIAN
Lore/Craft Skill: The ability to diagnose and treat medical ailments, wounds, etc. See *PHYSICIAN* article.

❑ Optional Speciality: Veterinary Medicine. With or without this option, physicians could reasonably treat animals (mammals at least) with a 10 point EML penalty. See also Animalcraft.

PIETY

Numerical ATTRIBUTE. A measure of a character's standing (favour or *karma*) with her/his chosen DEITY. Piety is measured in **Piety Points** which are accumulated by doing service for the god/temple, and expended by calling for DIVINE INTERVENTION. A running total of **PP**s must, therefore, be kept for each character. Piety is generated for new characters by rolling 5d6. For information on the accrual and expenditure of piety see *RELIGION* article Piety Table: *RELIGION 6*.

PILOTING

Lore/Craft Skill: The ability to navigate a ship. This skill is detailed in *Pilot's Almanac*.

PLANTFINDING

Derived Lore/Craft Skill: The art of finding *specific* plants in the natural environment. Test Plantfinding, once per 4-hour watch of searching. Plantfinding EML is the average of HERBLORE and FORAGING. It is modified according to the plant's habitat (are we looking in the right place?) and rarity (are we looking for grass?) Modifying factors are multiplied with EML.

PLANTFINDING TABLE

Habitat

Inappropriate	× 0.00
Marginal	× 0.50
Appropriate	× 1.00

Rarity

Very Common	× 1.25
Common	× 1.00
Uncommon	× 0.75
Rare	× 0.50
Very Rare	× 0.25

The GM assesses the appropriateness of the search location. Example: If a character is seeking a plant that grows only in cool, damp, shady places, and is looking on the slip-faces of sand dunes in the Hèpekérian Desert, the GM would assess Habitat as "Inappropriate" and would multiply EML by zero. The GM assesses the rarity of the object plant (e.g. If seeking an uncommon Herb, EML would be multiplied by 0.75).

Habitat and Rarity multiples are *cumulative*. Example: Bierzâch has Herblore ML72 and Foraging ML63 — Plant-Finding EML = 68. If looking for an *uncommon* plant (× 0.75) in a *marginal* habitat (× 0.50) his EML would be 68 × 0.75 = 51, 51 × 0.5 = 25.5 (rounding to EML26).

PLATE

Armour Material: Broadly, any metallic, usually iron, steel or bronze, rigid body covering. Except for breast and backplates, helmets, and small pieces for "spot" coverage, plate armour is relatively rare — articulated plate is unknown. Metal plate offers good to excellent protection against all types of damage. The manufacture of plate armour is a legal monopoly of the Weaponcrafters' Guild. See *WEAPONCRAFT* article.

PLAYER-CHARACTER [PC]

The role assumed by a player when s/he enters the fantasy world.

PLEASURE

Ritual Invocation
Time to Perform: about ½ minute
Requirements: Laying on of Hands (or other body part). Causes a few brief moments of ecstasy in the target (usually one person). This is not fatiguing, but can be a distraction (it is used in "ceremonies" at the temple of Haléa). With **CS** the effect can be made to last up to a minute.

POETIC MAP

A map drawn by a character (PC or NPC) living in the fantasy world. A poetic map has *game–existence* and can be handled and examined by characters (unlike MEMORY MAPS which have no reality for characters). Poetic maps are judged more for artistic quality than accuracy. Facsimiles of poetic maps are available for players to examine.

POINT [P]

Damage ASPECT: A type of damage caused by stabbing weapons.

POISON

See DISEASE.

POLEARMS

Physical/Combat/Weapon Skill: The ability to use, long–pole–weapons. Specialities include Glaive, Poleaxe, & Falcastra.

Glaive: one of several types of polearm

POUND

See (lb) WEIGHTS & MEASURES and (£) MONEY.

PRACTICE/STUDY

To develop skill ML *SKILLS 4*.

PREGAME
An intermediate process between character generation and actual play: the character "lives" some key career decisions. The object of a pregame is to provide biographical information and open skills. The end result is a character with a life history and some viable capabilities. There is no rigid format for a pregame. Some roleplaying groups ignore the process completely in order to start playing quickly.

PRESS
Advanced Action Option: available only to engaged characters. Press is an attempt to push an opponent while maintaining a reasonable defensive posture with (any) weapon(s). The attacker simply pushes. Press (or Counterpress) ML is 5× STR (subject to PHYSICAL PENALTY). Pressing always puts both contestants in CLOSE Mode.

PROFILE
A form on which character data are recorded. HârnMaster has two main profiles: the *character profile* records character attributes and skills and the *combat profile* contains information related to combat.

PRONE
Any character who is prone or supine (i.e. lying down instead of on her/his feet). Prone characters are at a disadvantage in combat. Prone characters suffer 20 point penalties when attacking or defending.

PROSPECTING
See MINERALOGY

PROTECTION
Ritual Invocation
Time to Perform: 30 seconds
Requirements: Word and gesture (nothing special)

PROTECTION TABLE				
Success	Radius	Duration	Will Test	Spirit
CF/MF	n/a	n/a	n/a	n/a
MS	5 yards	1d6 hours	3× Will	½ SPIRIT
CS	10 yards	3d6 hours	Will	¼ SPIRIT

Depending on the success level achieved, Protection creates a marginal or critical *zone of exclusion* which entities hostile to the Invoker are reluctant to enter. In order to enter the zone, the hostile entity must test *either*:

❑ The multiple of WILL given on the *Protection* table. OR
❑ The fraction of SPIRIT indicated on the Protection Table.

The maximum zone radius is given (the invoker may specify any radius up to the maximum). Once established, the zone is not mobile; it is eliminated should the invoker leave it.

The Duration given is *maximum*. The invoker may dissolve the zone at any time.

❑ **Bonus Effect ML 86+**
The invoker has the option to keep the zone centred on her/his person. If this is done, the zone extends *radius* from the invoker wherever s/he goes.

PSIONIC TALENT
A psychic ability that some characters possess. Talents are highly varied in strength and nature. Some, such as pyrokinesis are dangerous, most tend to be unreliable. (Talents are handled secretly by the GM and are covered in the HârnMaster GM Edition.)

PSYCHE
Character Attribute(s) including phobias, mental traits and disorders. Most newly generated PCs do not have Psyche attributes. The GM may handle Psyche secretly (GM EDITION).

PSYCHIC BLINDNESS
A condition (caused by AURAL SHOCK) wherein a character is unable to use talents or spells. The condition typically lasts for 3d6 hours after which recovery is virtually instantaneous.

PULL
(Bows) See DRAW WEIGHT.

PVÂRISM
A school of philosophy that perceives the world in terms of elements. Few pvârans treat the elemental view as a *literal* model. Rather, it is seen as a worldview that lets pvâric philosophers "grasp" the *All* in a meaningful, workable way.

QUICK COMBAT SYSTEM
COMBAT 26.

QUILT/FUR
Armour Material: Armour or clothing usually made from two layers of heavy cloth, stuffed with wool, flax or sometimes dried grass, and stitched in a quilted pattern. Some animal furs/hides are considered equivalent (in terms of protective value). Quilt/Fur offers excellent defence against concussion (blunt) impact and has some value against the edge. Because of these properties, Quilt is often combined with armour that lacks blunt protection, such as mail. Manufactured quilt is usually about three-quarters of an inch thick, although it may be thinner on elbows, knees and/or other joints, and thicker at selected strike locations. (Variable thickness may be ignored for game purposes.)

R

REACTION ZONE

In combat, an area of potential influence which gives characters (who are not otherwise busy) a chance to intercept enemies attempting to pass them.

Engaged characters do not exert Reaction Zones. A Reaction zone extends *three* hexes (inches) in every direction from an unengaged character. Reaction zones only include hexes into which the character can see and could move.

A character making a *Free Move* must halt upon entering an enemy Reaction zone. Reaction Zones have no other effect. See also ENGAGEMENT ZONE.

Mounted teams are not affected by the engagement zones of smaller entities such as men afoot.

READING

See SCRIPTS

REGENERATION

Ritual Invocation
Time to Perform: an hour or more
Requirements: prayer/concentration/touch
Enhances a patient's regenerative powers. Regenerative effects are unpredictable and usually slow to manifest. CS: body parts which do not normally regenerate may do so.

REINCARNATION

Reincarnation is the process of being born again into a new body (usually as a baby). Lýthians generally believe in reincarnation/afterlife. It is generally believed that those who adhere to one of Lýthia's religions will be reborn (sometimes as a child sometimes as an adult) on Yàsháin or, possibly on Kèthîra or one of the other worlds of the Kéthrian Family. It is, however, recognised that the ways of the gods are mysterious and there is no way to predict the disposition of the soul (aura) after death. See also: REVIVIFICATION.

REMEMBERING

Memory Test: Since intelligence means one thing for a NPC and another for a PC, there are two types of Intelligence (Memory) test.

From time to time, a player may ask the GM whether her/his PC "remembers" something: "do I recall anything from my childhood about the legend of Gáleroth?" In such cases, the GM may test the PC's Intelligence/Memory to find out. With a positive result, the GM will inform the player what his/her PC remembers. Similarly, if in the course of play, it occurs to the GM that a PC might be able to remember some relevant information, the GM may initiate a memory test and inform the player of any positive results. Memory testing may produce false recollections.

REST

Action Option: This option is not available to characters within enemy REACTION ZONE(s). Character does nothing except possibly sit or lie down.

Resting characters recover fatigue points equal to *one sixth Endurance* per *minute*.

That is, a character with Endurance 3–8, would recover 1 FP after resting 6 consecutive turns; a character with Endurance 9–14, would recover 1 FP after resting 3 consecutive turns; and a character with Endurance 15–20 would recover 1 FP after resting 2 consecutive turns.

REVIVIFICATION

Ritual Invocation
Time to Perform: 12 hours or more
Requirements: prayer/chanting/incense/salves/holy water/etc.
An Invocation to bring the dead back to life, although probably not to the prime of health. An invoker can make one attempt per cadaver.

Once the ceremony is complete, the victim tests the multiple of Endurance given on the Revivification Table.

Wounds, diseases etc., which may have killed the victim, are only cured sufficiently to permit life, and the patient may still die from them; additional healing is probably advisable.

REVIVIFICATION TABLE	
Success	**Effect**
MF/**CF**	No Effect (victim remains dead)
MS	Victim tests ½ Condition.
CS	Victim tests Condition.

❑ Modify ML for patient's DIVINE ESTRANGEMENT (if rule is in force) and/or the victim's piety. See: Divine Intervention *Modifiers* (*RELIGION 7*).

RHETORIC

Automatic, Communication Skill: Rhetoric is used to convince an NPC to do (or believe) something when the GM does not wish to role-play a conversation. An NPC's Rhetoric ML is a guide to his persuasiveness; it may help the GM decide how well s/he will argue, haggle a price, etc. All uses of Rhetoric are highly discretionary.

Reduce EML by the "victim's" Intelligence (or more) if the proposed course of action is not in his/her best interest. The skill may not be used to convince people to do things that are clearly not in their interest, such as stepping into a furnace. Conversely, if the attempt is in the target's best interest, EML may be increased by her/his Intelligence.

Rhetoric is limited by language skills. Rhetoric EML cannot exceed the persuader's or the persuadee's EML in the Language being used.

RIDING

Physical/Combat Skill: Riding is used in combat *(COMBAT 14)* to determine ability to ride/control a steed, and may be used for other mounted manoeuvres at GM discretion. Each species of steed (horses are most common) is treated as a speciality. The skill may be opened at SB1 on the first attempt to mount a steed. The rider–steed relationship is significant: if a rider acquires a new steed, reduce riding ML by 10 (if of the same species as a previous steed) or by 20 otherwise. Older horses, especially those with previous owners, may take longer, or even defy training altogether.

RING

Armour Material: Armour made of heavy cloth or leather reinforced with *intermittent* metal bezants, rings, or strips. This reinforcing improves the material's defence against edged weapons, but has little other effect. For materials reinforced by *continuous* metal plates, see SCALE.

RISE

Action Option: Available only to a conscious, prone character. When a character STUMBLES (falls prone) a Rise option must be used to get up. A *Rise* is automatically successful unless the character is forcibly held down, seriously injured, or otherwise impeded. The GM may require a test of Agility or Strength to resolve a Rise option under difficult circumstances.

RITUAL

Automatic, Multiple, Communication Skills: Familiarity with the ritual/dogma of a church. There is a distinct skill, with its own Skill Base, for each religion. Appropriate training, divine revelation or study materials, are needed to earn development rolls. Most aspects of Ritual are dealt with under *RELIGION*. Language may be a limiting factor when the skill is used to communicate with a congregation. *RELIGION 5.*

All Ritual Skills (for whatever deities) use the same Skill Base (even though each deity has a discrete skill). There are alternate formulae for each church. However, there are potential problems if the RPG Group opts to use SB formulae that include MORALITY (such as the optional SB for Laráni and Peóni). Problems arise from the fact that the Player *selects* rather than *generates* the Morality attribute, and from the fact that morality can change in the course of play. Regenerating Ritual SB (and possibly ML) each time the character does a good work or sins can be a bit annoying. To avoid the problem, use the same SB formula for all religions. This would *not* mean that there would only be one ritual skill; there would still be a discrete skill for each religion.

Ritual Invocation

A standard religious ceremony to invoke a deity for a specific, limited miracle. Ritual Invocations are learned from priests and are generally only taught to members of the priesthood. Most clerics know a selection of Ritual Invocations roughly in proportion to their rank/office within the church.

Compared to other forms of divine intervention, Ritual Invocations are more predictable and tend to expend less piety points, but whenever the gods are involved, the invoker is advised to use caution. See: *RELIGION 9.*

It is believed that that the deity delegates the necessary powers to one or more of its subject demigods/demons. This way, a ritual invocation does not actually involve the deity unless the call is so inappropriate or "odd" as to attract divine attention.

ROLEPLAYING

See *ROLEPLAYING* article for Objectives of; Structure of; Roleplaying & Fantasy; Image of; Styles of; The Game (how it is played); Advice for Players.

ROUND

(Combat Round) A ten second period during which all character's take Turns. The 10 seconds is only an average and/or approximation. Some Rounds take longer, some less.

ROUNDING FRACTIONS

See FRACTIONS.

RUN

The fastest rate of MOVEMENT. A character can run up to twice Effective **MOBILITY** per turn, but accumulates fatigue points equal to FATIGUE RATE each turn (in addition to any fatigue acquired from other activities).

RUNECRAFT

Lore/Craft Skill: The esoteric ability to perform divination(s) and/or analysis by means of runestones. This is a relatively common divinity technique in Ivínia and among the Khúzdul, but rarer elsewhere.

A typical rune-reading consist of (1) runestones are placed in a bag and shaken gently; (2) the querent extracts one stone from the bag for each of several facets of the query; (3) the stones, each of which has a customary divinitory meaning, are interpreted in context. This procedure is somewhat like that used in the tarot.

S
STUMBLE ROLL.

SANCTUARY
Obtaining sanctuary in the PREGAME:

SB
SKILL BASE.

SCALE
Armour Material: Leather, heavy cloth (or rarely quilt) armour reinforced by a *continuous* layer of small, overlapping metal plates. Scale of superior design and manufacture is sometimes called lamellar, but is not often seen in western Lýthia.

Scale is reasonably flexible, but cannot be worn on elbows, knees or other joints. Individual scales are often sewn into leather "envelopes" before being riveted or sewn onto the "base-coat". Leather is the preferred material for the base coat, because neither cloth nor quilt is as durable.

SCRIPTS
Multiple, Communication Skills: A script is a system for symbolising language sounds. In general, any language may be written in any script and any script can record any language. For example, English is usually written in the Roman script, but it is possible to use Cyrillic to convey the same sounds. Each script is a separate skill.

Two scripts are in common use throughout Hârn, *Lakíse* and *Runic*, the latter being the script of the Khúzdul and Ivínians. The Sindârin uses A third script (Selénian).

In general, a character either knows a script or s/he does not. A script may be opened at SB + 70 after a month of training by a TEACHER with minimum ML90. The student must expend 30 SMPs. Once opened, scripts may be developed normally with practice or further training; either method requires books and/or writing media.

Some scripts are more complex than others. For a particularly difficult script, such as Nerámic, which is a glyphic system, the skill base or OML may be reduced.

Any written work employs a language and a script. If the character knows both, s/he may attempt to read it. If the work is clearly written and deals with simple concepts, a test may be unnecessary (GM discretion). A badly written or poorly preserved work is harder to read. When there is doubt as to whether the character could accurately read the work, a skill test may be made using the average of the applicable Script and Language MLs.

One method is for the GM to write out the work (in English) and make a success roll for each word; if the test is unsuccessful the word is blacked out (repetitions need not be rolled for). The *censored* version is handed to the player. This method is not recommended for unimportant or long works. The GM may report the gist of the work based on the result of one success roll.

SCRIPTS OF HÂRN	
Lakíse	The principal script used by humans on Hârn.
Runic	The preferred script of the Khúzdul and Ivínians (although there are a lot of different versions).
Selénian	The script used by most Hârnic Sindârin.

SEAMANSHIP
Physical Skill: tested when a character attempts a difficult task having to do with the handling of a ship or boat, such as setting sails in high seas. Seamanship does not include navigational skills..

SEARING HAND
Ritual Invocation
Time to Perform: 10 seconds.
Requirements: Prayer/gesture/etc.

An Invocation whereby the invoker's hand seems to immolate, and it is from the immolated hand that pyrotechnics originate. Touching a victim with the immolated hand inflicts an ethereal burn of 3d6 Injury Points. CS allows the invoker to project the effect much like a fireball; when this is done, select AIMING ZONE and use Missile Combat system (thrown object).

SEARING HAND TABLE		
Success	**Duration**	**Range**
CF/MF	n/a	n/a
MS	10 seconds	Touch
CS	30 seconds	Ritual ML× 1 foot

❑ Variant: the fireball always strikes the target because it is guided by divine will. Use missile strike location table to determine where the ball strikes.

SEX
Character ATTRIBUTE: The gender to which a character belongs. Being male, female or neuter determines generation methods for several other attributes.

SHADOW OF BÚKRAI
Ritual Invocation
Time to Perform: 30 seconds
Requirements: Prayer/gesture/cant
A particularly horrible Invocation performed by priests of Môrgath. The Shadow may be manifested in varying degrees. It is indiscriminate; loyal followers of Môrgath may be affected. Detailed rules for the Shadow of Búkrai are given in the *HârnMaster GM Edition.* If these are not in use, treat the Shadow as equivalent to *Awe* (above). The Maximum Field Strength (MFS) of a shadow invoked by a cleric is Ritual SI/2 (MS) or Ritual SI (CS). The Shadow's Effective Field Strength = MFS–Range in hexes. Shadows of Búkrai originating from different sources are cumulative.

SHIELDS

Combat/Weapon Skill: The ability to use shields. Specialities include Kite, Knight's (heater), Roundshield, and Buckler. Shields are just about the only defensive weapons available; it is generally believed that a warrior without a shield is in serious trouble.

SHIPWRIGHT

Lore/Craft Skill: Used to ships, boats and/or their fittings.

SHOCK

Shock Roll (E): Physical trauma in combat and other situations generate shock rolls. In all cases, the GM determines when a shock roll should be made. Shock rolls are made to determine whether a character is stunned, or loses consciousness. A shock roll is a CONDITION test resolved with the *Shock Roll* Table.

SHOCK ROLL TABLE
Test CONDITION (subject to PHYSICAL PENALTY)

MS/CS no effect — the shock roll is complete.
MF Character is STUNned. Any skill, talent or spell in which s/he was engaged fails critically. The character does not act for one turn.
CF Character faints from exhaustion, trauma, pain, etc., and falls prone in the hex occupied. Any skill, talent, or spell in which s/he was engaged fails critically.

❑ if the character is EXHAUSTED reduce success level rolled by one (eg. from MS to MF or from CS to MS).

❑ **Shock Roll Penalties**
Some shock rolls may include an (optional) situational penalty number. This may be ignored, or five times the number may be subtracted from the shock roll target level (eg. E3 would indicate a 15-point penalty). These penalties have the effect of increasing the probability that characters will be stunned and/or loose consciousness and have significant effect on play.

Regaining Consciousness
An unconscious character tests CONDITION (subject to PHYSICAL PENALTY) on each subsequent turn. If someone attempts to revive the character (water, slapping the face, medicinal tonic, etc.) the TL may be increased at GM discretion. An attempt to regain consciousness is resolved with the *Consciousness Recovery* Table.

CONSCIOUSNESS RECOVERY
CF Character falls into a comatose state & is in SHOCK.
MF Character remains unconscious.
MS Character is conscious and in SHOCK.
CS Character is conscious (not in SHOCK).

SHOCK: SYMPTOMS & EFFECTS
Characters in shock display a variety of symptoms including pallor, cold sweats, weakness, and nausea. They are often incoherent and may gaze helplessly at their injuries. Shock prevents virtually all skills, spells and talents. In a combat situation, a character in shock may REST, or Walk/Crawl or be led away; s/he will *Ignore* attacks upon his/her person.

SHOCK RECOVERY
If a patient is in shock, enter a Healing Rate of H5 adjacent to "Shock" in the injury section of the combat profile. Shock is treated as a special injury. A shock recovery roll may be made every *four hours*. The Target Level for a Shock Recovery Roll is HR× Endurance. If an attending Physician (for this purpose anyone with open Physician skill) is present, add 50% of Physician ML to the Target Level.

❑ Characters who return to normality after being in shock must sleep off all their fatigue.

SHORTSWORDS
Physical/Combat/Weapon Skill: The ability to use shorter bladed swords. Specialities include Longknife (vàgorseréq), Shortsword (gladius), mánkar (gârgún–shortsword), and Falchion.

SI
SKILL INDEX.

SIBLING RANK
Numerical Birth ATTRIBUTE: A character's birth order. Sibling rank is usually expressed as *Rank of Number* where *rank* is the sibling rank and *Number* is the total number of brothers and sisters in the character's family. This attribute may be determined by the GM and given to the player(s) at a session later than the one in which the character is generated.

SINDÂRIN
The Hârnic elves. *CHAGEN 2*.

SINGING
Automatic Communication Skill:
VALUE ENHANCEMENT may be used to assess the quality of a performance, 1.5 being considered fair, and higher scores ascending to virtuosity. The quality of a performance may or may not be appreciated.

SIZE
All clothing and all characters have size. Character Size derive from WEIGHT according to the Size Table. Armour/clothing may be made in any size. Armour Size affects production data.

Weight	Size	Factor	Random
61–65	1	0.50	01–02
66–75	2	0.60	03–05
76–90	3	0.70	06–10
91–110	4	0.80	11–22
111–135	5	0.90	23–37
136–165	6	1.00	38–63
166–200	7	1.10	64–78
201–240	8	1.20	79–90
241–285	9	1.30	91–97
286–335	10	1.40	98–00

Size Encumbrance:
PCs may have difficulty finding decent armour, and be forced to acquire bits and pieces as booty. Unfortunately, a large character cannot squeeze into a small habergeon and a small character may be encumbered in a large hauberk. A one-size difference in flexible body armour *may* be overcome by lacing a garment more or less tightly and can be ignored. Greater differences in size may make a garment unwearable, or the GM may assess a special ENCUMBRANCE penalty. Any penalty should take into account the type of armour; a wrong-sized helmet may be less encumbering than a wrong-sized hauberk.

Skiing

Physical Skill: Cross–country skiing, including basic downhill ability. Skiing is a rare skill, except among northern peoples such as the Yaríli of Ivínia.

Skill

SKILL BASE [SB]: A character's natural affinity for a skill. Each time a skill is opened, a SB is calculated: The *Skills Table* lists ATTRIBUTES for each skill. To determine SB, these attributes are averaged (round fractions to the nearest whole number). If an attribute is listed twice, it is counted twice in the calculation. The table also shows Astrological SB modifiers. If the character's SUNSIGN is listed, s/he increases SB by the indicated number.

Skill Base has two main uses: it is added to the Development Roll, each time the character attempts to improve the Skill; A multiple of SB is used to determine OML.

SKILL DEVELOPMENT ROLL: At various times in the course of play, the GM will award a Skill Development Roll to a character. Some skills may be developed by practice/study, some require training. A *Skill Development Roll* is executed as follows:

1. Roll 1d100;
2. Add the applicable Skill Base to the roll;
3. If the result is *greater than* current ML, increase ML by one; Otherwise there is no increase.

If several development rolls are simultaneously awarded for the same skill, they are made sequentially.

SKILL MAINTENANCE: Each month, each character is awarded a number of Skill Maintenance Points (SMP):

❑ Each Character receives 30 SMP per month.
❑ Each Character receives 3xWill SMP per month

SMP cannot be accumulated from one month to the next; any unexpended SMP are lost. During monthly skill maintenance, the character may opt to make one skill development roll for each ten SMP.

❑ **SKILL DECLINE:** Neglected skills may decline. A character that does not enter the water for years might discover that s/he is not as good a swimmer as previously. Age may also cause ML decline.

No skill may decline below its OML. Any skill at OML is automatically protected. Any skill for which a Development roll is made is automatically "protected".

If the Shèk-Pvâr Enriched Magic ML Decline rule is in use, Spells are excluded from this rule. Native tongue is always excluded (unless the character is isolated and silent).

1 SMP may be expended to "protect" a skill from decline (without developing it). The character *must* protect work skills before protecting non–work–related skills. Each Unprotected Skill may decline. Roll 1d6:

Skill Decline Table

1d6 Roll	1	2	3	4	5	6
Effect on ML	–2	–1	–1	•	•	•

SKILL INDEX [SI]: One tenth of ML (not EML) rounded *down*. Hence, the SI of ML59 is 5.

SKILL vs SKILL: When two characters use skills against each other, each makes an appropriate skill roll and whichever character achieves the higher success level "wins". In the event that both characters achieve the same success level, a tie results (neither party "wins").

Tiebreakers If a tie is not appropriate to the situation, it may be resolved in the following order:

(1) Whichever contestant has the higher ML wins;
(2) Whichever contestant had the lower skill roll wins;
(3) Flip a coin.

Practice/Study *SKILLS 4;* Training/Instruction *SKILLS 5; STRESSFUL* Bonus Experience *SKILLS 4*; Skills Table *SKILLS 7*.

Slings

Physical/Combat/Weapon Skill: The ability to use sling–type weapons. Specialities include Sling and Staff–Sling.

Smell/Taste [SMT]

Numerical ATTRIBUTE. A character's sensitivity to odour and taste. *CHAGEN 9*.

SMP

Skill Maintenance Point. See SKILL Decline

Speciality

Optional/Advanced Rule). Most skills can be divided into sub–skills, or *specialities*. Specialisation suggestions are given on the *Skills Table*. A weaponcrafter could specialise in making mail, and a jeweller in gem-cutting or goldsmithing.

If a skill is broken into specialities the practitioner selects one of the specialities as *his/her* speciality and notes it on the character profile. The character only receives full ML when using a chosen speciality. If using an unchosen speciality, s/he suffers a 10 point penalty. *(SKILLS 2).*

Special Penalty

Special Penalties are assigned to reflect temporary handicaps not covered by the classes of PHYSICAL PENALTY. A character carrying an awkward item, or who is tied/tangled in some way may be assessed a Special Penalty. A Special Penalty applies as long as the condition that brings it about.

Wrong Hand Penalty: One class of special penalty results from using a weapon in the wrong hand. There is never a penalty for using a weapon two–handed, but some weapons are penalised if they are used in the primary and/or secondary hand. See *Weapon Data* Table for details.

Species

Character ATTRIBUTE. The race or people to which a character belongs. Species determines generation method for most other attributes. *CHAGEN 2*.

Speed [SPD]

Numerical ATTRIBUTE. The ability to run (sprint) when unencumbered. (ENDURANCE is more important for long exertion). *CHAGEN 9*.

SPIRIT ❑

Inclusion of Spirit is optional at GM discretion. If it is included in the game, it is an automatic talent. SB is calculated by averaging Aura, Aura & Will; there are no astrological modifiers. The OML is 3×SB.

SQUEEZE

Damage ASPECT. A type of damage caused by crushing, as might be caused by a constricting snake.

STAB

Wounds. See POINT and/or ASPECT.

STANDOFF/MISS

A combat result whereby no party gains an advantage.

STARVATION

See malnutrition

STAVES

Physical/Combat/Weapon Skill: The ability to use long–handled, staff–type weapons. Specialities include Javelin, Staff (Quarterstaff), Spear, Trident and Lance.

STEALTH

Automatic, Physical Skill: Stealth is tested when a character attempts to move without being detected.

Modify EML for the difficulty of the feat, distance to target, available cover, senses of observers, etc.

The optimal situation presumes reasonable cover and/or poor light. If the sneaker rolls any failure s/he has been detected, although with MF it may be reasonable to test potential observers' sensory attributes to determine whether they have detected the detectable. See SKILL vs Skill.

STEALTH

Ritual Invocation
Time to Perform: 1 Minute
Requirements: Prayer/touch (or self)
An invocation to increase the object entity's STEALTH EML. The object entity, which *may* be the invoker, has STEALTH EML doubled for 5 minutes (with MS) or tripled for 15 minutes (with CS).

STEED COMMAND CHECK ❑

The TEAM INITIATIVE of a rider–steed combination is tested when a rider wants her/his steed to attack, attempt a difficult feat, canter or gallop, or attempt a *high* or *wide* jump. The rider declares the desired action and tests TEAM INITIATIVE. With MS/CS, the steed attempts the action.

❑ On CF, the steed takes action detrimental to its rider.

STEED JUMPS

Horses (etc.) may jump obstacles in the course of movement. A *Low* or *Narrow* jump may be cleared without any test at any rate of speed. Low/High/Narrow/Wide jumps are defined according to the type of horse:

Jump	Warpony	Palfrey	Warhorse
Low	up to 2'	up to 3'	up to 4'
High	up to 4'	up to 5'	up to 6'
Narrow	up to 6'	up to 8'	up to 10'
Wide	up to 12'	up to 16'	up to 20'

If the STEED COMMAND CHECK rule is in force, a horse will attempt a High/Wide jump only after a successful Steed Command Check. The jump is attempted by testing a multiple of the steed's Agility determined by its rate of speed:

Speed	Trot	Canter	Gallop
Test	4×AGL	5×AGL	6×AGL

Note that higher rates of speed make jumping easier. The result of the steed jump roll is interpreted as follows:

CS/MS	Jump cleared, continue move.
MF	Steed balks, Rider UNHORSING Roll end move.
CF	Steed falls. Rider UNHORSING Roll if the rider rolls CF, s/he is crushed beneath the steed.

Test steed 5×AGL to determine injury to steed:

CS/MS	No injury
MF	Steed lame (temporary)
CF	Steed breaks leg.

STEED LOAD

Each steed has a Load Rating. As long as the steed's load (including the rider and his gear) does not exceed the steed's Load Rating, actions by the steed are not penalised. If a steed is overloaded, it is subject (at GM discretion) to an ENCUMBRANCE Penalty.

STEED MOVEMENT

COMBAT 16

STEED STUMBLES

Steeds may have to make STUMBLE rolls or jump obstacles in the course of movement. Of course, a significant obstacle for a man afoot may not be much of a hindrance to a 1,500-lb horse. The difficulty of a steed stumble roll depends on rate of speed, and the significance of the obstacle encountered and is set on a case by case basis at GM discretion. Smaller, visible obstacles may be jumped.

STRAIN INJURY

Condition/Endurance Test: Any number of events may cause strain injuries. Whenever the GM judges a strain is possible, test:

❑ Condition   OR   ❑ 5×Endurance

Either is subject to physical penalty and further modified at GM discretion. No injury occurs with CS/MS. With **CF** a 4d6 IP strain occurs, with **MF** a 2d6 IP strain occurs. HEALING RATE for strains is HR5. Most strains seem to occur in the back. Strain may be considered a seventh damage ASPECT, or such injuries may be treated as BLUNT or SQUEEZE.

STRENGTH [STR]

Numerical PHYSICAL Key ATTRIBUTE. A character's physical power. Strength reflects brute force, but not Endurance; how much a character can lift, but not for how long. *CHAGEN 8*.

STRENGTH REQUIREMENT

Most weapons come in different weights/pulls, each of which has a different strength requirement. In order to use a weapon, a character's strength must equal or exceed the weapon's strength requirement.

❑ Characters may use weapons for which they do not meet the strength requirements: A character using a melee weapon for which s/he does not meet (or exceed) the strength requirement has IMPACT reduced by the shortfall and EML reduced by five times the shortfall. (E.g.. A character whose Strength is 12 would use a weapon with a Strength Requirement of 15 with a 15 point EML penalty and a 3 point reduction in (all ASPECTS of) Impact.)

This optional rule *may* also be applied to bows, but it is not recommended, since it is doubtful that a character who lacks the necessary strength could even pull a bow.

STRIKE ☆

The convergence of a potentially damaging object with a target. In combat, most strikes occur when a weapon strikes a combatant, although someone falling from a horse or window, is usually *struck* by the ground. Every strike has two attributes: ASPECT (damage type) and IMPACT (amount of damage).

Strike Delivery: The process of determining the damage (injury) done to a person (or object). The strike delivery process determines ASPECT and IMPACT (the latter usually involves one or more dice rolls). It then reduces effective impact according to any armour worn. Finally, (any) injury to the struck person/object is determined with the *Injury Table*.

Strike Location: The body part where a strike lands. Strike location is determined by using the most appropriate *Strike Location* Table.

STUMBLE ROLL [S]

DODGE/Agility Test: A test to determine whether a character falls PRONE. Stumble rolls may be triggered by obstructions encountered while moving, by combat/injury, or ordered at any time by the GM. The TARGET LEVEL for a stumble roll is

❑ 5× Agility   or   ❑ Dodge EML

Either TL is subject to PHYSICAL PENALTY. TL may be further modified at GM discretion (see table). With CF/MF the character falls PRONE (Depending on velocity, a stumbling character may, at GM discretion, land in an adjacent hex).

STUMBLE ROLL TL MODIFICATIONS	
Character is Running	–10
Poor Light	–10
Darkness	–20
Character is Moving Backwards	–20
Heavy Obstruction	–10
Stumble Roll was triggered by Injury	–10
Light Obstruction	+ 0

Stumble Roll TL modifiers are cumulative.

Movement obstructions are classed as *Light* (low bushes or furniture, prone bodies, etc.) or *Heavy* (low walls, tables, large piles of rubble, etc.)

Quadrupeds & Stumble Rolls
Large quadrupeds such as horses are also subject to stumble rolls, but a significant obstruction to a man may not be much of an obstacle to a 1,500-pound horse.

When quadrupeds fail stumble rolls, they fall prone only with Critical Failure. With Marginal Failure, they "stumble" and recover almost immediately (at GM discretion). Any time a steed fails a stumble roll, the rider (if any) must make an UNHORSING roll.

STUN

A temporary state of reduced alertness caused by combat and/or other event(s) at GM discretion. Upon being stunned, the character critically fails any skill, talent, spell, etc., in which it is engaged. Some of the following options are mutually exclusive:

❑ Being stunned also cancels the victim's next single action: if the character's next action is a defence the character is obliged to IGNORE (one attack only). If no enemy attacks the character, s/he is obliged to PASS on her/his next turn.
❑ Character may defend at ½ML Instead of selecting IGNORE.
❑ Character accrues 4d6 (normal) FATIGUE points.
❑ Character accrues 4d6 *temporary* FATIGUE points, which are eliminated at a rate of 1d6 per turn (on his/her own turns) until they are all gone (this amounts to a SPECIAL PENALTY and may be recorded as such).

SUCCESS LEVEL

Testing a skill or attribute with a 1d100 roll may produce any of 4 success levels: Critical Failure (CF), Marginal Failure (MF), Marginal Success (MS), and Critical Success (CS). Any roll equal to or less than the EML or TL being tested is success, any roll *over EML/TL* is failure. If the roll is divisible by 5, the result is a *critical* success or failure (else it is *marginal* success or failure).

SUMMONING

Ritual Invocation
Time to Perform: about 5 minutes
Requirements: prayer/gesture/cant/etc.

Calls forth a denizen of the cleric's deity. A Môrgáthan might call the nearest gùlmôrvrin, an Agríkan might call a V'hîr, etc. The power and co-operation of the summoned creature may depend on the success level attained. It is difficult to predict how soon the summoned entity will appear or the nature or power of the entity that appears. See also COMMAND. The invocation has a limited range and will not summon creatures more than a league distant.

However, if the invoker takes about an hour, draws a pentagram, burns copious amounts of incense, cants, etc., it may be possible to summon certain types of creatures from other *planes.* This type of summoning is limited to ethereal or demi-ethereal creatures, such as the V'hîr, whose natural habitat is not of the world.

❏ The ritual may be used to summon any ethereal demon/demigod whose true name is known.
❏ With CS, an ethereal/demon/demigod whose true name is not known may be summoned.

SUNSIGN [SUN]

Character Birth ATTRIBUTE. The zodiacal constellation under which a character is born. Birthdate determines Sunsign, which provides a framework for personality development (see *HârnPlayer).* Sunsign also helps determine a character's affinity for various skills (SKILLBASE). *CHAGEN 3.*

SURPRISE ❏

Both sides do not always instigate combat at the same time. In general, only characters on the side that starts a battle should have Turns in the FIRST round. In most cases surprise lasts only one round and normal sequencing applies in subsequent rounds. However, the GM may decide that character(s) are surprised to a greater degree, or in mid battle by odd tactics. Incidental Surprise may be simulated by Special Penalties.

SURVIVAL

Lore/Craft Skill: The knack of surviving in the wilderness. May be used to establish the quality of a lean–to, build fires under difficult circumstances, and so on. Survival is a general-purpose outdoor skill for activities not covered by FORAGING, TRACKING, HERBLORE or PLANTFINDING.

SWIMMING

Physical Skill: This skill *may* be opened at SB1 the first time a character enters water three feet or more in depth, and *must* be opened if s/he finds himself in water exceeding his/her height. Difficulty of swimming conditions is rated on a scale of 0 to 4, with 0 indicating Calm conditions with no significant waves or current, and 4 indicating stormy waters with large waves and/or a swift current. A character attempting to swim tests Swimming once per minute:

	SWIMMING TABLE				
	Windforce/Difficulty				
Success Level	**[0]**	**[1]**	**[2]**	**[3]**	**[4]**
Critical Success	9	8	6	4	2
Marginal Success	7	6	4	2	0
Marginal Failure	2	0	Sink	Sink	Sink
Critical Failure	Sink	Sink	Sink	Sink	Sink

Determine maximum lateral progress in yards by multiplying the numbers given by Swimming SI.

Holding Breath
❏ A character can hold her/his breath for 10× Endurance seconds (Endurance Turns)
❏ A character can hold his/her breath for 2× Condition seconds.

Fatigue & Resting A swimmer accumulates FATIGUE RATE fatigue points each minute, but may rest by treading water. A resting swimmer rolls to see if s/he sinks, but does not move (except with the current).

Underwater Swimming A character can hold his/her breath for Endurance x 10 seconds, but accumulates triple fatigue and halves progress while underwater.

Lifesaving or Assisting When one swimmer helps another, their combined ML is their average minus 10. If one swimmer attempts to convey an unconscious swimmer the applicable ML is that of the conscious swimmer minus 10.

Drowning If the character is in water deeper than her/his height, a Sink result implies that s/he spends all or most of the minute underwater. A character who spends more (consecutive) time underwater than s/he can hold his/her breath passes out; her/his lungs fill with water, s/he stops breathing, and s/he dies in 20× Endurance seconds unless revived.

Resuscitation An unconscious (live) character removed from the water may be revived with a successful 1d100 roll against a target level of 20 (or Physician ML if higher). An attempt may be made each ten seconds until the victim regains consciousness or dies.

Current Corrections: Lateral distance should take current into account. A character that swims 48 yards per minute up a river with a current at 36 yards per minute will only travel 12 yards of lateral distance.

1 Km/hr = 17 yards/minute
1 Mile/Hour = 29 yards/minute.

TACTICAL ADVANTAGE [TA]
An extra turn that a character can earn in combat. *COMBAT 3.*

TALENT
See PSIONIC TALENT.

TANGLES
Advanced Rule: *COMBAT 18.*

TARGET
The object of an attack — the person, creature or object at which an attack is aimed.

TARGET LEVEL [TL]
A number tested, in the same manner as an EML, to determine a success level. TL is different from EML only in the way in which it is calculated (i.e., not from a MASTERY LEVEL).

TAROTRY
Lore/Craft Skill: The ability to use the Hârnic or other Tarot for contemplation and/or divination. Testing Tarotry determines the accuracy of a reading.

To actually make a tarot reading, see the *Hârnic Tarot* (separate publication).

See also ASTROLOGY and/or RUNECRAFT.
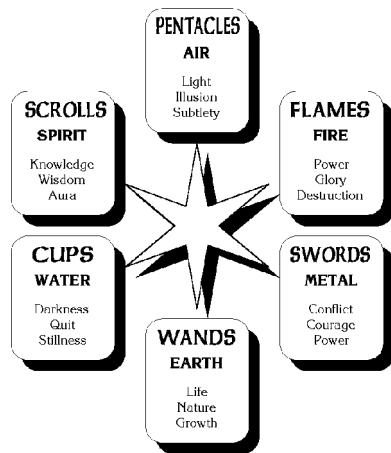
TEACHER
Some skills may be taught by one character to another provided the teacher is qualified. A qualified teacher is someone who knows the skill in question and has ML at least 20 points higher than the student's. The definition of teacher may vary according to the situation at GM discretion.

TEAM INITIATIVE
The Combined Initiative of a rider–steed combination. Team Initiative is the *least* of Rider Initiative, Steed Initiative and Rider Riding ML. Hence, a knight with RIDING ML55, Initiative ML62 and Steed Initiative 73 has a Team Initiative of 55. See also STEED Command Checks

TEAR
Damage ASPECT: A type of damage caused by claws or bites. Tear is different from EDGE in that it usually causes more physical disruption (bigger, nastier, more ragged wounds, more flesh removed and more saliva inserted).

TEST
The process of determining whether or not a skill (or attribute) *works* when it is used, usually by comparing a 1d100 roll to an EML or Target Level (TL). If the roll is not greater than the EML/TL the test is successful, otherwise it fails. For more information see MASTERY LEVEL, EFFECTIVE MASTERY LEVEL, TARGET LEVEL

TEXTILECRAFT
Lore/Craft Skill: Determines the quality of textile goods produced. Includes weaving, tailoring, and embroidery (viable SPECIALTIES). Quality and availability of tools and materials, and task complexity affect results. Textilecraft is a widely held skill, especially among single women (spinsters) who do piecework for the clothiers' guild.

THIRST
For optimum health humans are advised to consume 6-8lbs of water a day. With allowance for water obtained in foodstuffs, HârnMaster requires 5lbs of water per person per day. Hârn has plenty of precipitation. It may be assumed that every hex on the regional map has adequate groundwater (streams and ponds). Therefore, only exceptional circumstances will place characters in a position in which they cannot readily obtain sufficient water. Hence, for most purposes, the concept of thirst may be ignored (assumed to be automatic).

Too little water causes dehydration leading to thirst, loss of muscular strength, endurance, and heat tolerance, extreme weakness, coma and death. In general, it takes about 4 days of fluid deprivation to die of thirst.

Too much water can lead to water intoxication. Consumption in excess of 3 ½ cups an hour is more than the stomach can absorb. Symptoms are blurred vision; cramps; headache; convulsions.

Note that we measure water in pounds because foods are measured in pounds and it is more convenient (especially when calculating trip loads) to consider both types of provision in the same units of measure. For those used to the Terran metric system, a pound is slightly less than half a litre (451ml). For notes on hunger, see MALNUTRITION.

THROWING

Automatic, Physical/Combat Skill: Throwing for accuracy is covered under Missile Combat. When throwing for distance, an "ideal throwing object" weighs one quarter of the thrower's Strength (ounces), is spherical, and fits comfortably in the hand. An ideal situation is one where the target is clearly visible and stationary and the thrower has room to swing his/her arms, good footing, and no distractions. Heavier objects reduce EML: for each doubling in weight, halve EML. Do *not* increase EML for lighter than ideal objects. When throwing with little/no attempt at accuracy the Throwing Table indicates the number of feet an ideal object carries.

THROWING TABLE	
Critical Success	4 x ML feet
Marginal Success	3 x ML feet
Marginal Failure	2 x ML feet
Critical Failure	Fumble/etc.

❑ Vary actual distances ± 1d10%

TIMBERCRAFT

Lore/Craft Skill: The art of selecting timber from the forest, felling and rough cutting lumber For lumber-working skills see CARPENTRY and/or CARVING.

TL

TARGET LEVEL.

TONGUES

Time to Perform: approximately 2 minutes
Requirements: prayer/gesture/etc.

This Invocation lets the cleric speak and understand any language for 10/30 minutes with MS/CS. CS also allows a Skill Development Roll (*SKILLS 4)* in the language skill involved. The ritual takes about two minutes to perform.

TOUCH [TCH]

Numerical PHYSICAL ATTRIBUTE. Skin–sensitivity to pressure, texture, heat and cold, etc. *CHAGEN 9*.

TRACKING

Lore/Craft Skill: The ability to detect and follow tracks. When spores are encountered Tracking is tested to determine whether the character has detected them. Thereafter, if the tracker tries to follow a trail, additional tests are made periodically.

Tracking may be opened to SB1 on the first attempt.

TRAINING/INSTRUCTION

To develop MLs. *SKILLS 4*.

See also TEACHER.

TREATMENT

(of injuries) *PHYSICIAN 1*.

TRIBESMEN

in the Pregame *Pregame 4*.

TROT (WALK/TROT)

The slowest rate of speed for a horse or similar quadruped. Maximum Trot rate is equal to MOBILITY feet.

TRUTHSENSE

Ritual Invocation
Time to Perform: 1 minute
Requirements: silent prayer/concentration/gesture

Allows the cleric to perceive when a person to whom s/he is speaking is telling a lie (i.e. something s/he does not actually believe). Only with Critical Success are lies of omission detected. The effect lasts for 5/15 minutes with MS/CS.

U

Combat result: See UNHORSING.

UNARMED COMBAT

Physical/Combat/Weapon Skill: Unarmed is the only automatic combat skill. Any attempt to punch or kick an opponent uses it, applying hand or foot impact as appropriate to determine damage. The impact of an unarmed strike may be enhanced with items such as gauntlets, fighting claws, etc. The skill is also used to wrestle an opponent when GRAPPLING.

❑ DEVELOPMENT LIMITATION
Unarmed Combat ML cannot be developed to more than ML70 without training by a qualified martial arts TEACHER. Such training is rare on Hârn, but may be available in some fighting/clerical orders of Ágrik, Laráni, and Navéh and/or from a few secular organisations (mostly located in central and eastern Lýthia).

❑ UNARMED COMBAT STYLES
Martial art styles (there are, potentially, hundreds) are treated as SPECIALITIES. Some of the more "common" styles are described. Each style is included in the game at GM discretion, and the GM may expand or modify the options.

UNARMED IMPACT ENHANCEMENTS
The impact of an unarmed strike may be enhanced with items such as gauntlets, fighting claws, etc. These items may also modify strike ASPECT.

UNCONSCIOUSNESS

See SHOCK.

UNFREE CHARACTERS

in the pregamePregame *2*.

UNHORSING

At various times in the course of play, riders must determine whether they are unhorsed. A **U** result on a combat matrix indicates that the rider must make an unhorsing roll.

An unhorsing roll is made by testing RIDING Skill. With **MS/CS** the rider stays in the saddle. **MF** or **CF** means that the rider falls or is thrown. What goes up must come down — hitting the ground is hazardous. A thrown/falling rider suffers a blunt strike (body zone), the impact of which depends on unhorsing roll success and the rate of speed at which the steed was travelling.

If it should occur that a rider is thrown over a cliff, riding skill may become irrelevant and the unhorsed character would use the FALLING routine instead.

On rare occasions, riders may be belted or tied into the saddle. This and other factors may modify the unhorsing roll at GM discretion.

UNHORSING INJURY TABLE

Test RIDING (Subject to PHYSICAL PENALTY)

Success	Walk/Trot	Canter	Gallop
MF	—	2d6	3d6
CF	4d6	5d6	6d6

See also WANDERING HORSES.

URBAN POOR

in the pregame *CHAGEN 3*.

VALUE ENHANCEMENT ❑

Skills are often used to make things. Sometimes, there is little doubt that the item will be made; the only question is the quality of the finished product. A jewelcrafter who tries to make an item of jewellery from cut gems and gold is enhancing the value of the raw materials by working them into a new form. Unless s/he accidentally damages or destroys the materials (by rolling CF) s/he will either increase or maintain the base value of the materials.

The *Value Enhancement Table* is used, at GM discretion, when a craftsman attempts to produce an item from raw materials. Test a skill and cross–index the success level with the craftsman's SI. The result is a factor by which the base value is multiplied to find a new value. Results do not necessarily reflect market value. Just because an item is "worth" a king's ransom does not mean that anyone will trade it for a king.

VALUE ENHANCEMENT

SI	CS	MS	MF
0	1.1	1.0	1.0
1	1.3	1.0	1.0
2	1.6	1.1	1.0
3	2.0	1.2	1.0
4	2.5	1.3	1.0
5	3.0	1.5	1.0
6	4.0	2.0	1.0
7	5.0	2.5	1.1
8	6.0	3.0	1.2
9	7.0	3.5	1.3
10	8.0	4.0	1.4
11	9.0	5.0	1.5
12	10.0	6.0	1.6

Finished goods may involve several stages of value enhancement. For example, uncut gems may be enhanced by cutting and then further enhanced by mounting in a golden necklace.

Critical Failure indicates materials that could be destroyed have been destroyed or reduced in value. Indestructible materials retain base value.

Value Enhancement is basically a system for assessing the success of an attempt on an "absolute" numerical scale of one to ten. It could, for example, be used to determine how well a singer sings a song.

VETERAN ❑

Optional Rule. A veteran is defined as any character with an ML of 80 or more in any melee weapon skill (excluding UNARMED COMBAT). To reflect a greater knowledge of weapons/combat in general, a veteran may open any new melee weapon to OML+SB.

❑ **Variant:** No weapon may be opened to an ML higher than the character's INITIATIVE.

VETERINARY MEDICINE

See PHYSICIAN.

VOICE [VOI]

Numerical PHYSICAL ATTRIBUTE. The pleasantness of a character's singing and speaking voice. Excellent and unearthly voices are in high demand. *CHAGEN 9*.

WALK

Bipedal/Standard: The standard rate of MOVEMENT for characters afoot. In most cases an uninjured biped can walk up to effective MOBILITY feet per turn.

Quadrupedal (Walk/Trot): The slowest rate of movement for a horse or similar quadruped. A horse's maximum *walk* rate is equal to half its MOBILITY in feet.

WANDERING HORSES

When a horse finds itself without a rider, it will either stand in place or wander off. Test

❑ Steed Initiative; or ❑ Team Initiative.

With **MS/CS** the steed stays with its rider, otherwise with **MF** it wanders off or with **CF**, it runs off in a panic.

WEAPON CHARM

Ritual Invocation
Time to Perform: 1 minute
Requirements: object weapon (holy water + 20)
The cleric blesses a weapon to give it a temporary combat advantage. For the duration of the effect (5/10 minutes with MS/CS) the weapon is immune to damage except against other enchanted/charmed equipment).

Duration is given under *Mins.*

WEAPON CHARM TABLE		
Success	**Mins.**	**Effect**
CF	10	Weapon turns on its wielder in some way (GM discretion).
MF	n/a	none
MS	5	Weapon is immune to damage except against other enchanted or charmed equipment.
CS	10	As MS + 1d6 Impact bonus

❑ + 2 Impact against *diametric* creatures (GM discretion)
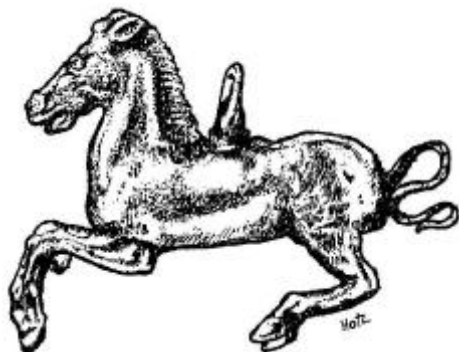
WEAPON DAMAGE

Advanced Rule: *COMBAT 20.*

WEAPON QUALITY [WQ]

An attribute possessed by weapons. If weapon damage routines are not in use, WQ is irrelevant.

Weapon Quality is established by the weapon–making process. The higher WQ the less likely the weapon is to sustain damage or break. See *WEAPONCRAFT* article.

For "off the shelf" weapons, WQ is indicated on by the Weapon Data Table.

❑ Standard WQ for found weapons may be varied ± 1d2 at GM discretion.

WEAPONCRAFT

Lore/Craft Skill: The art of making and/or assessing weapons/armour. See *WEAPONCRAFT* (article).

WEATHERLORE

Lore/Craft Skill: The ability to predict the weather. Characters with this skill may attempt to predict the weather during upcoming watches.

The GM predetermines the weather as necessary. The success roll is made secretly by the GM and interpreted with the *Weather Report* Table.

WEATHER REPORT TABLE	
CS	Accurate report for next 2d3 watches
MS	Accurate report for next watch
MF	No report
CF	Random/False report for next watch.

WEIGHT [WGT]

Numerical PHYSICAL ATTRIBUTE: Derived from HEIGHT and FRAME, Weight is expressed in pounds, and is the character's *optimum* mass. Characters may actually weigh more or less than this amount. *CHAGEN 7.*

WEIGHTS & MEASURES

Medieval societies do not employ neat systems of weights and measure, but for ease of play the following universal system is recommended.

Length 12 inches= 1 foot; 3 feet= 1 yard; 4000–4400 yards= 1 league. Note: The Hârnic yard is equal to a Terran metre; hence, 1 Hârnic foot is 0.333 metres. In HârnMaster, yard and metre are interchangeable.

Weight (mass): 16 drams (dr)= 1 ounce (oz); 16 ounces equal 1 pound (lb); 14 pounds= 1 stone (rarely used). A (short) ton equals 2000 pounds.

Liquid Volume 4 gills= 1 pint; 2 pints= 1 quart; 4 quarts= 1 gallon; 50 gallons= 1 hogshead.

Area 2450 square yards= 1 selion; 2 selions= 1 acre; 30 acres (approx.)= 1 yard (or virgate); 120 acres= 1 hide.

Dry Volume 4 pecks= 1 bushel; 8 bushels= quarter; 4 quarters= 1 tun.

Time 60 seconds= 1 minute; 60 minutes= 1 hour; 4 hours= 1 watch; 6 watches= 1 day; 10 days= 1 tenday; 3 tendays= 1 month; 12 months= 1 year.

WHIPS

Physical/Combat/Weapon Skill: The ability to use various types of whip. Specialities include *Whip* and *Ísagâra* (great whip).

WILL [WIL]

Physical Numerical Key ATTRIBUTE. A measure of psychological endurance, tenacity and patience. A character with low Will lacks confidence, panics easily and has difficulty with tedious tasks. Those with high will tend to be resolute, confident and stubborn. *CHAGEN 10.*

WITHERING

Ritual Invocation
Time to Perform: 1 minute.
Requirements: prayer/gesture/touch (at climax)

Causes a part of the body to age. With MS the effect is temporary and wears off in about an hour. With CS, the effect is indefinite and can only be removed by some other Invocation/magic etc. The effect of withering varies from one situation to another. The ritual ends with the laying on of hand(s) to touch the object body part. The affected body part ages 5/25 years with MS/CS.

WOODSCRAFT

Ritual Invocation
Time to Perform: 5 minutes
Requirements: prayer/gesture/cant/touch if necessary.

An Invocation to temporarily enhance the cleric's woodcraft skills. The Invocation may, alternately, be performed on another person touched by the cleric.

The ritual may, at the invoker's option, be applied to AWARENESS, FORAGING, HERBLORE, SURVIVAL, or TRACKING.

With MS the effect is to increase EML by 25% for 1 hour. With CS EML is increased by 50% for 4 hours.

WQ

WEAPON QUALITY.

WRONG HAND PENALTY

See SPECIAL PENALTY.

NOTES & CORRECTIONS

The GM may, from time to time amend the published rules. This is as good a place as any to record such changes:

_____

_____

_____

_____

_____

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_____

_____

_____

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_____

_____

_____

HarnMaster Gold
Character Profile

Character Name:
Office/Title/Status:
Player Name:

BIRTH & FAMILY

SPECIES/SEX

BIRTHDATE

SUNSIGN

BIRTHPLACE

PARENT OCCUPATION

SIBLING RANK/FAMILY SIZE

ESTRANGEMENT

CLANHEAD

MEDICAL/APPEARANCE

MEDICAL

HANDEDNESS	COMPLEXION
HEIGHT	HAIR COLOUR
FRAME	EYE COLOUR
WEIGHT	COMELINESS
SIZE	

PHYSICAL

STRENGTH

ENDURANCE

DEXTERITY

AGILITY

SPEED

EYESIGHT

HEARING

SMELL/TASTE

TOUCH

VOICE

PERSONALITY

| INTELLIGENCE | AURA |
| WILL | MORALITY |

PSYCHE

DEITY/RELIGION

PIETY

OTHER PERSONALITY

PHYSICAL/COMBAT

	SB	ML
CLIMBING		
CONDITION		
DODGE		
INITIATIVE		
JUMPING		
MOBILITY		
STEALTH		
THROWING		
UNARMED		

COMMUNICATION

	SB	ML
AWARENESS		
INTRIGUE		
ORATORY		
RHETORIC		
RITUAL		
SINGING		

LANGUAGE/SCRIPT

	SB	ML

TALENTS

	SB	ML
SPIRIT		

LORE & CRAFT

	SB	ML

SPELLS

	SB	ML

CONVOCATION/DISCIPLINE

HârnMaster Gold — Combat Profile

CHARACTER NAME:

LOAD SUMMARY

ITEM	WEIGHT	NOTES
WEAPONS (TOTAL)		
ARMOUR (TOTAL)		
LOAD (LBS)		

COMBAT FACTORS

CONDITION	
DODGE	
FATIGUE RATE	
FATIGUE RECOVERY	
INITIATIVE	
MOBILITY	

PENALTIES

INJURIES/LOCATIONS	HR	IP
BLOODLOSS		
FATIGUE		

PHYSICAL PENALTY (FP+IP)

WEAPON PROFILE

WEAPON	WEIGHT	WQ	B	E	P	F	S	T	(ML)	✳	NOTES

SPECIAL PENALTIES

ARMOUR PROFILE

ARMOUR/GARB ITEM	SIZE	MATERIAL	WEIGHT	AQ	✳SK FA NK	SH UA EL FO HA	TX AB HP GR	TH KN CF FT

ARMOUR ANALYSIS

SUMMARY OF ALL LAYERS AT EACH LOCATION	AQ	B	E	P	F	S	T
SKULL							
FACE							
NECK							
SHOULDERS							
UPPER ARMS							
ELBOWS							
FOREARMS							
HANDS							
THORAX							
ABDOMEN							
HIPS							
GROIN							
THIGHS							
KNEES							
CALVES							
FEET							

HârnMaster GOLD — Load Profile — CHARACTER:

Item	Weight		Notes

CASH RECORD
Keep a Running Total for Each Location with Cash (Negotiable Assets)

Location 1	Location 2	Location 3	Location 4
Purse (Cash on Person)			

HârnMaster GOLD Log

GROUP:

YEAR/MONTH:

DATE	1st Watch 0000–0400	2nd Watch 0400–0800	3rd Watch 0800–1200	4th Watch 1200–1600	5th Watch 1600–2000	6th Watch 2000–2400
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
Yaelah 15						
16						
17						
18						
19						
20						
21						
22						
23						
24						
25						
26						
27						
28						
29						
Yaelmor 30						

![HârnMaster Gold — Combat Tables]

WEAPON COMPARISON TABLE

Compare Attacker's Weapon to Defender's		DEFENDING WEAPON				DEFENDING SHIELD		
CLOSE COMBAT MODIFIER Invert Attack and Defence Class (Except Shields). Example: Attack Class 5 becomes Attack Class 0, Attack Class 2 becomes Attack Class 3, Defence Class 1 becomes Defence Class 2, Defence Class 3 becomes Defence Class 0, etc.		Club, Dagger, Falcastra, Falchion, Foot/Knee, Pike, Grainflail, Handaxe, Hatchet, Javelin, Lance, Mace, Maul, Shortsword, Morningstar, Poleaxe, Shôrkána, Sickle, Stick, Warhammer, Mánkar Ísagâra Net Tabûri Whip	Bastard Sword, Battleaxe, Battlesword, Ball & Chain, Fighting Claw, Broadsword, Glaive, Kéltan, Longknife, Máng, Spear, Warflail	DODGE, Hand/ Forearm, Nachakas, Staff Trident		Buckler	Round Shield, Knight Shield (Heater)	Kite Shield
ATTACKING WEAPON/ACTION		1	2	3	4	B	R/H	T
Animal, Grapple Hand/Forearm	0	●	D05	D10	D15	D15	D10	D05
Boss Gore, Any Shield, Any Knife, Claw, Foot/Knee, Hatchet, Shôrkána, Sickle, Taburi,	1	A05	●	D05	D10	D20	D15	D10
Handaxe, Longknife, Mánkar, Shortsword, Stick (2'),	2	A10	A05	●	D05	D15	D20	D15
Broadsword, Club, Estoc, Falchion, Javelin, Mace, Mang, Nachakas, Warhammer	3	A15	A10	A05	●	D10	D15	D20
Ball&Chain, BastardSword, Falcastra, Grainflail, Maul, Morningstar, Net, Spear, Staff, Trident	4	A20	A15	A10	A05	D05	D10	D15
Battlesword, Glaive, Ísagâra, Lance, Pike, Poleaxe, Warflail, Whip	5	A25	A20	A15	A10	●	D05	D10

MELEE ATTACK MATRIX

DEF ➤	BLOCK				COUNTERSTRIKE				DODGE				GRAPPLE				IGNORE ◄	DEF
ATT	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll	ATT
CF	BF	AF	AF	AF	BF	AF	D☆2	D☆3	BS	AF	DTA	DTA	BS	DTA	D🖐	D🖐	DTA	CF
MF	DF	♥	♥	AF	A☆1	●	D☆1	D☆2	DS	●	●	DTA	A☆1	BS	DTA	D🖐	A☆1	MF
MS	A☆2	A☆1	♥	♥	A☆3	A☆2	B☆1	D☆1	A☆2	A☆1	●	●	A☆2	A☆2	A☆1	DTA	A☆3	MS
CS	A☆3	A☆2	A☆1	♥	A☆4	A☆3	A☆1	B☆1	A☆3	A☆2	A☆1	●	A☆3	A☆2	A☆2	●	A☆4	CS

COMBAT MATRIX RESULTS

- **A☆/D☆/B☆** Strike by: Attacker/Defender/Both; Number indicates Impact Dice.
- **AF/DF/BF** FUMBLE ROLL Attacker/Defender/Both
- **ATA/DTA** TACTICAL ADVANTAGE for: Attacker/Defender
- **A🖐/D🖐/B🖐** HOLD obtained by: Attacker/Defender/Both
- **AU/DU/BU** Attacker/Defender/Both UNHORSING ROLL
- ♥ BLOCK (treat as ● if weapon damage rules are not in use)
- **A✕/D✕** Trample (Strike) by Attacker's Steed/Defender's Steed
- **AS/DS/BS** STUMBLE ROLL: Attacker/Defender/Both (stumbles generated for mounted combatants apply to steed).
- **AB/DB** Attacker/Defender forced back one hex
- ✚ No Effect (Miss, ineffective or glancing blow, etc.)

COMBAT MLS

Block/Weapon Defence...........Applicable Weapon ML	Foot Attacking Mounted ....Applicable Weapon ML
Grapple (Attack or Defence)......Unarmed Combat ML	Mounted attacking Foot................................ Team Initiative
Mounted attacking Mounted................Team Initiative	Press (Foot)..5×Strength
Press (Mounted)...................................Team Initiative	Weapon Attack or Counterstrike......Applicable Weapon ML

■ PRESS (Push/Test of Strength) Attacker ML = 5×Strength

DEF >	COUNTERPRESS				COUNTERSTRIKE				DODGE				GRAPPLE				IGNORE	DEF
ATT	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll	ATT
CF	BS	AS	AS	AS	BS	AS	D☆2	D☆3	BS	DTA	DTA	DTA	BS	AS	D✋	D✋	DTA	CF
MF	DS	BS	AS	AS	DS	BS	AS	D☆2	DS	BS	DTA	DTA	DS	BS	D✋	D✋	DS	MF
MS	DS	DS	BS	AS	DS	DS	BS	D☆1	DS	DS	●	DTA	DS	DS	●	D✋	DS	MS
CS	DS	DS	DS	BS	DS	DS	DS	BS	DS	DS	DS	●	DS	DS	DS	●	DS	CS

■ GRAPPLE ATTACK (Attacker ML = Unarmed Combat)

DEF >	PRESS				COUNTERSTRIKE				DODGE				GRAPPLE				IGNORE	DEF
ATT	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll	ATT
CF	BS	AS	AS	AS	BF	D☆1	D☆2	D☆3	BS	AS	DTA	DTA	BS	AS	D✋	D✋	DTA	CF
MF	DS	BS	AS	AS	●	●	D☆1	D☆2	DS	●	DTA	DTA	DS	●	D✋	D✋	A✋	MF
MS	A✋	A✋	BS	AS	A✋	A✋	●	D☆1	A✋	A✋	●	DTA	A✋	A✋	B✋	D✋	A✋	MS
CS	A✋	A✋	A✋	BS	A✋	A✋	A✋	●	A✋	A✋	A✋	●	A✋	A✋	A✋	B✋	A✋	CS

■ MOUNTED attacking MOUNTED (General Attack) Attacker ML = Team Initiative

DEF >	PRESS				COUNTERSTRIKE				BLOCK				DODGE				IGNORE	DEF
ATT	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll	ATT
CF	BU	AU	AU	AU	BU	AU	AU	D☆4	BU	AU	AU	AU	BU	DB	DB	AU	AU	CF
MF	DU	BS	AS	AU	DU	BS	D☆1	D☆2	DU	BS	DTA	DTA	DU	DB	DB	DB	DU	MF
MS	DU	A☆2	●	AS	DU	A☆3	BS	D☆1	DU	A☆2	❤	DTA	DU	A☆2	DB	DB	A☆3	MS
CS	DU	A☆3	A☆2	●	DU	A☆4	A☆3	BS	DU	A☆3	A☆2	❤	DU	A☆3	A☆2	DB	A☆4	CS

■ MOUNTED attacking FOOT (Trample/Weapon Attack) Attacker ML = Team Initiative

FOOT >					COUNTERSTRIKE				BLOCK				DODGE				IGNORE	FOOT
MTD					CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll	MTD
CF					BS	D☆1	D☆3	D☆4	BS	❤	❤	AU	BS	DB	DB	AU	●	CF
MF					A✗3	DF	D☆2	D☆3	A✗3	BS	❤	❤	A✗2	BS	DB	DB	A✗2	MF
MS					A☆3	A✗3	DS	D☆2	A☆3	A✗3	A✗1	❤	A☆2	A✗2	DB	DB	A☆3	MS
CS					A✗4	A☆3	A✗3	DS	A✗5	A☆3	A✗3	A✗1	A✗3	A☆2	A✗2	DB	A✗5	CS

■ FOOT attacking MOUNTED (Weapon Attack) Attacker ML = Applicable Weapon ML

MTD >	PRESS				COUNTERSTRIKE				BLOCK				DODGE				IGNORE	MTD
FOOT	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll	FOOT
CF	BS	D✗2	D✗3	D✗4	BF	D✗2	D☆3	D✗4	BS	❤	AF	AS	BS	DB	DB	AS	●	CF
MF	A☆2	●	D✗2	D✗3	A☆3	AF	D✗2	D✗3	A☆1	BF	❤	AF	A☆1	●	DB	DB	A☆1	MF
MS	A☆3	A☆2	D✗2	D✗2	A☆3	A☆3	B☆2	D☆2	A☆2	A☆1	❤	❤	A☆2	A☆1	DB	DB	A☆3	MS
CS	DU	A☆3	A☆2	B☆2	DU	A☆3	A☆3	B☆3	DU	A☆2	A☆1	❤	DU	A☆2	A☆1	DB	A☆4	CS

MELEE STRIKE LOCATION

HUMANOID				QUADRUPED			AVIAN			SERPENTINE			Target Body Type
High −10	Arms −15	Mid +0	Legs −10	High −10	Mid +0	Low −10	High −10	Mid +0	Low −10	High −10	Mid +0	Low −10	Aiming Zone / Aiming Modifier
—	—	—	—	01–15	01–10	01	01–15	01–10	01	01–15	01–10	01	Rider Legs (re-roll) †
01–16	01	01–02	—	16–20	11–12	02	16–20	11–12	02	16–20	11–12	02	Skull
17–27	02–05	03–05	—	21–35	13–20	03–04	21–35	13–20	03–04	21–35	13–20	03–04	Face/Eye *
28–43	06–07	06–08	—	36–55	21–35	05–06	36–55	21–35	05–06	36–60	21–35	05–06	Neck
44–75	08–21	09–16	—	56–70	36–65	07–10	—	—	—	—	—	—	Shoulder *
76–79	22–33	17–24	—	—	—	—	—	—	—	—	—	—	Upper Arm *
80–81	34–39	25–28	—	—	—	—	—	—	—	—	—	—	Elbow *
82–85	40–69	29–32	01–02	—	—	—	—	—	—	—	—	—	Forearm *
86–89	70–89	33–34	03–04	—	—	—	—	—	—	—	—	—	Hand/Wrist *
90–94	90–95	35–40	—	71–75	66–75	11–15	56–92	36–80	07–40	61–65	36–40	07–10	Wing * †
95–97	96–97	41–55	05–06	76–85	76–80	16–20	93–97	81–90	41–45	66–85	41–65	41–66	Thorax
98	98	56–68	07–11	86–90	81–90	21–24	98–99	91–95	46–48	86–99	66–85	67–75	Abdomen
99–00	99–00	69–84	12–25	91–95	91–95	25–29	00	96–97	49–55	—	86–89	76–79	Hip/Pelvis *
—	—	85	26–27	96	96	30	—	98–99	56–57	—	90	70	Groin
—	—	86–87	28–33	97	97–98	31–35	—	00	58–80	00	91–00	71–00	Tail †
—	—	88–95	34–63	98	99	36–60	—	—	81–90	—	—	—	Thigh *
—	—	96–97	64–75	99	00	66–80	—	—	91–92	—	—	—	Knee *
—	—	98–99	76–89	00	—	81–95	—	—	93–95	—	—	—	Calf *
—	—	—	90–95	—	—	96–00	—	—	96–00	—	—	—	Foot/Hoof *
—	—	00	96–00	—	—	—	—	—	—	—	—	—	Steed (re-roll) †

* Odd number = left side; even number = right side..   † Re roll if the body part does not exist

FACE: 01-14 Jaw; 15-20 Eye*; 21-66 Cheek*; 67-78 Nose; 79-90 Ear*; 91-00 Mouth.
HAND: 01–40 Finger; 41–55 Thumb; 56–70 Palm; 71–90 Knuckles; 91–00 Wrist.
QUADRUPED (1d2): 1 = foreleg; 2 = rear/hind leg

MISSILE STRIKE LOCATION TABLE

LOCATION LEGEND

AB Abdomen	**NK** Neck	**CF** Calf	**RI** Rider†	**EL** Elbow
SH Shoulder	**FA** Face	**SK** Skull	**FT** Foot	**ST** Steed†
FO Forearm	**TA** Tail †	**GR** Groin	**TH** Thigh	**HA** Hand
TX Thorax	**HI** Hip	**UA** Uppr.Arm	**KN** Knee	**WG** Wing †

† MISS if inapplicable.

Passive Cover Option
The diagram superimposed on the Humanoid target may be used by the GM as a guide to Passive (shield) cover.

ARMOUR PROTECTIVE VALUES

BASIC MATERIALS	B	E	P	F	S	T
* Cloth/Hair	0	1	0	1	0	1
* Leather/Hide	1	2	1	3	0	2
* Quilt/Fur	5	1	1	3	1	3
* Kûrbúl	4	4	3	3	2	4
* Ring/Etc.	2	5	1	3	1	4
* Scale	3	5	4	4	1	5
Mail	2	7	6	4	0	8
Plate	5	8	7	5	3	10

COMBINATIONS	B	E	P	F	S	T
Leather + Cloth	1	3	1	4	0	3
Quilt + Cloth	5	2	1	4	1	4
Kûrbúl + Cloth	4	5	3	4	2	5
Kûrbúl + Leather	5	6	4	6	2	6
Ring + Cloth	3	7	2	6	1	6
Ring + Leather	3	7	2	6	1	6
Ring + Cloth + Leather	3	8	2	7	1	7
Scale + Cloth	3	6	4	5	1	6
Scale + Leather	4	7	5	7	1	7
Scale + Leather +Cloth	4	8	5	8	1	8
Plate + Plate	10	16	7	5	3	10

COMBINATIONS	B	E	P	F	S	T
Mail + Cloth	2	8	6	5	0	9
Mail + Leather	3	9	7	7	0	10
Mail + Quilt	7	8	7	7	1	11
Mail + Quilt + Cloth	7	9	7	8	1	12
Mail + Quilt + Leather	8	10	8	10	1	13
Mail + Quilt + Kûrbúl	11	12	10	10	3	15
Mail + Quilt + Kûrbúl + Cloth	11	13	10	11	3	16
Mail + Quilt + Plate	12	16	14	12	4	21
Mail + Quilt + Plate + Cloth	12	17	14	13	4	22
Double Mail	4	14	12	8	0	16
Double Mail + Cloth	4	15	12	9	0	17
Double Mail + Leather	5	16	13	11	0	18
Double Mail + Quilt	9	15	13	11	1	19
Double Mail + Quilt + Cloth	9	16	13	12	1	20
Double Mail + Quilt + Leather	10	17	14	14	1	21
Double Mail + Quilt + Kûrbúl	13	19	16	14	3	23
Double Mail + Quilt + Kûrbúl + Cloth	13	20	16	15	3	24
Double Mail + Quilt + Plate	14	23	20	16	4	29
Double Mail + Quilt + Plate + Cloth	14	24	20	17	4	30
Plate + Cloth	5	9	7	6	3	11
Plate + Leather	6	10	8	8	3	12
Plate + Quilt	10	9	8	8	4	13

These tables show the Impact reduction offered by various materials, according to Strike Aspect (Blunt, Edge, Point, Fire/Frost, Squeeze, Tear). If multiple layers of armour are worn, impact reduction is cumulative (hence, some armour combinations are provided to speed play).

SUPERIOR/INFERIOR ARMOUR: Protective Values shown apply to Standard Quality (+0) materials. If Inferior/Superior armour is worn, modify Protective Values by the appropriate rating for each layer. Eg. If a +2 hauberk is one of the layers struck, increase Protective Value by 2 on all Aspects. Note. No modification for Aspects where the standard material has no rating (Eg., No modification for Squeezed Mail). ENCHANTED ARMOUR: Increase Protective Values by 1 per level of enchantment. applies only to aspects that exist.

* FLAMMABLE ARMOUR: struck by 16+ Impact Fire, ignites and the wearer accrues burn IP for each body part covered by the burning materials until the fire dies or is doused. Cloth: 1d6 IP/Turn for 2 turns. Leather/Ring/Scale/Kurbúl: 2d6 IP/Turn (4 turns). Quilt: 3d6 IP/turn (6 turns).

INJURY TABLE

Aspect/Impact ➤ Location ⌄	B/S 1+	7+	13+	19+	E/T ✷5+	9+	13+	17+	P ✷5+	11+	16+	21+	F 1+	11+	21+
SKULL	E	E	K3	B1	E	E	K3	B1	E	E	B1	B1	E	E	K3
EYE	E	E	E	B1	E	B1 E	B1 E	B2	E	B1 E	B1	B2	E	E	E
FACE	E	E	E	B1	E	E	B1 E	B2	E	E	B1 E	B1	E	E	E
NECK	E	E	K3	B2	E	B1 E	B2	B4	E	E	B1	B3	E	E	K3
SHOULDER	F	F	F	B1 E	F	F	B1 E	B2	F	F	F E	B1 E	E	E	E
UPPER	F	F	F	B1 E	F	F	B1 E	B1	F	F	F E	B1 E	F E	F E	E
ELBOW	F	F	E	B1 E	F	F E	B1 E	B1	F	F E	F E	B1 E	F E	F E	E
FOREARM	F	F	F	B1 E	F	F E	F E	B1	F	F E	F E	B1 E	F E	F E	E
HAND	F	F	F	B1 E	F	F E	F E	B1	F	F E	F E	B1 E	F E	F E	E
THORAX	E	E	E	B1	E	E	E	B1	E	E	B1	B1	E	E	K4
ABDOMEN	E	E	B1 E	B2	E	B1 E	B2 E	B3	E	B1 E	B2 E	B3	E	E	E
HIP	S E	S E	S E	B1 E	S E	S E	S E	B1 E	S	S E	S E	B1 E	E	E	E
GROIN	S E	S E	E	B1 E	S E	S E	S E	B2	S E	S E	B1 E		E	E	E
THIGH	S	S	S	B2 E	S	S E	B1 E	B2	S	S	S E	B1 E	E	E	E
KNEE	S	S	E	B2 E	S E	S E	B1 E	B2	S	S	E	B1 E	E	E	E
CALF	S	S	S	B1 E	S	S E	S E	B1	S	S	S E	B1 E	E	E	E
FOOT	S	S	E	B1 E	S	S E	S E	B1	S	S	E	B1 E	E	E	E
TAIL	S	S	S E	B1	S	S	S A3	B1	S	S	S E	B1 E	E	E	E
WING	S	S E	S E	S E	S	S	S B1	B2	S	S	S E	E	E	E	E

1d10 IP	Bruise/Minor Fracture	Minor Cut, Bite or Tear	Minor Stab	Minor Burn or Frost
1d10+10 IP	Fracture/Serious Bruise	Serious Cut, Bite or Tear	Serious Stab	Serious Burn/rost
1d10+20 IP	Crush	Grievous Cut, Bite or Tear	Grievous Stab	Grievous F

A Amputation Roll	B Bleeding Wound	E Shock Roll	F Fumble Roll	K Kill Roll	S Stumble Roll

✷ Effective (post armour) Edge, Point or Tear Impact, greater than 0 and less than 5, is treated as Blunt Impact of 1+.

❑ Any non-penetrating (4 or less effective impact) Edge/Point/Bite/Claw strike is recalculated as a Blunt strike.

❑ Any Edge or Point strike whose effective impact is an even number, is non-penetrating & treated as a blunt strike of equal effective impact.

MISSILE SEQUENCE

1 **Attack Declaration** Weapon, Target, (Cover) Aiming Point.
2 **EML Calculation** range, target size, movement…
3 **Attacker Skill Roll** — Generate Deviation
4 **Active Missile Block** shield carried by target.
5 **Strike Delivery**
   (6a) Strike Location
   (6b) Aspect Blunt, Edge or Point.
   (6c) Impact (2d6+ Missile Range Table Impact)
   (6d) Injury (normal Injury routine)

MISSILE DEVIATION

	Type 1	Type 2
CS	0	1d6-1"
MS	1d6	1d20+5"
MF	2d6	1d100+25"
CF	3d6	1d100+125"

LSD 1/2	Low
LSD 3	Low Left
LSD 4	Low Right
LSD 6	High Right
LSD 7	High Left
LSD 8/9	High

```
        9 8
   7            6
        CS
   3            4
        1 2
```
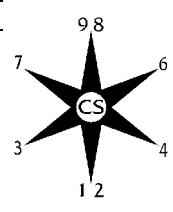
STRIKE ASPECT

❑ Random Aspect is optional. If not used, all missiles strike with best ASPECT. Arrows/Quarrels are presumed to strike with the business end anyway.

WEAPON	1	2	3	4	5	6
Tabûri	B	B	P	P	P	P
Shôrkána	B	B	E	E	E	E
Spear/etc.	B	P	P	P	P	P
Other	B	B	E	E	P	P

MISSILE RANGE TABLE

RANGE ⇨ WEAPON DW	4/Less EML/IP	8/Less EML/IP	16/Less EML/IP	32/Less EML/IP	64/Less EML/IP	128/Less EML/IP	256/Less EML/IP	Mounted Modifier
Bow (40)	+15/6	+10/6	+5/4	+0/3	❍	❍	❍	–20/–40
Bow (60)	+15/8	+10/8	+5/6	+0/5	–10/4	❍	❍	–20/–40
Bow (80)	+15/10	+10/10	+5/8	+0/7	–10/6	–20/5	❍	–20/–40
Bow (100)	+15/12	+10/12	+5/10	+0/9	–10/8	–20/7	–60/6	–20/–40
Bow (120)	+15/14	+10/14	+5/12	+0/11	–10/10	–20/9	–60/8	–20/–40
Crossbow (40)	+20/5	+15/5	+5/4	+0/3	–30/1	❍	❍	–35
Crossbow (60)	+20/7	+15/7	+5/6	+0/5	–30/3	❍	❍	–35
Crossbow (80)	+20/9	+15/9	+5/8	+0/7	–30/5	❍	❍	–35
Sling ✧	+10/4	+5/4	+0/3	–10/2	–25/2	–50/2/	❍	–25
Staff Sling ✧	+5/5	+5/5	+0/4	–5/4	–20/3	–40/2	–80/2	–45
Spear ✧	–5/100%	–10/50%	–20/50%	–40/50%	❍	❍	❍	–20
Javelin ✧	+0/100%	–5/100%	–10/50%	–20/50%	–40/50%	❍	❍	–15
Throw. Knife ✧	+0/100%	–10/100%	–20/50%	–50/50%	❍	❍	❍	–05
Throwing Axe ✧	+0/100%	–5/100%	–15/50%	–50/50%	❍	❍	❍	–20
Melee Weapon ✧	–15/100%	–30/50%	–60/50%	–90/50%	❍	❍	❍	–30

LEGEND

DW Bows are rated for *draw weight* (lbs). To determine the maximum DW (pull) that a character can draw and fire, multiply the average of Strength and Bow SI by 10 pounds.

✧ Strength Requirement for these weapons determined by weapon weight from *Weapon Data* Table.

❍ Cannot reach this far with any consistency or accuracy.

Range (hexes/inches). For range up to 4 hexes (20 feet) use 1st column. >4, ≤8 hexes use 2nd column and so on.

EML Missile–caster adjusts EML based on Range/Weapon,. (E.g. EML bonus for a *Bow 60* at ≤16 hexes is +5).

IP Impact determined by Range (at ≤8 hexes *Bow 40* has Impact 8). Arrow IMPACT shown is POINT aspect. BLUNT or EDGE, Impact is 1 less than shown. If Impact is given as a percentage, it is the percentage of the weapon's normal *melee Impact value*.

Mtd Mod. Mounted Modifier. Most missiles are penalised when used from horseback (etc.). The applicable EML penalty is shown. Where 2 penalties are shown, the first is for shortbows the second for longbows. Apply half Mtd., penalty if steed is stationary

Boldface ❑ missiles/ranges shown boldface (any range/missile with an EML bonus) are considered *High Velocity* HV

COLUMN SHIFTS

❑ Crosswind.............Shift Right by WF
❑ Target 2× Man Size............ Shift Left
❑ Target ½ Man Size ....Shift Right

EML MODIFIERS

❑ Attacker Moving......................... –10
❑ Attacker Mounted.......... Mtd (Table)
   Target Stationary........................ +0
❑ Target Moving Normally . –DODGE SI
❑ Target Active DODGE . –DODGE SI× 2

❖ See Missile Range Table

ACTIVE BLOCK EML PENALTIES

Shield	LV	HV
Tower	ML+0	ML–10
Kite	ML–5	ML–15
Knight	ML–10	ML–20
Round	ML–10	ML–20
Buckler	ML–15	ML–25
Other	ML–20	ML–30

WEAPON DATA TABLE 1/3
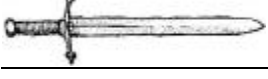
NATURAL WEAPONS	SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make		Price
Hand/Paw/Forearm I	Unarmed	—	6	—	0/3	—	05	0/—/—	n/a	n/a	n/a
Hand/Paw/Forearm II	Unarmed	—	12	—	0/3	—	05	1/—/—	n/a	n/a	n/a
Hand/Paw/Forearm III	Unarmed	—	18	—	0/3	—	05	2/—/—	n/a	n/a	n/a
Foot/Leg/Knee/Tail I	Unarmed	—	6	—	1/1	—	05	1/—/—	n/a	n/a	n/a
Foot/Leg/Knee/Tail II	Unarmed	—	12	—	1/1	—	05	2/—/—	n/a	n/a	n/a
Foot/Leg/Knee/Tail III	Unarmed	—	18	—	1/1	—	05	3/—/—	n/a	n/a	n/a
Head/Gore/Bite I	Unarmed	—	6	—	0/0	—	n/a	1/—/—	n/a	n/a	n/a
Head/Gore/Bite II	Unarmed	—	12	—	0/0	—	n/a	2/—/—	n/a	n/a	n/a
Head/Gore/Bite III	Unarmed	—	18	—	0/0	—	n/a	3/—/—	n/a	n/a	n/a

CLAW(S):   **Natural**: *Tear* Aspect, Impact 1 higher than *Blunt*. (No wrong hand penalties). **Artificial**: *Tear* Aspect 1 higher than Blunt. (Rare: Make: 2d/8 Price 12d).
HORN(S):   Add Point Aspect to Head — Impact 2 points higher than indicated Blunt Impact.
PLATE: **Steel**: (Eg. Gauntlet/Greaves) Increase Indicated Blunt Impact by 2. **Other**: (Eg. Kurbul) Increase indicated Blunt Impact by 1.
BITES: **Animal** Tear Aspect ot Head/Bite — Impact 2 higher than Blunt Impact shown. **Human:** Tear aspect to Head/Bite — Impact = half Blunt IMpact shown.

SHIELDS	SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make		Price
Buckler II	Shield	2	4	12	1/B	—	—	1/—/—	4d	16	24d
Buckler III	Shield	3	9	13	1/B	—	—	1/—/—	6d	16	30d
Roundshield V	Shield	5	6	12	1/R	—	—	2/—/—	8d	30	42d
Roundshield VI	Shield	6	10	13	1/R	—	—	2/—/—	10d	30	46d
Roundshield VII	Shield	7	14	14	1/R	—	—	2/—/—	12d	30	50d
Knight's Shield V	Shield	5	6	13	1/H	—	—	2/—/—	8d	42	60d
Knight's Shield VI	Shield	6	10	14	1/H	—	—	2/—/—	10d	42	72d
Knight's Shield VII	Shield	7	14	15	1/H	—	—	2/—/—	12d	42	84d
Kite Shield VII	Shield	7	7	13	1/K	—	—	2/—/—	9d	54	66d
Kite Shield VIII	Shield	8	12	14	1/K	—	—	2/—/—	11d	54	72d
Kite Shield IX	Shield	9	16	15	1/K	—	—	2/—/—	13d	54	78d
Tower Shield VIII	Shield	8	8	13	1/T	—	—	2/—/—	9d	76	96d
Tower Shield IX	Shield	9	12	14	1/T	—	—	2/—/—	11d	76	102d
Tower Shield X	Shield	10	16	15	1/T	—	—	2/—/—	13d	76	108d

BOSS GORE: A Boss gore may be added to any shield. The sole effect is to provide *Point* aspect with Impact 3.

KNIVES & SHORTSWORDS	SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make		Price
Dagger I	Knives	1	—	11	1/1	—	05	1/2/4	2d	20	24d
Knife (m) I	Knives	1	—	10	1/0	—	05	0/1/4	1d	4	6d
Kéltan (Main Gauche) II	Knives	2	—	11	1/2	—	05	2/0/3	4d	28	36d
Tabúri (Throwing Knife) I	Knives	1	—	12	1/0	—	05	0/—/3	2d	16	20d
Longknife (r) I	Shortswords	1	—	11	2/2	—	05	1/3/5	3d	90	96d
Mankar I (r) II	Shortswords	2	6	11	2/1	—	10	2/5/0	4d	72	80d
Mankar II (r) III	Shortswords	3	12	11	2/1	—	10	3/6/0	5d	76	84d
Shortsword II	Shortswords	2	6	11	2/1	—	10	2/4/4	4d	82	90d
Shortsword III	Shortswords	3	12	11	2/1	—	10	3/5/4	5d	86	96d
Falchion III	Shortswords	3	7	11	3/1	—	10	3/5/0	6d	102	108d
Falchion IV	Shortswords	4	11	11	3/1	—	10	4/6/1	8d	104	120d
Falchion V	Shortswords	5	15	11	3/1	—	10	5/7/2	10d	106	124d

LONGSWORDS	SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make		Price
Broadsword III	Longswords	3	9	12	3/2	—	15	3/5/3	6d	138	144d
Broadsword IV	Longswords	4	13	12	3/2	—	15	4/6/4	8d	138	156d
Broadsword V	Longswords	5	17	12	3/2	—	15	5/7/5	10d	138	168d
Mang III (r)	Longswords	3	10	10	3/2	05	20	3/5/0	6d	90	108d
Mang IV (r)	Longswords	4	14	10	3/2	05	20	4/6/0	8d	90	114d
Mang V (r)	Longswords	5	18	10	3/2	05	20	5/7/0	10d	90	120d
Estoc III	Longswords	3	9	11	3/2	—	15	3/0/5	6d	138	144d
Estoc IV	Longswords	4	13	11	3/2	—	15	4/0/6	8d	138	160d
Estoc V	Longswords	5	17	11	3/2	—	15	5/0/7	10d	138	172d
Bastard Sword V	Longswords	5	8	12	4/2	10	20	4/6/4	10d	160	172d
Bastard Sword VI	Longswords	6	12	12	4/2	10	20	5/7/5	12d	160	184d
Bastard Sword VII	Longswords	7	16	12	4/2	10	20	6/8/6	14d	160	196d
Battlesword VIII	Longswords	8	10	13	5/2	20	30	5/8/4	12d	200	208d
Battlesword IX	Longswords	9	14	13	5/2	20	30	6/9/5	14d	200	220d
Battlesword X	Longswords	10	18	13	5/2	20	30	7/10/6	16d	200	232d
Battlesword XI	Longswords	11	22	13	5/2	20	30	8/11/7	18d	200	244d
Battlesword XII	Longswords	12	26	13	5/2	20	30	9/12/8	18d	200	256d

Weapon Data Table 2/3

CLUBBING WEAPONS		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make		Price
	Stick I (c)	Clubs	1	3	8	2/1	—	05	1/—/—	n/a	n/a	n/a
	Stick II (c)	Clubs	2	6	8	2/1	—	05	2/—/—	n/a	n/a	n/a
	Stick III (c)	Clubs	3	9	8	2/1	—	05	3/—/—	n/a	n/a	n/a
	Club IV (c)	Clubs	4	12	9	3/1	—	10	4/—/—	n/a	n/a	n/a
	Club V (c)	Clubs	5	15	9	3/1	—	10	5/—/—	n/a	n/a	n/a
	Club VI (c)	Clubs	6	18	9	3/1	—	10	6/—/—	n/a	n/a	n/a
	Club VII (c)	Clubs	7	21	9	3/1	—	10	7/—/—	n/a	n/a	n/a
	Club/Maul VIII (c)	Clubs	8	12	9	3/1	10	20	8/—/—	n/a	n/a	n/a
	Club/Maul IX (c)	Clubs	9	15	9	3/1	10	20	9/—/—	n/a	n/a	n/a
	Club/Maul X (c)	Clubs	10	18	9	3/1	10	20	10/—/—	n/a	n/a	n/a
	Club/Maul XI (c)	Clubs	11	21	9	3/1	10	20	11/—/—	n/a	n/a	n/a
	Club/Maul XII (c)	Clubs	12	24	9	3/1	10	20	12/—/—	n/a	n/a	n/a
	Mace III	Clubs	3	9	11	3/1	—	10	5/—/—	9d	66	84d
	Mace IV	Clubs	4	12	11	3/1	—	10	6/—/—	11d	66	96d
	Mace V	Clubs	5	15	11	3/1	—	10	7/—/—	13d	66	108d
	Morningstar V	Clubs	5	15	11	4/1	10	20	0/—/5	12d	24	48d
	Morningstar VI	Clubs	6	18	11	4/1	10	20	0/—/6	14d	24	60d
	Morningstar VII	Clubs	7	21	11	4/1	10	20	0/—/7	16d	24	72d
	Morningstar VIII	Clubs	8	24	11	4/1	10	20	0/—/8	18d	24	84d

AXES		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make		Price
	Sickle I (m)	Axes	1	3	9	1/1	—	05	1/4/3	3d	6	10d
	Shorkana II	Axes	2	4	10	1/1	—	10	3/5/—	6d	36	48d
	Shorkana III	Axes	3	8	10	1/1	—	10	4/6/—	8d	36	54d
	Hatchet II (m)	Axes	2	4	9	1/1	—	10	3/4/—	3d	3	6d
	Hatchet III (m)	Axes	3	8	9	1/1	—	10	4/5/—	5d	3	9d
	Handaxe III	Axes	3	10	11	2/1	—	10	4/6/4	8d	54	72d
	Handaxe IV	Axes	4	15	11	2/1	—	10	5/7/5	10d	54	84d
	Handaxe V	Axes	5	20	11	2/1	—	10	6/8/6	12d	54	96d
	Battleaxe V *	Battleaxes	5	12	12	4/2	15	25	5/8/5	14d	68	96d
	Battleaxe VI *	Battleaxes	6	16	12	4/2	15	25	6/9/6	16d	68	108d
	Battleaxe VII *	Battleaxes	7	20	12	4/2	15	25	7/10/7	18d	68	120d
	Warhammer IV	Battleaxes	4	12	11	3/1	05	15	5/—/4	8d	54	72d
	Warhammer V	Battleaxes	5	15	11	3/1	05	15	6/—/5	10d	54	84d
	Warhammer VI	Battleaxes	6	18	11	3/1	05	15	7/—/6	12d	54	96d

FLAILS		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make		Price
	Nachakas I	Flails	1	5	10	3/2	—	05	2/—/—	2d	8	12d
	Grainflail II (c)	Flails	2	3	9	4/1	—	10	4/—/—	4d	4	12d
	Grainflail III (c)	Flails	3	6	9	4/1	—	10	5/—/—	6d	4	16d
	Ball & Chain III*	Flails	3	6	12	4/2	—	15	5/—/3	10d	36	60d
	Ball & Chain IV*	Flails	4	12	12	4/2	—	15	6/—/4	12d	36	72d
	Ball & Chain V*	Flails	5	18	12	4/2	—	15	7/—/5	14d	36	84d
	Ball & Chain VI*	Flails	6	24	12	4/2	—	15	8/—/6	16d	36	96d
	Warflail IV *	Flails	4	6	11	5/2	20	30	7/—/3	6d	44	48d
	Warflail V *	Flails	5	12	11	5/2	20	30	8/—/4	8d	44	60d
	Warflail VI *	Flails	6	18	11	5/2	20	30	9/—/5	10d	44	72d
	Warflail VII *	Flails	7	24	11	5/2	20	30	10/—/6	13d	44	84d

STAVES		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make		Price
	Javelin III	Staves	3	6	10	3/1	—	15	2/—/6	7d	22	36d
	Javelin IV	Staves	4	12	10	3/1	—	15	3/—/7	9d	22	48d
	Javelin V	Staves	5	18	10	3/1	—	15	4/—/8	11d	22	60d
	Staff III (c) †	Staves	3	5	11	4/3	10	20	3/—/—	5d	14	12d
	Staff IV (c) †	Staves	4	10	11	4/3	10	20	4/—/—	7d	14	24d
	Staff V (c) †	Staves	5	15	11	4/3	10	20	5/—/—	9d	14	36d
	Staff VI (c) †	Staves	6	20	11	4/3	10	20	6/—/—	11d	14	48d
	Spear IV †	Staves	4	10	11	4/2	05	15	4/—/6	10d	14	52d
	Spear V †	Staves	5	15	11	4/2	05	15	5/—/7	11d	14	60d
	Spear VI †	Staves	6	20	11	4/2	05	15	6/—/8	12d	14	66d
	Trident VI †	Staves	6	12	12	4/3	10	20	4/—/5	12d	52	72d
	Trident VII †	Staves	7	18	12	4/3	10	20	5/—/6	14d	52	84d
	Lance VI †	Staves	6	6	11	5/1	15	25	3/—/8	15d	90	108d
	Lance VIII †	Staves	8	12	11	5/1	15	25	4/—/9	18d	90	120d
	Lance X †	Staves	10	18	11	5/1	15	25	5/—/10	21d	90	132d

Weapon Data Table 3/3

POLEARMS	SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make		Price
Glaive VII	Polearms	7	8	11	5/2	20	35	5/6/6	16d	42	48d
Glaive VIII	Polearms	8	13	11	5/2	20	35	6/7/7	18d	42	60d
Glaive IX	Polearms	9	18	11	5/2	20	35	7/8/8	20d	42	72d
Poleaxe VII *	Polearms	7	9	11	5/1	20	35	6/9/6	18d	44	84d
Poleaxe VIII *	Polearms	8	15	11	5/1	20	35	7/10/7	21d	44	96d
Poleaxe IX *	Polearms	9	21	11	5/1	20	35	8/11/8	24d	44	108d
Falcastra VII (m)	Polearms	7	8	9	4/1	20	40	3/5/6	14d	30	36d
Falcastra VIII (m)	Polearms	8	13	9	4/1	20	40	4/6/7	15d	30	42d
Falcastra IX (m)	Polearms	9	18	9	4/1	20	40	5/7/8	16d	30	48d
Pike X (Lr)	Polearms	10	8	11	5/1	25	50	5/—/7	14d	72	84d
Pike XII (Lr)	Polearms	12	12	11	5/1	25	50	6/—/8	16d	72	96d
Pike XIV (Lr)	Polearms	14	16	11	5/1	25	50	7/—/9	18d	72	108d

NETS & WHIPS	SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make		Price
Net IV	Nets	4	6	9	4/0	05	10	2/—/—	8d	32	48d
Whip II (h)	Whips	2	6	9	5/1	—	10	1/1/—	6d	6	12d
Whip III (h)	Whips	3	9	9	5/1	—	10	2/2/—	8d	6	16d
Isagara IV (Lhr)	Whips	4	12	10	5/1	—	10	3/3/—	10d	6	20d
Isagara V (Lhr)	Whips	5	15	10	5/1	—	10	4/4/—	12d	6	24d

BOWS	SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make		Price
Shortbow 40 (f)	Bows	Var.	s	10	n/a	n/a	n/a	variable	6d	12	24d
Shortbow 60 (f)	Bows	Var.	s	10	n/a	n/a	n/a	variable	6d	12	24d
Shortbow 80 (f)	Bows	Var	s	10	n/a	n/a	n/a	variable	8d	12	48d
Shortbow 100 (f)	Bows	Var	s	10	n/a	n/a	n/a	variable	10d	12	60d
Longbow 40 (f)	Bows	Var.	s	11	n/a	n/a	n/a	variable	12d	18	36d
Longbow 60(f)	Bows	Var.	s	11	n/a	n/a	n/a	variable	14d	18	48d
Longbow 80 (f)	Bows	Var	s	11	n/a	n/a	n/a	variable	16d	18	60d
Longbow 100 (f)	Bows	Var	s	11	n/a	n/a	n/a	variable	18d	18	72d

OTHER MISSILE WEAPONS	SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make		Price
Blowgun (r)	Blowgun	1	—	8	n/a	n/a	n/a	—/—/0	n/a	n/a	n/a
Sling (h)	Slings	T	—	9	n/a	—	35	variable	2d	3	6d
Staff Sling (c)	Slings	1	—	10	n/a	20	40	variable	7d	4	12d
Crossbow 20 (r)	Crossbow	5	s	9	n/a		10	n/a	variable	12d	36	60d
Crossbow 40 (r)	Crossbow	6	s	9	n/a		15	n/a	variable	14d	36	72d

NOTES

WEAPON   Weapon name, and sometimes notes. Some weapons are not made with Weaponcraft skill. Weaponcraft rules are used, but the skills are:: **(c)** Carpentry; **(f)** Fletching **(m)** Metalcraft; **(h)** Hideworking;.

(r)   Limited to a particular region, race or culture and unavailable in most of Hârn.

(*)   *Point Aspect* is optional and, if included, reduces basic Weapon Quality by one (1).

(L)   *Long*-weapon. It can only attack at 2 hex range, never an adjacent target.

SKILL   The skill with which the weapon is used in combat (speciality for each specific type of weapon).

WT   Weight in pounds. Multiple weights are given for most weapons — additional weights can be easily extrapolated from those given. Weight determines Strength requirements, impact, construction cost and prices. Bows are classed by **pull** (lbs) and also have multiple versions.

T   *Trace* items, arrows, slingstones, etc. are presumed to weigh 0.1 pounds each.

STR   The minimum Strength required to use the weapon/weight. If additional weapons are extrapolated, STR is adjusted proportionately. In the basic game, a character who cannot meet the STR requirement cannot use the weapon. s Every bow/crossbow has a draw weight, or pull, rated in pounds. The maximum DW that a character can draw and fire effectively is determined by adding Strength and applicable Skill SI and multiplying by 5. Hence, a character with 12 Strength and ML44 (SI4) could pull an 80 pound bow.

WQ   Average *Weapon Quality*. This rating may be modified by the maker's skill.

A/D   Weapon attack/defence class (not really required if the Weapon Comparison Table is used).

Pr/Se   Hand Mode Penalties There is no penalty for using a weapon 2–handed, but some are penalized when used in the Primary (Pr) or Secondary (Se) hand. If the weapon is used in the primary hand only (right-hand for right–handed characters) any penalty under (Pr) is applied; if used only in the secondary hand, any penalty under (Se) is applied. Bows and Blowguns can only be used two–handed.

†   Weapon not penalized if held in the primary hand for a mounted charge.

B/E/P   Aspect Most weapons are rated for Blunt (B), Edge (E) and/or Point (P) Aspect. In combat, the wielder may choose from available aspects. A dash (–) indicates the weapon never has the aspect. A zero (0) rating means the weapon has the aspect, but has no "add" to strike impact.

MAKE   The basic cost of materials and time (hours) to make the weapon. (Costing information for weaponcrafters — see *WEAPONCRAFT*)

PRICE   Typical "off the shelf" retail prices for typical weapon.

CLOTH	COVERAGE		WGT	PR
Vest	27%	Sh Tx Ab	1.35	27d
Shirt	43%	Ua Sh Tx Ab Hp Gr	2.15	43d
Shirt	50%	Sh Ua El Fo Tx Ab Hp Gr	2.5	50d
Smock	64%	Sh Ua El Fo Tx Ab Hp Gr Th	3.2	64d
Tunic	57%	Sh Ua Tx Ab Hp Gr Th	2.85	57d
Surcoat	54%	Sh Tx Ab Hp Gr Th Kn	2.7	54d
Robe	79%	Smock + Kn Cf	3.95	79d
Leggings	36%	Th Kn Cf Ft	1.8	36d
Hose	39%	Hp Gr Th Kn Cf	1.95	39d

LEATHER	COVERAGE		WGT	PR
Hat/Cap	4%	Sk	0.6	8d
Cowl/Coif	6%	Sk Nk	0.9	12d
Cowl/Coif	9%	Sk Nk Sh	1.35	18d
Vest	27%	Sh Tx Ab	4.05	54d
Tunic	51%	Sh Tx Ab Hp Gr Th	7.65	102d
Leggings	36%	Th Kn Cf Ft	5.4	72d
Shoes	7%	Ft	1.05	14d
Calf Boots	19%	Ft Cf	2.85	38d
Knee Boots	22%	Kn Cf Ft	3.3	44d
Gauntlets	5%	Ha	0.75	10d

QUILT	COVERAGE		WGT	PR
Cowl/Coif	6%	Sk Nk	1.2	24d
Shirt	33%	Ua Sh Tx Ab	6.6	132d
Gambeson	57%	Ua Sh Tx Ab Hp Gr Th	11.4	228d
Leggings	36%	Th Kn Cf Ft	12.0	144d

KURBUL	COVERAGE		WGT	PR
Halfhelm	4%	Sk	0.7	20d
Breastplate	12%	Ch	2.16	60d
Cuirass	24%	Ab Tx	4.32	120d
Ailettes	3%	Sh	0.54	15d
Rerebraces	6%	Ua	1.08	30d
Coudes	2%	El	0.36	10d
Vambraces	5%	Fo	0.9	25d
Kneecops	3%	Kn	0.54	15d
Greaves	12%	Cf	2.16	60d

RING	COVERAGE		WGT	PR
Halfhelm	4%	Sk	1.6	28d
Cowl/sh	6%	Sk Nk	2.4	42d
Cowl/lg	9%	Sk Nk Sh	3.6	63d
Shirt	43%	Ua Sh Tx Ab Hp Gr	17.2	301d
Hauberk/sh	57%	Ua Sh Tx Ab Hp Gr Th	22.8	399d
Hauberk/lg	60%	Ua Sh Tx Ab Hp Gr Th Kn	24	420d
Leggings	36%	Th Kn Cf Ft	14.4	252d
Gauntlets	5%	Ha	2	35d

SCALE	COVERAGE		WGT	PR
Cowl/sh	6%	Sk Nk	3.6	60d
Cowl/lg	9%	Sk Nk Sh	5.4	90d
Habergeon	43%	Ua Sh Tx Ab Hp Gr	25.8	430d
Hauberk/sh	57%	Ua Sh Tx Ab Hp Gr Th	34.2	570d
Hauberk/lg	60%	Ua Sh Tx Ab Hp Gr Th Kn	36	600d
Leggings	29%	Th Kn Cf	17.4	290d
Gauntlets	5%	Ha	3	50d

MAIL	COVERAGE		WGT	PR
Cowl/sh	6%	Sk Nk	3.0	90d
Cowl/lg	9%	Sk Nk Sh	4.5	135d
Habergeon	43%	Ua Sh Tx Ab Hp Gr	21.5	645d
Hauberk/sh	57%	Ua Sh Tx Ab Hp Gr Th	28.5	855d
Hauberk/lg	60%	Ua Sh Tx Ab Hp Gr Th Kn	30.0	900d
Leggings	36%	Th Kn Cf Ft	18.0	540d
Mittens	5%	Ha	2.5	75d

PLATE	COVERAGE		WGT	PR
Halfhelm	4%	Sk	2.4	60d
Great Helm	9%	Sk Fa Nk	5.4	135d
Breastplate	12%	Ch	7.2	180d
Cuirass	24%	Tx Ab	14.4	360d
Ailettes	3%	Sh	1.8	45d
Rerebraces	6%	Ua	3.6	90d
Coudes	2%	El	1.2	30d
Vambraces	5%	Fo	3	75d
Kneecops	3%	Kn	1.8	45d
Greaves	12%	Cf	7.2	180d

BODY PARTS/STRIKE LOCATIONS

Ab: Abdomen
Bk: Back (not keyed)
Cf: Calves
Ch: Chest (not keyed)
El: Elbow
Fa: Face (Eyes)
Fo: Forearms
Ft: Feet
Gr: Groin
Ha: Hands
Hp: Hips
Kn: Knees
Nk: Neck
Sh: Shoulders
Sk: Skull
Th: Thighs
Tx: Thorax
Ua: Upper Arms
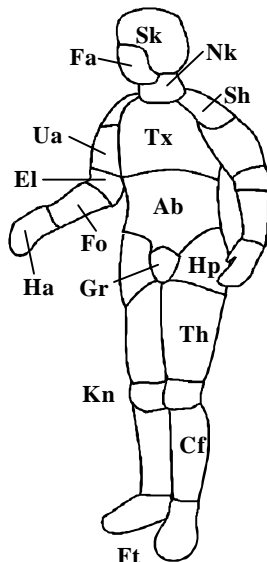
ARMOUR TYPES commonly seen on Hârn. Some items may be made **lg** (long) or **sh** (short). Cloth and Quilt items are usually made by clothiers, leather is usually made by hideworkers, and ring is typically homemade. All other items come from weaponcrafters.

WGT Typical armour weight (lbs) for an average sized character. Armour that is snug and comfortable on one person may be too large or small for another (this is one reason for custom-made armour).

PR Typical retail price for average quality item.

COVERAGE Strike locations (body parts) covered by the type of armour piece.
 Chest: Front of Thorax and Abdomen
 Back: Back of Thorax and Abdomen.

Unarmoured A

Cloth Tunic/Dress (Sh, Ua, Tx, Ab, Hp, Gr, Th)
Cloth Foot Swaddle (Cf, Ft)
Double Layered Price; n/a –1 AQ

Load/Price 4.75lbs/57d

Body Part	B	E	P	F	S	T
Skull	—	—	—	—	—	—
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	—	—	—	—	—
Shoulders	—	1	—	1	—	1
Upper Arms	—	1	—	1	—	1
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	—	—	—	—	—	—
Thorax	—	1	—	1	—	1
Abdomen	—	1	—	1	—	1
Hips	—	1	—	1	—	1
Groin	—	1	—	1	—	1
Thighs	—	1	—	1	—	1
Knees	—	—	—	—	—	—
Calves	—	1	—	1	—	1
Feet	—	1	—	1	—	1

Unarmoured B

Cloth Tunic (Sh, Ua, Tx, Ab, Hp, Gr, Th)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Cloth Foot Swaddle (Ca, Ft)
Double Layered Price; n/a –1 AQ

Load/Price 6.70lbs/96d

Body Part	B	E	P	F	S	T
Skull	—	—	—	—	—	—
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	—	—	—	—	—
Shoulders	—	1	—	1	—	1
Upper Arms	—	1	—	1	—	1
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	—	—	—	—	—	—
Thorax	—	1	—	1	—	1
Abdomen	—	1	—	1	—	1
Hips	—	2	—	2	—	2
Groin	—	2	—	2	—	2
Thighs	—	2	—	2	—	2
Knees	—	1	—	1	—	1
Calves	—	1	—	1	—	1
Feet	—	1	—	1	—	1

Unarmoured C

Cloth Smock with Hood (Sk, Nk, Sh, Ua, El, Fo, Tx, Ab, Hp, Gr, Th)
Cloth Calves Swaddle (Cf)
Double Layered Price; n/a –1 AQ
Leather Shoes (Ft)

Load/Price 5.75lbs/84d

Body Part	B	E	P	F	S	T
Skull	—	1	—	1	—	1
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	1	—	1	—	1
Shoulders	—	1	—	1	—	1
Upper Arms	—	1	—	1	—	1
Elbows	—	1	—	1	—	1
Forearms	—	1	—	1	—	1
Hands	—	—	—	—	—	—
Thorax	—	1	—	1	—	1
Abdomen	—	1	—	1	—	1
Hips	—	1	—	1	—	1
Groin	—	1	—	1	—	1
Thighs	—	1	—	1	—	1
Knees	—	—	—	—	—	—
Calves	—	1	—	1	—	1
Feet	1	2	1	3	—	2

Unarmoured D

Cloth Robe with Hood (Sk, Nk, Sh, Ua, El, Fo, Tx, Ab, Hp, Gr, Th, Kn, Cf)
Leather Shoes (Ft)

Load/Price 5.30lbs/99d

Body Part	B	E	P	F	S	T
Skull	—	1	—	1	—	1
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	1	—	1	—	1
Shoulders	—	1	—	1	—	1
Upper Arms	—	1	—	1	—	1
Elbows	—	1	—	1	—	1
Forearms	—	1	—	1	—	1
Hands	—	—	—	—	—	—
Thorax	—	1	—	1	—	1
Abdomen	—	1	—	1	—	1
Hips	—	1	—	1	—	1
Groin	—	1	—	1	—	1
Thighs	—	1	—	1	—	1
Knees	—	1	—	1	—	1
Calves	—	1	—	1	—	1
Feet	1	2	1	3	—	2

Unarmoured E

Cloth Shirt with Sleeves (Sh, Ua, El, Fo, Tx, Ab, Hp, Gr)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Leather Shoes (Ft)

Load/Price 5.50lbs/103d

Body Part	B	E	P	F	S	T
Skull	—	—	—	—	—	—
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	—	—	—	—	—
Shoulders	—	1	—	1	—	1
Upper Arms	—	1	—	1	—	1
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	—	—	—	—	—	—
Thorax	—	1	—	1	—	1
Abdomen	—	1	—	1	—	1
Hips	—	2	—	2	—	2
Groin	—	2	—	2	—	2
Thighs	—	1	—	1	—	1
Knees	—	1	—	1	—	1
Calves	—	1	—	1	—	1
Feet	1	2	1	3	—	2

Unarmoured F

Cloth Shirt (Sh, Ua, Tx, Ab, Hp, Gr)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Leather Calf Boots (Cf, Ft)

Load/Price 6.95lbs/104d

Body Part	B	E	P	F	S	T
Skull	—	—	—	—	—	—
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	—	—	—	—	—
Shoulders	—	1	—	1	—	1
Upper Arms	—	1	—	1	—	1
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	—	—	—	—	—	—
Thorax	—	1	—	1	—	1
Abdomen	—	1	—	1	—	1
Hips	—	2	—	2	—	2
Groin	—	2	—	2	—	2
Thighs	—	1	—	1	—	1
Knees	—	1	—	1	—	1
Calves	1	3	1	4	—	3
Feet	1	2	1	3	—	2

These profiles provide data for generic NPC generation, and can be used to simplify armour in general without losing the distinction of different armour on different body parts.
Load/Price: are typical data for the complete sets of armour/clothing: **Load** is the weight in pounds for a typical set; **Price** = typical retail price; weaponcrafters charge ± 20%.

Unarmoured   G

Cloth Shirt with sleeves (Sh, Ua, El, Fo, Tx, Ab,, Hp, Gr)
Cloth Tunic with Hood (Sk, Nk, Sh Tx, Ab, Hp, Gr, Th)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Leather Shoes (Ft)

Load/Price 8.65bs/166d

Body Part	B	E	P	F	S	T
Skull	—	1	—	1	—	1
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	1	—	1	—	1
Shoulders	—	2	—	2	—	2
Upper Arms	—	1	—	1	—	1
Elbows	—	1	—	1	—	1
Forearms	—	1	—	1	—	1
Hands	—	—	—	—	—	—
Thorax	—	2	—	2	—	2
Abdomen	—	2	—	2	—	2
Hips	—	3	—	3	—	3
Groin	—	3	—	3	—	3
Thighs	—	2	—	2	—	2
Knees	—	1	—	1	—	1
Calves	—	1	—	1	—	1
Feet	1	2	1	3	—	2

Unarmoured   H

Cloth Shirt (Sh, Ua, Tx, Ab, Hp, Gr)
Cloth Smock + 1 AQ (Sh, Ua, El, Fo, Tx, Ab, Hp, Gr, Th)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Leather Shoes (Ft)

Load/Price 9.15lbs/176d

Body Part	B	E	P	F	S	T
Skull	—	—	—	—	—	—
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	—	—	—	—	—
Shoulders	—	3	—	3	—	3
Upper Arms	—	3	—	3	—	3
Elbows	—	2	—	2	—	2
Forearms	—	2	—	2	—	2
Hands	—	—	—	—	—	—
Thorax	—	3	—	3	—	3
Abdomen	—	3	—	3	—	3
Hips	—	4	—	4	—	4
Groin	—	4	—	4	—	4
Thighs	—	3	—	3	—	3
Knees	—	1	—	1	—	1
Calves	—	1	—	1	—	1
Feet	1	2	1	3	—	2

Unarmoured   I

Cloth Shirt with Sleeves (Sh, Ua, El, Fo, Tx, Ab, Hp, Gr)
Leather Vest (Sh, Tx, Ab)
Cloth Hose (Hp, Gr, Th, Kn, Cf,)
Leather Shoes (Ft)

Load/Price 9.55lbs/159d

Body Part	B	E	P	F	S	T
Skull	—	—	—	—	—	—
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	—	—	—	—	—
Shoulders	1	3	1	4	—	3
Upper Arms	—	1	—	1	—	1
Elbows	—	1	—	1	—	1
Forearms	—	1	—	1	—	1
Hands	—	—	—	—	—	—
Thorax	1	3	1	4	—	3
Abdomen	1	3	1	4	—	3
Hips	—	2	—	2	—	2
Groin	—	2	—	2	—	2
Thighs	—	1	—	1	—	1
Knees	—	1	—	1	—	1
Calves	—	1	—	1	—	1
Feet	1	2	1	3	—	2

Unarmoured   J

Rawhide Tunic –1 AQ (Sh, Tx, Ab, Hp, Gr, Th)
Rawhide Leggings –1 AQ (Th, Kn, Cf, Ft)

Load/Price 16.31lbs/156d

Body Part	B	E	P	F	S	T
Skull	—	—	—	—	—	—
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	—	—	—	—	—
Shoulders	—	1	—	2	—	1
Upper Arms	—	—	—	—	—	—
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	—	—	—	—	—	—
Thorax	—	1	—	2	—	1
Abdomen	—	1	—	2	—	1
Hips	—	1	—	2	—	1
Groin	—	1	—	2	—	1
Thighs	—	1	—	2	—	1
Knees	—	1	—	2	—	1
Calves	—	1	—	2	—	1
Feet	—	1	—	2	—	1

Unarmoured   K

Fur Cowl (Sk, Nk, Sh)
Fur Mantle (Sh, Ua, Tx)
Rawhide Breeches (Hp, Gr, Th, Kn,)

Load/Price 8.55lbs/114d

Body Part	B	E	P	F	S	T
Skull	5	1	1	3	1	3
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	5	1	1	3	1	3
Shoulders	10	2	2	6	—	6
Upper Arms	5	1	1	3	1	3
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	—	—	—	—	—	—
Thorax	5	1	1	3	1	3
Abdomen	—	—	—	—	—	—
Hips	1	2	1	3	—	2
Groin	1	2	1	3	—	2
Thighs	1	2	1	3	—	2
Knees	—	—	—	—	—	—
Calves	—	—	—	—	—	—
Feet	—	—	—	—	—	—

Unarmoured   L

Rawhide Shirt (Sh, Ua, Tx, Ab, Hp, Gr)
Rawhide Pants (Hp Gr, Th, Kn, Cf, Ft)

Load/Price 13.35lbs/178d

Body Part	B	E	P	F	S	T
Skull	—	—	—	—	—	—
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	—	—	—	—	—
Shoulders	1	2	1	3	—	2
Upper Arms	1	2	1	3	—	2
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	—	—	—	—	—	—
Thorax	1	2	1	3	—	2
Abdomen	1	2	1	3	—	2
Hips	2	4	2	6	—	4
Groin	2	4	2	6	—	4
Thighs	1	2	1	3	—	2
Knees	1	2	1	3	—	2
Calves	1	2	1	3	—	2
Feet	1	2	1	3	—	2

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Light A

Leather Hat (Sk)
Quilt Shirt (Sh, Ua, Tx, Ab)
Leather Vest (Sh, Tx, Ab)
Cloth Breeches (Hp, Gr, Th, Kn)
Leather Calf Boots (Cf, Ft)

Load/Price 16.20lbs/169d

Body Part	B	E	P	F	S	T
Skull	1	2	1	3	—	2
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	—	—	—	—	—
Shoulders	6	3	2	6	1	5
Upper Arms	5	1	1	3	1	3
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	—	—	—	—	—	—
Thorax	6	3	2	6	1	5
Abdomen	6	3	2	6	1	5
Hips	—	1	—	1	—	1
Groin	—	1	—	1	—	1
Thighs	—	1	—	1	—	1
Knees	—	1	—	1	—	1
Calves	1	2	1	3	—	2
Feet	1	2	1	3	—	2

Light B

Leather Hat (Sk)
Sh Cloth Cowl (Sk, Nk)
Lg Cloth Shirt (Sh, Ua, El, Fo, Tx, Ab, Hp, Gr)
Leather Tunic (Sh, Tx, Ab, Hp, Gr, Th)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Leather Leggings (Th, Kn, Cf, Ft)

Load/Price 18.40lbs/277d

Body Part	B	E	P	F	S	T
Skull	1	3	1	4	—	3
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	1	—	1	—	1
Shoulders	1	3	1	4	—	3
Upper Arms	—	1	—	1	—	1
Elbows	—	1	—	1	—	1
Forearms	—	1	—	1	—	1
Hands	—	—	—	—	—	—
Thorax	1	3	1	4	—	3
Abdomen	1	3	1	4	—	3
Hips	1	4	1	5	—	4
Groin	1	4	1	5	—	4
Thighs	2	5	2	7	—	4
Knees	1	3	1	4	—	3
Calves	1	3	1	4	—	3
Feet	1	3	1	4	—	3

Light C

Lg Cloth Cowl (Sk, Nk, Sh)
Sh Leather Coif (Sk, Nk)
Cloth Shirt with Sleeves (Sh, Ua, El, Fo, Tx, Ab, Hp, Gr)
Quilt Vest (Sh, Tx, Ab)
Leather Gauntlets (Ha)
Cloth Hose (Hp, Gr, Th, Kn, Ca)
Leather Pants (Hp, Gr, Th, Kn, Cf, Ft)

Load/Price 18.85lbs/320d

Body Part	B	E	P	F	S	T
Skull	1	3	1	4	—	3
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	1	3	1	4	—	3
Shoulders	5	3	1	5	1	5
Upper Arms	—	1	—	1	—	1
Elbows	—	1	—	1	—	1
Forearms	—	1	—	1	—	1
Hands	1	2	1	3	—	2
Thorax	5	2	1	4	1	4
Abdomen	5	2	1	4	1	4
Hips	1	4	1	5	—	4
Groin	1	4	1	5	—	4
Thighs	1	3	1	4	—	3
Knees	1	3	1	4	—	3
Calves	1	3	1	4	—	3
Feet	1	2	1	3	—	2

Light D

Leather Hat (Sk)
Quilted Shirt (Ua, Sh, Tx, Ab)
Cloth Vest (Sh, Tx, Ab)
Quilted Trousers (Hp, Gr, Th, Kn, Cf)
Leather Shoes (Ft)

Load/Price 17.40lbs/337d

Body Part	B	E	P	F	S	T
Skull	1	2	1	3	—	2
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	—	—	—	—	—
Shoulders	5	2	1	4	—	4
Upper Arms	5	1	1	3	1	3
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	—	—	—	—	—	—
Thorax	5	2	1	4	—	4
Abdomen	5	2	1	4	—	4
Hips	5	1	1	3	1	3
Groin	5	1	1	3	1	3
Thighs	5	1	1	3	1	3
Knees	5	1	1	3	1	3
Calves	5	1	1	3	1	3
Feet	1	2	1	3	—	2

Light E

Cloth Shirt with Sleeves (Sh, Ua, El, Fo, Tx, Ab, Hp, Gr)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Quilt Hauberk (Sh, Ua, Tx, Ab, Hp, Gr, Th)
Leather Shoes (Ft)
Cloth Skullcap (Sk)

Load/Price 17.10lbs/335d

Body Part	B	E	P	F	S	T
Skull	—	1	—	1	—	1
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	—	—	—	—	—
Shoulders	5	2	1	4	1	4
Upper Arms	5	2	1	4	1	4
Elbows	—	1	—	1	—	1
Forearms	—	1	—	1	—	1
Hands	—	—	—	—	—	—
Thorax	5	2	1	4	1	4
Abdomen	5	2	1	4	1	4
Hips	5	3	1	5	1	5
Groin	5	3	1	5	1	5
Thighs	5	2	1	4	1	4
Knees	—	1	—	1	—	1
Calves	—	1	—	1	—	1
Feet	1	2	1	3	—	2

Light F

Quilt Shirt with Sleeves (Sh, Ua, El, Fo, Tx, Ab, Hp, Gr)
Quilt Trousers (Hp, Gr, Th, Kn, Cf)
Long Quilt Cowl (Sk, Nk, Sh)
Leather Shoes (Ft)

Load/Price 20.65lbs/406d

Body Part	B	E	P	F	S	T
Skull	5	1	1	3	1	3
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	5	1	1	3	1	3
Shoulders	10	2	2	6	2	6
Upper Arms	5	1	1	3	1	3
Elbows	5	1	1	3	1	3
Forearms	5	1	1	3	1	3
Hands	—	—	—	—	—	—
Thorax	5	1	1	3	1	3
Abdomen	5	1	1	3	1	3
Hips	10	2	2	6	2	6
Groin	10	2	2	6	2	6
Thighs	5	1	1	3	1	3
Knees	5	1	1	3	1	3
Calves	5	1	1	3	1	3
Feet	1	2	1	3	—	2

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Light G

Cloth Mantle with Hood (Sk, Nk, Sh, Ua, Tx)
Quilt Smock (Sh, Ua, El, Fo, Tx, Ab, Hp, Gr, Th)
Cloth Shirt with Sleeves (Sh, Ua, El, Fo, Tx, Ab, Hp, Gr)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Leather Calf Boots (Cf, Ft)

Load/Price............................21.45lbs/410d

Body Part	B	E	P	F	S	T
Skull	—	1	—	1	—	1
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	1	—	1	—	1
Shoulders	5	3	1	5	1	5
Upper Arms	5	3	1	5	1	5
Elbows	5	2	1	4	1	4
Forearms	5	2	1	4	1	4
Hands	—	—	—	—	—	—
Thorax	5	3	1	5	1	5
Abdomen	5	2	1	4	1	4
Hips	5	3	1	5	1	5
Groin	5	3	1	5	1	5
Thighs	5	2	1	4	1	4
Knees	—	1	—	1	—	1
Calves	1	3	1	4	—	3
Feet	1	3	1	4	—	3

Light H

Quilt Coif (Sk, Nk)
Plate Half-helm (Sk)
Quilted Shirt (Sh, Ua, Tx, Ab)
Cloth Shirt (Sh, Ua, Tx, Ab, Hp, Gr)
Kurbal Vambraces (Fo)
Leather Gauntlets (Ha)
Cloth Hose (Hp, Gr, Th, Kn, Cf,)
Leather Pants (Hp, Gr, Th, Kn, Cf, Ft)

Load/Price............................21.95lbs/400d

Body Part	B	E	P	F	S	T
Skull	10	9	8	8	4	13
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	5	1	1	3	1	3
Shoulders	5	2	1	4	1	4
Upper Arms	5	2	1	4	1	4
Elbows	—	—	—	—	—	—
Forearms	4	4	3	3	2	4
Hands	1	2	1	3	—	2
Thorax	5	2	1	4	1	4
Abdomen	5	2	1	4	1	4
Hips	1	4	1	5	—	4
Groin	1	4	1	5	—	4
Thighs	1	3	1	4	—	3
Knees	1	3	1	4	—	3
Calves	1	3	1	4	—	3
Feet	1	2	1	3	—	2

Light I

Cloth Cowl (Sk, Nk)
Ring Half-Helm (Sk)
Quilt Tunic (Sh, Ua, Tx, Ab, Hp, Gr, Th)
Cloth Surcoat (Sh, Tx, Ab, Hp, Gr, Th, Kn)
Kurbal Ailettes (Sh)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Leather Leggings (Th, Kn, Cf, Ft)
Kurbul Greaves (Cf)

Load/Price............................24.85lbs/478d

Body Part	B	E	P	F	S	T
Skull	3	7	2	6	1	6
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	1	—	1	—	1
Shoulders	9	6	4	7	3	8
Upper Arms	5	1	1	3	1	3
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	—	—	—	—	—	—
Thorax	5	2	1	4	1	4
Abdomen	5	2	1	4	1	4
Hips	5	3	1	3	1	3
Groin	5	3	1	3	1	3
Thighs	6	5	2	8	1	7
Knees	1	4	1	5	—	4
Calves	5	7	4	7	2	7
Feet	1	2	1	3	—	2

Light J

Cloth Cowl (Sk, Nk)
Plate Half-Helm (Sk)
Cloth Surcoat (Sh, Tx, Ab, Hp, Gr, Th, Kn)
Quilt Gambeson (Sh, Ua, Tx, Ab, Hp, Gr, Th)
Leather Vambraces (Fo)
Leather Gauntlets (Ha)
Cloth Hose (Hp, Gr, Th, Kn, Ca)
Leather Breeches (Hp, Gr, Th, Kn)
Leather Knee Boots (Kn, Ca, Ft)

Load/Price............................27.60lbs/505d

Body Part	B	E	P	F	S	T
Skull	5	9	7	6	3	11
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	—	1	—	1	—	1
Shoulders	5	2	1	4	1	4
Upper Arms	5	1	1	3	1	3
Elbows	—	—	—	—	—	—
Forearms	1	2	1	3	—	2
Hands	1	2	1	3	—	2
Thorax	5	2	1	4	1	4
Abdomen	5	2	1	4	1	4
Hips	6	5	2	8	1	7
Groin	6	5	2	8	1	7
Thighs	6	5	2	8	1	7
Knees	2	6	2	8	—	6
Calves	1	3	1	4	—	3
Feet	1	2	1	3	—	2

Light K

Lg Leather Cowl (Sk, Nk, Sh)
Cloth Shirt w/Sleeves (Sh, Ua, El, Fo, Tx, Ab, Hp, Gr)
Leather Shirt w/Sleeves (Sh, Ua, El, Fo, Tx, Ab, Hp, Gr)
Kurbal Coudes (El)
Kurbal Vambraces (Fo)
Leather Gauntlets (Ha)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Leather Leggings (Th, Kn, Cf, Ft)
Plate Greaves (Cf)

Load/Price............................27.91lbs/497d

Body Part	B	E	P	F	S	T
Skull	1	2	1	3	—	2
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	1	2	1	3	—	2
Shoulders	2	5	2	7	—	5
Upper Arms	1	3	1	4	—	3
Elbows	5	7	4	7	2	7
Forearms	5	7	4	7	2	7
Hands	1	2	1	3	—	2
Thorax	1	3	1	4	—	2
Abdomen	1	3	1	4	—	2
Hips	1	4	1	5	—	3
Groin	1	4	1	5	—	3
Thighs	1	4	1	5	—	3
Knees	1	4	1	5	—	3
Calves	6	12	9	11	3	14
Feet	1	2	1	3	—	2

Light L

Long Quilt Cowl (Sk, Nk, Sh)
Plate Half-helm (Sk)
Quilt Shirt (Sh, Ua, Tx, Ab)
Cloth Surcoat (Sh, Ua, Tx, Ab, Hp, Gr, Th)
Kurbul Cuirass (Tx, Ab)
Kurbul Vambraces (Fo)
Leather Gauntlets (Ha)
Cloth Hose (Hp, Gr, Th, Kn, Cf, Ft)
Quilt Trousers (Hp, Gr,Th, Kn, Cf,)
Leather Shoes (Ft)

Load/Price............................30.27lbs/646d

Body Part	B	E	P	F	S	T
Skull	10	9	8	8	4	13
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	5	1	1	3	1	3
Shoulders	10	3	2	7	2	7
Upper Arms	5	2	1	4	1	4
Elbows	—	—	—	—	—	—
Forearms	4	4	3	3	2	4
Hands	1	2	1	3	—	2
Thorax	9	6	4	7	3	8
Abdomen	9	6	4	7	3	8
Hips	5	3	1	5	1	5
Groin	5	3	1	5	1	5
Thighs	5	3	1	5	1	5
Knees	5	2	1	4	—	4
Calves	5	2	1	4	—	4
Feet	1	2	1	3	—	2

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Medium A

Lg Cloth Cowl (Sk, Nk, Sh)
Sh, Ring Cowl (Sk, Nk)
Cloth Shirt (Sh, Ua, Tx, Ab, Hp, Gr)
Ring Shirt (Sh, Ua, Tx, Ab, Hp, Gr)
Ring Gauntlets (Ha)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Ring Leggings (Th, Kn, Cf, Ft)

Load/Price...........................40.55lbs/721d

Body Part	B	E	P	F	S	T
Skull	3	7	2	6	1	6
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	3	7	2	6	1	6
Shoulders	3	8	2	7	1	7
Upper Arms	3	7	2	6	1	6
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	2	5	1	3	1	4
Thorax	3	7	2	6	1	6
Abdomen	3	7	2	6	1	6
Hips	3	8	2	7	1	7
Groin	3	8	2	7	1	7
Thighs	3	7	2	6	1	6
Knees	3	7	2	6	1	6
Calves	3	7	2	6	1	6
Feet	2	5	1	3	1	4

Medium B

Sh Leather Cowl (Sk, Nk)
Lg Scale Cowl (Sk, Nk, Sh)
Cloth Smock (Sh, Ua, El, Fo, Tx, Ab, Hp, Gr, Th)
Scale Habergeon (Sh, Ua, Tx, Ab, Hp, Gr)
Leather Vambraces (Fo)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Leather Knee boots (Kn, Cf, Ft)

Load/Price...........................41.30lbs/709d

Body Part	B	E	P	F	S	T
Skull	4	7	5	7	1	7
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	4	7	5	7	1	7
Shoulders	6	11	8	9	2	11
Upper Arms	3	6	4	5	1	6
Elbows	—	1	—	1	—	1
Forearms	1	3	1	4	—	3
Hands	—	—	—	—	—	—
Thorax	3	6	4	5	1	6
Abdomen	3	6	4	5	1	6
Hips	3	7	4	6	1	10
Groin	3	7	4	6	1	10
Thighs	—	2	—	2	—	2
Knees	1	3	1	4	—	3
Calves	1	3	1	4	—	3
Feet	1	2	1	3	—	2

Medium C

Quilt Cowl (Sk, Nk)
Plate Half-Helm (Sk)
Quilt Shirt (Sh, Ua, Tx, Ab, Hp, Gr)
Mail Habergeon (Sh, Ua, Tx Ab, Hp, Gr)
Cloth Surcoat (Sh, Tx, Ab, Hp, Gr, Th, Kn)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Leather Leggings (Th, Kn, Cf, Ft)

Load/Price..........................41.75lbs/1,236d

Body Part	B	E	P	F	S	T
Skull	10	9	8	8	4	13
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	5	1	1	3	1	3
Shoulders	7	9	7	8	1	12
Upper Arms	7	8	7	7	1	11
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	—	—	—	—	—	—
Thorax	7	9	7	8	1	12
Abdomen	7	9	7	8	1	12
Hips	7	10	7	9	1	13
Groin	7	10	7	9	1	13
Thighs	1	4	1	5	—	4
Knees	1	4	1	5	—	4
Calves	1	3	1	4	—	3
Feet	1	2	1	3	—	2

Medium D

Sh Leather Cowl (Sk, Nk)
Ring Half-Helm (Sk)
Sh Cloth Shirt (Sh, Ua, Tx, Ab, Hp, Gr)
Sh Scale Hauberk (Sh, Ua, Tx, Ab, Hp, Gr, Th)
Kurbal Rerebraces (Ua)
Kurbal Vambraces (Fo)
Ring Gauntlets (Ha)
Cloth Hose (Hp, Gr, Th, Kn, Cf, Ft)
Quilt Trousers (Hp, Gr, Th, Kn, Cf,)
Leather Shoes (Sk)

Load/Price...........................53.98lbs/959d

Body Part	B	E	P	F	S	T
Skull	3	7	2	6	1	6
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	1	2	1	3	—	2
Shoulders	3	6	4	5	1	6
Upper Arms	7	10	7	8	3	10
Elbows	—	—	—	—	—	—
Forearms	4	4	3	3	2	4
Hands	2	5	1	3	1	4
Thorax	3	6	4	5	1	6
Abdomen	3	6	4	5	1	6
Hips	8	8	5	9	2	10
Groin	8	8	5	9	2	10
Thighs	8	7	5	8	2	9
Knees	5	2	1	4	1	4
Calves	5	2	1	4	1	4
Feet	1	2	1	3	—	2

Medium E

Quilt Cowl (Sk, Nk)
Half-Helm Plate (Sk)
Quilt Gambeson (Sh, Ua, Tx, Ab, Hp, Gr, Th)
Plate Cuirass (Tx, Ab)
Cloth Surcoat (Sh, Tx, Ab, Hp, Gr, Th, Kn)
Plate Rerebraces (Ua)
Ring Gauntlets (Ha)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Leather Pants (Hp, Gr, Th, Kn, Cf, Ft)
Plate Greaves (Cf)

Load/Price..........................53.75lbs/1,162d

Body Part	B	E	P	F	S	T
Skull	10	9	8	8	4	13
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	5	1	1	3	1	3
Shoulders	5	2	1	4	1	4
Upper Arms	10	9	8	8	4	13
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	2	5	1	3	1	4
Thorax	10	10	8	9	4	14
Abdomen	10	10	8	9	4	14
Hips	6	5	2	8	1	7
Groin	6	5	2	8	1	7
Thighs	6	5	2	8	1	7
Knees	1	4	1	5	—	4
Calves	6	11	8	9	3	13
Feet	1	2	1	3	—	2

Medium F

Leather Cowl (Sk, Nk)
Lg Scale Cowl (Sk, Nk, Sh)
Cloth Surcoat (Sh, Tx, Ab, Hp, Gr, Th, Kn)
Lg Scale Hauberk (Sh, Ua, Tx, Ab, Hp, Gr, Th, Kn)
Cloth Hose (Hp, Gr, Th, Kn, Cf)
Ring Leggings (Th, Kn, Cf, Ft)

Load/Price...........................55.35/1,347d

Body Part	B	E	P	F	S	T
Skull	4	7	5	7	1	7
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	4	7	5	7	1	7
Shoulders	6	11	8	9	2	11
Upper Arms	3	5	4	4	1	5
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	—	—	—	—	—	—
Thorax	3	6	4	5	1	6
Abdomen	3	6	4	5	1	6
Hips	3	7	4	6	1	7
Groin	3	7	4	6	1	7
Thighs	6	13	6	11	2	12
Knees	6	13	6	11	2	12
Calves	3	7	2	6	1	6
Feet	2	5	1	3	1	4

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These profiles provide data for generic NPC generation, and can be used to simplify armour in general without losing the distinction of different armour on different body parts.

Load/Price: are typical data for the complete sets of armour/clothing: **Load** is the weight in pounds for a typical set; **Price** = typical retail price; weaponcrafters charge ± 20%.

Heavy A

Quilt Cowl (Sk, Nk)
Plate Half-Helm (Sk)
Quilt Shirt (Ua, Sh, Tx, Ab)
Mail Habergeon (Sh, Ua, Tx, Ab, Hp, Gr)
Ring Gauntlets (Ha)
Leather Pants (Hp, Gr, Th, Kn, Cf, Ft)
Mail Leggings (Th, Kn, Cf, Ft)

Load/Price.........................58.60lbs/1,063d

Body Part	B	E	P	F	S	T
Skull	10	9	8	8	4	13
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	5	1	1	3	1	3
Shoulders	7	8	7	7	1	11
Upper Arms	7	8	7	7	1	11
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	2	5	1	3	1	4
Thorax	7	8	7	7	1	11
Abdomen	7	8	7	7	1	11
Hips	3	9	7	7	—	10
Groin	3	9	7	7	—	10
Thighs	3	9	7	7	—	10
Knees	3	9	7	7	—	10
Calves	3	9	7	7	—	10
Feet	3	9	7	7	—	10

Heavy B

Lg Leather Cowl (Sk, Nk, Sh)
Lg Mail Cowl (Sk, Nk, Sh)
Quilt Gambeson (Sh, Ua, Tx, Ab, Hp, Gr, Th)
Sh Scale Hauberk (Sh, Ua, Tx, Ab, Hp, Gr, Th)
Ring Gauntlets (Ha)
Quilt Trousers (Hp, Gr, Th, Kn, Cf)
Leather Calf Boots (Cf, Ft)

Load/Price.........................59.30lbs/1,420d

Body Part	B	E	P	F	S	T
Skull	3	9	7	7	—	10
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	3	9	7	7	—	10
Shoulders	11	15	12	14	2	18
Upper Arms	8	6	5	7	2	8
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	2	5	1	3	1	4
Thorax	8	6	5	7	2	8
Abdomen	8	6	5	7	2	8
Hips	13	7	6	10	3	11
Groin	13	7	6	10	3	11
Thighs	13	7	6	10	3	11
Knees	5	1	1	3	1	3
Calves	6	3	2	6	1	5
Feet	1	2	1	3	—	2

Heavy C

Quilt Cowl (Sk, Nk)
Mail Cowl (Sk, Nk)
Plate Half-Helm (Sk)
Quilt Gambeson (Sh, Ua, Tx, Ab, Hp, Gr, Th)
Lg Mail Hauberk (Sh, Ua, Tx, Ab, Hp, Gr, Th, Kn)
Plate Ailettes (Sh)
Leather Gauntlets (Ha)
Leather Pants (Hp, Gr, Th, Kn, Cf, Ft)
Mail Leggings (Th, Kn, Cf, Ft)

Load/Price........................ 75.45lbs/1,989d

Body Part	B	E	P	F	S	T
Skull	12	16	14	12	4	21
Eyes	—	—	—	—	—	—
Face	—	—	—	—	—	—
Neck	7	8	7	7	1	11
Shoulders	12	16	14	12	4	21
Upper Arms	7	8	7	7	1	11
Elbows	—	—	—	—	—	—
Forearms	—	—	—	—	—	—
Hands	1	2	1	3	—	2
Thorax	7	8	7	7	1	11
Abdomen	7	8	7	7	1	11
Hips	8	10	8	10	1	13
Groin	8	10	8	10	1	13
Thighs	10	17	14	14	1	21
Knees	5	16	13	11	—	18
Calves	3	9	7	7	—	10
Feet	3	9	7	7	—	10

Heavy D

Quilt Cowl (Sk, Nk)
Lg Mail Cowl (Sk, Nk, Sh)
Plate Great Helm (Sk, Fa, Nk)
Quilt Shirt (Sh, Ua, Tx, Ab)
Mail Haubergeon (Sh, Ua, Tx, Ab, Hp, Gr)
Cloth Surcoat (Sh, Tx, Ab, Hp, Gr, Th, Kn)
Plate Ailettes (Sh) & Kneecops (Kn)
Plate Vambraces (Fo)
Ring Gauntlets (Ha)
Quilted Trousers (Hp, Gr, Th, Kn, Cf)
Mail Leggings (Th, Kn, Cf, Ft)

Load/Price.........................76.30lbs/2,017d

Body Part	B	E	P	F	S	T
Skull	12	16	14	12	4	21
Eyes	5	8	7	5	3	10
Face	5	8	7	5	3	10
Neck	12	16	14	12	4	21
Shoulders	14	24	20	17	4	30
Upper Arms	7	9	7	8	1	12
Elbows	—	—	—	—	—	—
Forearms	5	8	7	5	3	10
Hands	2	5	1	3	1	4
Thorax	7	9	7	8	1	12
Abdomen	7	9	7	8	1	12
Hips	7	9	7	8	1	12
Groin	7	9	7	8	1	12
Thighs	7	9	7	8	1	12
Knees	12	17	14	13	4	22
Calves	7	8	7	7	1	11
Feet	7	8	7	7	1	11

Heavy E

Sh Quilt Cowl, (Sk, Nk)
Sh, Mail Cowl (Sk, Nk)
Quilt Shirt w/sleeve (Sh, Ua, El, Fo, Tx,, Ab, Hp, Gr)
Mail Habergeon (Sh, Ua, Tx, Ab, Hp, Gr)
Leather Pants (Hp, Gr, Th, Kn, Cf, Ft)
Mail Leggings (Th, Kn, Cf, Ft)
Plate Pieces Great Helm, Ailettes, Breastplate, Rerebraces, Coudes, Vambraces,
Plate Coverage (Sk, Nk Fa, Sh. Tx, Ua, El, Fo)

Load/Price.........................87.10lbs/1,931d

Body Part	B	E	P	F	S	T
Skull	12	16	14	12	4	21
Eyes	5	8	7	5	3	10
Face	5	8	7	5	3	10
Neck	12	16	14	12	4	21
Shoulders	12	16	14	12	4	21
Upper Arms	12	16	14	12	4	21
Elbows	10	9	8	8	4	13
Forearms	10	9	8	8	4	13
Hands	—	—	—	—	—	—
Thorax	12	16	14	12	4	21
Abdomen	7	8	7	7	1	11
Hips	8	10	8	10	1	13
Groin	8	10	8	10	1	13
Thighs	3	9	7	7	—	10
Knees	3	9	7	7	—	10
Calves	3	9	7	7	—	10
Feet	3	9	7	7	—	10

Heavy F

Sh Quilt Cowl, (Sk, Nk)
Sh, Mail Cowl (Sk, Nk)
Quilt Shirt w/sleeve (Sh, Ua, El, Fo, Tx,, Ab, Hp, Gr)
Mail Habergeon (Sh, Ua, Tx, Ab, Hp, Gr)
Quilt Trousers (Hp, Gr, Th, Kn, Cf,)
Mail Leggings (Th, Kn, Cf, Ft)
Plate Pieces Great Helm, Ailettes, Cuirass, Rerebraces, Coudes, Vambraces, Kneecops, Greaves
Plate Coverage (Sk, Nk Fa, Sh. Tx, Ab, Ua, El, Fo, Kn, Cf)

Load/Price........................ 99.90lbs/2,615d

Body Part	B	E	P	F	S	T
Skull	12	16	14	12	4	21
Eyes	5	8	7	5	3	10
Face	5	8	7	5	3	10
Neck	12	16	14	12	4	21
Shoulders	12	16	14	12	4	21
Upper Arms	12	16	14	12	4	21
Elbows	10	9	8	8	4	13
Forearms	10	9	8	8	4	13
Hands	—	—	—	—	—	—
Thorax	12	16	14	12	4	21
Abdomen	12	16	14	12	4	21
Hips	12	9	8	10	2	14
Groin	12	9	8	10	2	14
Thighs	7	8	7	7	1	11
Knees	12	16	14	12	4	21
Calves	12	16	14	12	4	21
Feet	2	7	6	4	—	8

These profiles provide data for generic NPC generation, and can be used to simplify armour in general without losing the distinction of different armour on different body parts.
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