

HARP Combat Cards™



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COMBAT CARDS

OVERVIEW

The **HARP** Combat Cards come in four basic types; Action Cards, Style Cards, Reference Cards and Blank Cards. Action Cards have the numbers in the circles in the bottom right-hand corner of the card. Style Cards have a double dash in the circle.

In a normal **HARP** round, which lasts only 2 seconds, the players first declare their actions, and then roll for initiative. When using **Combat Cards**, the process remains basically the same, but instead of verbally declaring what your character's actions will be, you make the declaration by selecting and placing one of your **Combat Cards** face down in front of you. Once everybody has selected their actions for the round, those actions are revealed and then resolved in initiative order, from the highest to the lowest.

ACTION CARDS

The Action Cards represent the most basic type of actions that a character might take during a combat round. There are Action Cards for common combat maneuvers and cards for various Combat Actions.

Each of these cards has a number in the circle in the lower right-hand corner of the card. This number represents how many rounds it takes to perform the action. While most Action Cards only take a single round, there are a few that take several rounds to accomplish.

STYLE CARDS

The Style Cards represent the various combat styles that a character may learn. These cards are played when a character is using a particular style. Each card describes the style and the abilities available to the character using the style.

Certain other cards, such as the one for Chi Defense, are not proper Style Cards, but they are classified as such because they represent abilities or skills which operate over several rounds.

REFERENCE CARDS

At the very end, there is a selection of cards that can be used as reference cards to help you by keeping you from having to look up rules. There are only a few at the moment, but if they prove popular, we may do additional products to include more Reference Cards.

BLANK CARDS

In a few places within the product, you will find Blank Cards. It was decided to include them so that you can make your own **Combat Cards**. If your game includes a new style, or a style not found within this product, then you can use the blank cards to fill in and make your own card for that style or combat action.

USING THE CARDS

Ideally, each person in the gaming group will have his or her own set of **Combat Cards**. Each player should sort through their set of cards and select those cards that might apply to their character.

For example, if you are playing a Fighter with the Sword & Shield Combat Style, then you won't need the Two Weapon Combo Combat Style or any of the Martial Arts Combat Styles.

The group of cards that represents the actions that your character may take is referred to as your Active Deck; all of the choices that your character makes during combat will be based on the cards in your Active Deck.

DECLARING ACTIONS

Starting with the person on the GM's left, each player declares the actions for their character for the round by selecting an Action Card from their Active Deck and placing it face down in front of them. If the character is also using a specific combat style, then the player should remove that card from their Active Deck and place it face up next to the card for their declared action.

The GM should not use **Combat Cards** for every single foe that the characters are fighting. Instead, he should use the minimum number of cards required. If the foes are Giant Ants, their actions are likely to be limited to fighting and moving, thus one card should suffice for most of them, perhaps two cards if some are fighting and some are moving.

For situations where the characters are fighting a major bad guy and his minions, the major NPC can have his own set of **Combat Cards**, while all of the minions share a set of cards as described above.

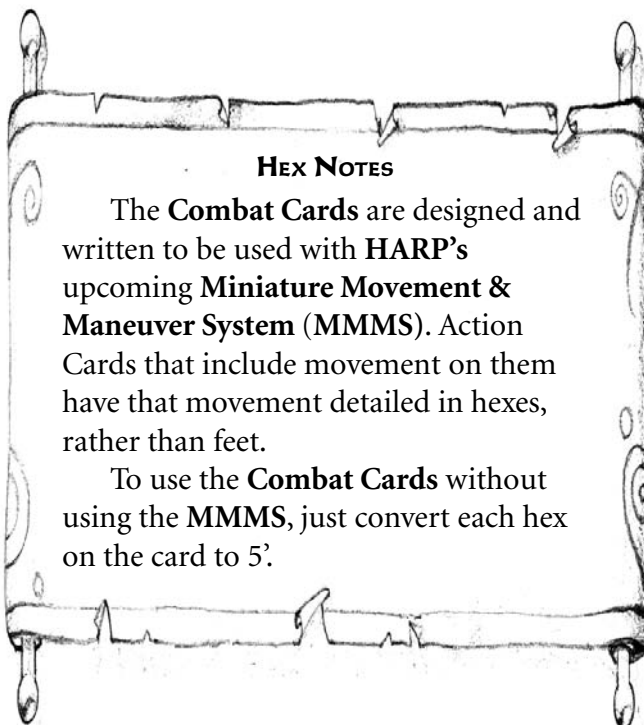
ROLL INITIATIVE

Each player then rolls for initiative according to the normal **HARP** rules.

PERFORM ACTIONS

Starting with the player with the highest roll for initiative, each player will, in turn, reveal and resolve their actions in order from highest to lowest.

Once a **Combat Card** is revealed, it is immediately resolved as per the normal rules, as long as the number in the lower right-hand corner is a 1. If the action takes multiple rounds, then the action is not resolved until a number of rounds have passed equal to the number in the circle.



LOST ACTIONS

Occasionally the actions of one player will conflict with or negate the actions of a player who goes later in the initiative order. In such cases, the slower player loses his declared action.

When a declared action is lost, the lost action may be replaced with a Perception action or a Move action.

CANCELED ACTIONS

The actions of NPCs and of other character may make a player's declared action obsolete, or the player may decide that he no longer wants to perform the action that he declared before the round. This is allowed, however just as with Lost Actions, the only actions that may be taken are Perception actions and Move actions.

Players who have lost their actions may perform a *Sudden Dodge*. This Action Card may be played at any time, canceling out a player's declared action for the round if he has not resolved it yet. If the character has acted, then this card replaces their action declaration for the next round.

INSTANTANEOUS ACTIONS

There are a number of Instantaneous Actions available to players. These actions have a zero in the circle in the lower right-hand corner of the card. These include things like *Combat Perception* and *Casting an Instantaneous Spell*. These actions do not have to be declared in advance like normal actions. The cards for these actions may be played at any time because they can occur with other actions. Once used, these cards will remain face up on the table until the end of the round.

END OF ROUND CLEANUP

The round ends when the actions of all the participants have been resolved. At this point, each player picks up his Action Card if the action as been resolved and replaces it in his Active Deck. Action Cards that require multiple rounds to resolve, Style Cards that are still in effect, or the Sudden Dodge card, if played after the character had taken his action for the round all remain face up on the table.

Each player who does not have an Action Card in front of him will then start the new round by making his action declaration as described above.

ACROBATIC MANEUVER

You may make dives, rolls, vaulting maneuvers, swing on objects, or other in-air (i.e. flying) maneuvers.

You can fall safely up to 1' per skill rank or make a Very hard maneuver to safely fall up to 3' per skill rank, so long as you are within 10' of a wall. The safe falling distance is subtracted from longer falls.

You may also make a Medium Maneuver to move up to your Base Movement Rate, and gain a bonus to DB from the Bonus column of the Maneuver Table at the same time.

1

ATTACK & PARRY

Apply any portion of your OB to your DB. The remainder is used to make a normal Melee Attack. The parry total applies for the entire round against all attacks directed at you from a single target.

1

BLADE SLAP

Smack foe with the flat of your blade, doing a Crush critical 1 size smaller than the normal critical. You receive -10 to OB while performing this attack.

Only used with bladed weapons.

1

CAST A SPELL

Cast a normal spell.

Casting Time: 1 Round for every For 5 Power Points (PP) or portion thereof.

1+

CAST INSTANTANEOUS SPELL

Cast any 1 instantaneous spell.

You cannot cast more than 1 instantaneous spell each round.

0

CHARGE & ATTACK

You must move at least 2 hexes in a straight line towards the foe. Every hex you move gives you a +5 OB and a -5 modifier to your DB. You may move no faster than a Run. The bonus from the Charge cannot exceed +50 OB/-50 DB.

1+

CLIMB

Climb up to $\frac{1}{2}$ your Base Movement Rate (rounded up) with a successful Climbing maneuver roll.

1+

COMBAT PERCEPTION

Make a Perception Maneuver at a -50. This may be performed while attempting other actions.

0

CONTROLLED DROP TO GROUND

Safely drop to the ground from any position. You can be prone or squatting low to the ground.

1

COUNTER HOLD AT BAY 1

Beat Aside & Attack

Use some or all of your OB to make the RR against the "Hold At Bay" Maneuver. If you are successful, you may use the remainder of your OB to make an attack against the foe.

1

COUNTER HOLD AT BAY 2

Bypass the Foe

Use total of your Quickness and Agility bonuses, or your Acrobatics skill bonus, to attempt to beat the RR. If successful, you may continue on past the foe without being hindered.

Note: You cannot attack foe from behind after performing this maneuver.

1

COUNTER HOLD AT BAY 3

Tumbling Attack

Use $\frac{1}{2}$ of your total of Quickness & Agility bonuses, or $\frac{1}{2}$ of your Acrobatics skill bonus, in an attempt to beat the RR. If successful, you may attack foe with $\frac{1}{2}$ of your normal OB.

1

DISARM FOE (UNSKILLED)

Make a Maneuver Roll, adding your Agility bonus and a number of skill ranks equal to those in your weapon skill. The foe makes a RR (modified by his weapon skill bonus, plus an additional +10 modifier) against the value found on the RR column of the Maneuver Table. Failure results in the foe's weapon landing 1d10 feet away in a random direction.

1

DISARM TRAPS

Attempt to disarm 1 trap. It takes a minimum of 1 round for each difficulty rating above Mundane to disarm a trap.

1+

DISENGAGE FROM MELEE

Round 1: You cannot attack and must Parry with 50% of your OB (treat as a Full Parry for resolution).

Round 2: If you took no damage from your foe in round 1, you have initiative and can make a Full Move away from foe. If you move past your foe, he can attack.

2

DODGE

Makes a Maneuver Roll using 2x Agility bonus (or Acrobatics skill bonus), and receive a +50 (modified by the Bonus result of the Maneuver Roll) to your DB against one attack. The bonus received from a Dodge can never be lower than 0. Takes a full round to perform.

1

DRAW WEAPON

Draw a weapon, or drop a weapon you are holding and draw a new weapon.

1

DRINK A POTION

Drink a potion accessible from a bandoleer or your belt.

2

ENTERING FRENZY

Make a Maneuver Roll on the Percentage column of the Maneuver Table when attempting to enter a Frenzy. Record the result each round and add to the previous results. This is done until the Frenzy total reaches 200% or above.

1+

FALSE DISENGAGE

Roll on the RR column of the Maneuver Table using $\frac{1}{2}$ your OB or your full Trickery or Duping skill bonus. Your remaining OB is resolved as a Full Parry. If using the Trickery or Duping skill bonuses, then only use $\frac{1}{2}$ of your OB to resolve the Full Parry.

Foe must then make a Will-based RR against the result from the RR column. If the foe fails, you gain a +20 to your attack the next round and ignore all damage caps. If the foe makes his RR, then this maneuver fails and action proceeds normally.

1

FENCING SLASH

You receive a -10 to your OB and can do a Tiny Slash Critical instead of the normal critical for the weapon.

This is normally only used with melee weapons that do puncture criticals.

1

FULL PARRY

Roll 1d100 when the Full Parry is declared.

- 01 - xx:** Fumble weapon. No bonus applied to DB.
- (xx+1) - 95:** Character applies full OB + 10 to his DB normally.
- 96 - 100:** Roll again and add to this roll, use total for +0 attack against target. Bonus to DB as above.

xx = Weapon's Fumble Range

1

FULL PERCEPTION

Make a Perception Roll using your full skill bonus.

2

HAFT BASH

You may strike with the haft of your weapon doing a medium Crush Critical instead of the normal critical. You receive a -5 modifier to your OB.

1

HOLD AT BAY

You cannot be locked in melee combat with the foe and must have a longer weapon than the one wielded by your foe.

Spears and Pole Arms receive an automatic +20 bonus.

Make a Maneuver Roll, adding your weapon skill, and consult the RR column to determine the value the foe must resist against. If foe fails this RR, he is kept from advancing or attacking until he counters the Hold At Bay.

1

JAB

A Jab may only be used in exchange for a -5 modifier to OB. You may do a Puncture Critical one size smaller than the normal critical for the weapon.

Blunt weapons, such as maces, using this Combat Action, do a Crush Critical one size smaller than normal for the weapon.

1

KNOCKDOWN

Roll, adding in your Strength, Quickness, & Agility bonuses on the Percentage column of the Maneuver Table. If the Percentage Result is greater than 100, foe must make a RR (using 2x Agility bonus) from the result on the same row of the RR column. If foe fails, he is knocked prone (treat as Foe Down).

1

KNOCKDOWN MARTIAL LAW

Make a Maneuver Roll using a combo of your Strength & Agility bonuses. If the result is 100 (or higher), the foe is must make a RR (adding 2x his Agility bonus) vs. the result on the RR column of the Maneuver Table. Failure means the foe is knocked prone (Foe Down).

If mounted, use the size of the mount when making the Maneuver Roll. The size modifier is applied to the maneuver.

Use the **Knockdown Maneuver Size Table** on p. 25 of **Martial Law**, to determine the size modifiers.

Note: This Combat Action description is used only if using **Martial Law**.

1

MELEE ATTACK

Attack using your full OB against a single target.

1

MISSILE ATTACK

Fire a readied (and/or loaded) bow or crossbow at a target using your full OB.

1

MOUNT A RIDING ANIMAL

You leap onto the back of your mount and are ready to ride!

1

MOUNTED CHARGE

You must declare the Mounted Charge and must be able to move in a straight line at least 2 hexes towards the foe.

Every hex you move during the Mounted Charge gives you a +5 modifier to your OB. Every 2 hexes moved incurs a -5 modifier to your DB.

If the attack is successful, the weapon size modifier is increased one level (small becomes medium, etc.) when calculating the Adjusted Attack Roll. The bonus from the Mounted Charge cannot exceed +50 OB/-25 DB.

A mounted charge may stop at any point beyond the target and is not restricted to stopping when the attack is made.

1+

MOVE & ATTACK

Move and attack in the same round. For every hex you move, you receive a -10 to your attack. You also receive another -10 for each Pace multiplier above a Run that is used in the movement.

1

MOVE (DASH)

Move 5x your base number of hexes. You may attempt other actions while moving, but those actions will have a minimum difficulty of at least Sheer Folly.

You can move at a Dash for up to 1 round per point of Constitution bonus before requiring rest.

1

MOVE (FAST RUN)

Move up to 3x your base number of hexes. You may attempt other actions while moving, but those actions will have a minimum difficulty of at least Very Hard.

You can move at a Fast Run for 1 minute per point of Constitution bonus before requiring rest.

1

MOVE (RUN)

Move up to 2x your base number of hexes. You may attempt other actions while moving, but those actions will have a minimum difficulty of at least Hard.

You can move at a Run for 5 minutes per point of Constitution bonus before requiring rest.

1

MOVE (SPRINT)

Move 4x your base number of hexes. You may attempt other actions while moving, but those actions will have a minimum difficulty of at least Extremely Hard.

You can move at a Sprint for 10 rounds per point of Constitution bonus before requiring rest.

1

MOVE (WALK)

Move up to your base number of hexes. You may attempt other actions while moving, but those actions will have a minimum difficulty of at least Medium.

You can move at a Walk for 1 hour per point of Constitution bonus before requiring rest.

1

MULTIPLE PARRY

Parry 1 foe for every 10 ranks in your weapon skill, splitting your OB among the multiple foes. You may not make an attack in the same round. Resolve each separate parry as if it were a Full Parry. If any given parry results in either a fumble or a +0 attack, no more parries allowed for the round.

1

PICK LOCKS

Attempt to pick a lock. It takes a minimum of 1 round for each difficulty rating above Mundane to pick a lock.

1+

POMMEL BASH

You receive a -20 modifier to your OB and can inflict a Tiny Crush Critical instead of the normal critical.

1

POWER STRIKE

You receive a -20 to your OB. If your attack is successful, add +10 to the critical result. Power Strike allows the attack to exceed the Damage Cap of the weapon.

1

PREPARE CHI DEFENSE

Make a successful Maneuver Roll using your Chi Defense skill bonus to activate this skill.

1

PREPARE CHI FOCUS

Make a successful Maneuver Roll on the Bonus Column of the Maneuver Table using your Chi Focus skill bonus.

1

PREPARE CHI SPEED

Make a successful Medium Maneuver Roll using your Chi Speed skill bonus.

1

PREPARE CHI STRENGTH

Make a successful Maneuver Roll on the Bonus Column of the Maneuver Table using your Chi Strength skill bonus.

1

PRESS & MELEE

Move 1 hex and make a full attack with a -5 modifier.

1

QUICK PERCEPTION

Make a quick Perception Roll at a -20.

1

RAPID DISMOUNT

Dismount quickly (mount must be on the ground if it is a flying creature) without hurting yourself.

1

RELOAD HEAVY CROSSBOW

Your heavy crossbow is locked and loaded.

10

RELOAD LIGHT CROSSBOW

Your light crossbow is locked and loaded.

5

RELOAD SLING OR BOW

Your missile weapon is locked and loaded.

2

SEARCH A 10' SQ. AREA

Search a 10' x 10' area for secret doors, traps, or other hidden objects.

4

SHIELD BASH (UNTRAINED)

Use your shield as a weapon, making an attack roll using the DB value of the shield as the OB for the attack. This negates the DB bonus for the shield for that round. This attack may only be used by characters with the Shield Training Talent. The Shield Bash attack replaces your normal attack action for that round.

Shield Size	Attack Size
Buckler	+15 Tiny Crush
Target Shield	+20 Small Crush
Normal Shield	+25 Medium Crush
Full Shield	+30 Large Crush
Wall Shield	+40 Medium Unbalance

1

SHIELD PARRY

You may sacrifice your attacks for the round to improve your shield's protective abilities.

You gain double the normal DB bonus from the shield for that round.

1

STAND UP (FROM PRONE)

Regain your feet and stand up after being knocked prone or being downed by an attack.

1

STAVE JAB

You receive a -5 to your OB and may make a small Crush jabbing attack with the end of the stave, spear or pole arm.

Note: Spears and pole arms may replace the Small Crush with a Small Puncture by using the other end of the weapon to attack.

1

SUBDUAL

You receive a -20 to your OB. If your attack results in severe damaging effects, you may adjust the result to any lesser critical on the table.

1

SUDDEN DODGE

If you have not acted, you may Sudden Dodge. If you have acted this round, you may still Sudden Dodge. However, the Sudden Dodge will continue on the following round, making you forfeit all other actions.

Make a Manuever Roll using 2 x your Agility Bonus (or your Acrobatics skill bonus). You receive a 25 plus the result from the Bonus column of the Manuever Table to your DB. All negative results give a bonus of 0. You end up in nearest empty hex.

1*

TAKE A PREPARED HERB

Pull a prepared packet of herbs from your bandoleer and pop it into your mouth.

Herbs not carried in the bandoleer, or in liquid form, or that cannot be swallowed (balms, etc.) are not covered by this action.

1

THROWN WEAPON ATTACK

Throw a readied weapon at a target using your full OB.

1

WEAPON BIND

You receive a -20 to your OB. Make a Maneuver Roll on the RR column of the Maneuver Table. The foe uses his OB as a modifier to resist the Weapon Bind.

If the foe succeeds, the round continues. If he fails, he is caught. He may not attack until he breaks free, or until you release the bind, he releases his weapon, or draws another weapon.

The foe may roll against the RR of the Weapon Bind once each round. You may not attack foe while you have his weapon bound. Both characters receive a -10 to initiative during the Weapon Bind.

1

DOUBLE SLASH

You receive a -30 to your OB for the round. You make 2 attacks, and must split your remaining OB between the 2 attacks before performing this Combat Action.

If the first attack deals damage, you may make the second attack using the remainder of your OB.

Requires a minimum of 20 ranks to use.

1

FENCING BIND

This style uses 2 weapons. A primary weapon and a shorter secondary weapon. Make a roll on the RR column of the Maneuver Table using your OB with a -20 modifier. The foe uses his OB as a modifier to resist the bind.

If the foe succeeds, the round continues. If he fails, then he is caught. He may not attack until he breaks free, or until you release the bind, he releases his weapon, or draws another weapon. The foe may roll against the RR of the Fencing Bind once each round. While you have your foe's weapon bound, you may still make attacks with your secondary weapon.

Requires a minimum of 20 ranks to use.

1+

MISSILE PARRY

For every 5 points of OB in Missile Parry, you gain a +1 to your DB against the missile attack. You may parry one missile for every 20 ranks (or portion thereof) you have in your weapon skill, splitting the OB between the different parries.

You must make an unmodified roll for each parry. If you fumble, you may not make any more parries that round and the fumble takes effect. You cannot parry missile fire if you are in melee combat.

Requires a minimum of 20 ranks to use.

1

REVERSE STROKE

You receive a -20 to your OB in exchange for the ability to strike or parry a foe who is behind you (who receives either rear or flank attack bonuses) without having to turn your back on any foe who may currently in front of you.

Requires a minimum of 20 ranks to use.

1

SET AGAINST CHARGE

You set your weapon so that a charging foe takes double damage from the attack. (See Charging, **HARP** pp. 91-92, for more information). Your attack receives a -20 modifier to its OB.

This Combat Action may only be used with weapons from the Pole Arms group.

Requires a minimum of 20 ranks to use.

1

SHIELD BYPASS (MINOR)

By taking a -10 modifier to OB and by reducing the size of your attack by one degree, you can wrap your weapon around your foe's shield during an attack, negating up to 20 points of DB from the shield.

This Combat Action may only be used with weapons from the Chains Plus and Great Chains groups.

Requires a minimum of 20 ranks to use.

1

STAVE SWEEP

You receive a -20 to his OB and may do a Medium Sweeps/Unbalancing Critical instead of the normal critical for the attack.

This Combat Action may only be used with weapons from the Staves and Pole Arms groups.

Requires a minimum of 20 ranks to use.

1

STAVE SWEEP

You receive a -20 to your OB and may do a Medium Sweeps/Unbalancing Critical instead of the normal critical for the attack.

This Combat Action may only be used with weapons from the Staves and Pole Arms groups.

Requires a minimum of 20 ranks to use.

1

MULTIPLE STRIKE

You may attack 2 attacks against a single foe. The first attack is made at -20 to OB; the second attack is made at -40 OB. Both targets must be within 180 degrees of each other and may not be receiving attack bonuses for Flank or Rear against you.

Requires a minimum of 40 ranks to use.

1

RANGED DISARM

You receive a -30 to your OB. Make a Maneuver Roll, adding your modified OB.

If the roll is a fumble, it is resolved normally. If the roll is between (96-100), add the modified OB and treat as a normal attack.

If the roll falls between the two, then look up the result on the RR column of the Maneuver Table. The foe must roll, adding twice his Strength Bonus and meet or beat the result gained from the RR column, or you have shot the weapon out of foe's hand.

This Combat Action may only be used with weapons from the Missile and Thrown groups.

Requires a minimum of 40 ranks to use.

1

SHIELD BYPASS (MAJOR)

By taking a -20 modifier to OB and by reducing the size of your attack by one degree, you may wrap your weapon around your foe's shield during an attack, negating up to 40 points of DB from the shield.

This Combat Action may only be used with weapons from the Chains Plus and Great Chains groups.

Requires a minimum of 40 ranks to use.

1

SPINNING SLASH

You may attack multiple foes within a 180 degree arc of each other. All attacks receive a base -40 modifier to your OB. Every attack after the first receives an additional cumulative -10 modifier.

This Combat Action may be used with any melee weapon that does Slash Criticals.

Requires a minimum of 40 ranks to use.

1

SWIFT STRIKE

For every -5 applied to your OB, you gain +1 to your initiative for the round.

Requires a minimum of 40 ranks to use.

1

IRON BROOM

By taking a -50 modifier to your OB, you can make a Medium Sweeps/Unbalancing attack against all foes within a 5' radius (1 hex). You make a single attack roll, which is then applied against all foes within range individually.

This Combat Action may be used with any weapons from the Staves and Pole Arms groups.

Requires a minimum of 60 ranks to use.

1

TRIPLE SLASH

You receive a -30 modifier to your OB. Your remaining OB must be divided between 3 attacks, prior to making any attacks. Roll each attack separately. If any attack fails to damage foe, all remaining attacks for the round are lost.

This Combat Action may be performed with any weapon that does a Slash Critical.

Requires a minimum of 60 ranks to use.

1

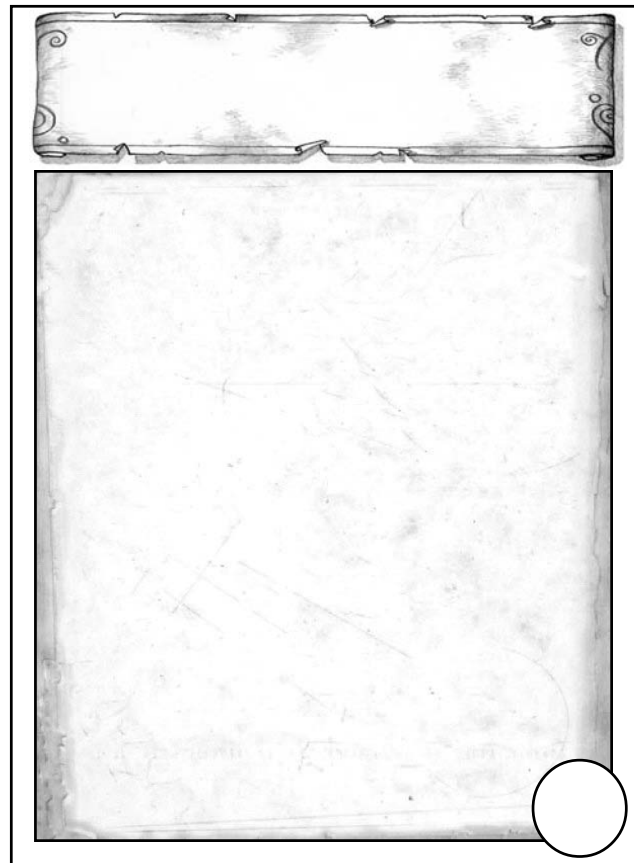
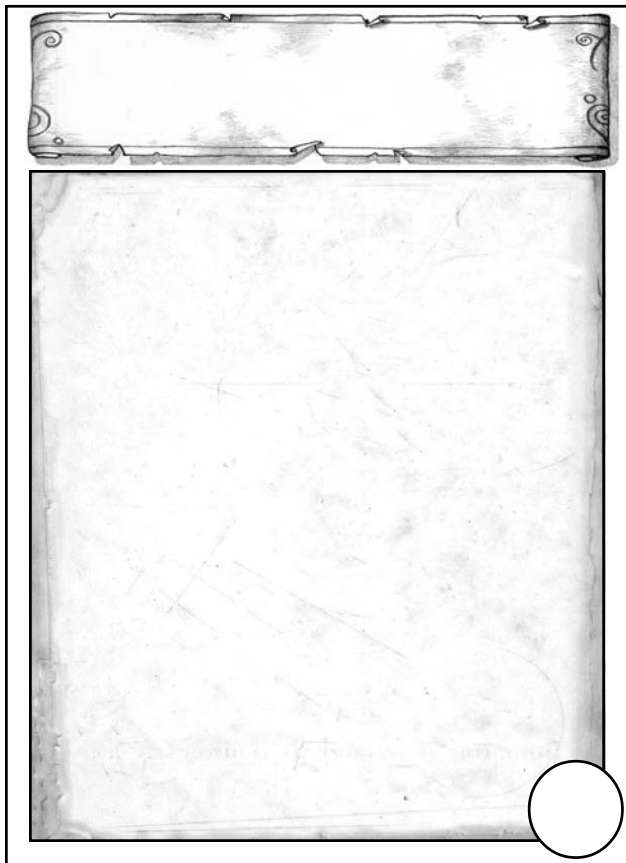
WHIRLWIND ATTACK

You receive a -50 to your OB. Make a single attack roll: this roll is applied to all foes within a 5' radius. The attack is resolved separately for each foe within range.

This Combat Action may be used with any melee weapon that is greater than 2' in length.

Requires a minimum of 60 ranks to use.

1



CHI DEFENSE

You receive your skill rank bonus +10 to your DB.

All other actions performed while using Chi Defense are modified by -20.

Chi Defense remains active for up to a number of rounds equal to the number of ranks you have in the skill. Once ended, Chi Defense may not be used again for a number of minutes equal to the number of rounds it was used.

--

CHI FOCUS

Add the result of your Chi Focus roll to a physical maneuver being performed this round.

1

CHI SPEED

You can perform two actions this round.

1

CHI STRENGTH

Add +20 to your Strength bonus. This bonus applies to any strength related maneuvers during the next round, including combat.

1

COMBAT STYLE: ACTIVE SHIELD

You add the normal trained shield bonus to your DB and can make 2 attacks per round. You attack with your weapon first, using the style bonus as your OB. Your second attack is with your shield.
The OB for the shield attack is the style bonus -20, plus a negative modifier equal to the trained shield bonus DB. If you parry, reduce both OBs by the amount you decide to parry.
Magical or quality shield bonuses do not affect the OB of the shield attack.

Shield Size	Attack Size
Buckler	Tiny Crush
Target Shield	Small Crush
Normal Shield	Medium Crush

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COMBAT STYLE: AERIAL COMBAT

Reduce the -80 modifier for aerial combat by the amount of your skill bonus.

If the penalty has been reduced to 0, then half the skill bonus may be used as an OB bonus.

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COMBAT STYLE: BLADE BARRIER

Gain a +5 to initiative. If an attack causes damage, add your Strength bonus to the weapon's size modifier before applying it to the critical.
Cannot exceed the Damage Cap.

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COMBAT STYLE: BLINDFIGHTING

Reduce the -100 modifier for fighting blind by the amount of your skill bonus. Only Basic Melee Attacks are allowed when using this style.

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COMBAT STYLE: BRAWLING

Brawling attacks normally use a Tiny or Small attack size; the critical type is determined by the actual attack used (see the **HARP** critical tables pp 96-104).

Failure indicates a miss while a fumble is rolled on the appropriate Fumble Table. Brawling attacks have a Fumble Range of 01-02.

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COMBAT STYLE: BUCKLER BASH

You fight with a buckler in each hand. You gain the shield bonus from both bucklers to your DB (+30) and can make 2 attacks per round, one with each buckler.

Each attack does a small Crush critical. Both attacks use the style skill bonus as its OB, the second attack has a -20 modifier. If you decide to parry, then both attacks are reduced by the amount you parry.

You also receive a +5 to initiative.

Any magical or quality bonuses from the bucklers apply only to your DB.

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COMBAT STYLE: DIRTY FIGHTING

Can be used in any melee combat in which the foe is aware of you. Once used against a foe, it is impossible to catch him off guard a second time in that combat.

Make a Maneuver Roll using this skill's bonus. If successful, attack normally, and on a successful hit, add a number equal to your number of ranks in this skill to the Adjusted Attack Result (AAR) when determining how much damage. You must use the entire bonus to the AAR or none of it. Attacks made using the Dirty Fighting style ignore damage caps.

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COMBAT STYLE: DISARM FOE

Roll and add skill bonus on the RR column of Maneuver Table. Foe uses his weapon bonus to resist the Disarm attempt. If foe fails, his weapon lands 1d10 feet away in random direction. If you fail the initial Maneuver Roll, treat it as a normal weapon fumble.

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COMBAT STYLE: DOUBLE WEAPON

Make 2 separate attacks each round, 1 with each end of the weapon.

Use your total bonus with this style as your OB for both attacks, with the second attack having a -20 modifier. If you parry, then you must reduce each attack by $\frac{1}{2}$ of the amount that you apply to the parry.

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COMBAT STYLE: FRENZY

You move in a direct path to target and fight until target is dead. You cannot tell friend from foe.

Mind influencing spells fail against you. You cannot cast spells, use non-constant magic items, parry, or use any combat skills or talents except weapon or brawling skills. After killing foe you will attack the closest target.

You receive a +10 to your initiative roll, to all attack rolls and to your Adjusted Attack Roll (added to weapon size mod). You ignore all Damage Caps and receive a bonus of +20 to RRs against Stuns. Your only DB bonus is for armor, shield and magical items.

Ignore all damage received until the frenzy is over, except for Stuns, which can disrupt the frenzy. You fight until dead.

You will stay in a frenzy for a number of rounds equal to your Constitution modifier. You will then collapse and be unable to move for a number of rounds equal to the time spent in the frenzy. You are then at -20 to all actions for an additional hour.

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COMBAT STYLE: MOUNTED COMBAT

Reduce the -80 modifier for mounted combat by the amount of your skill bonus.

If the penalty has been reduced to 0, then half the skill bonus may be used as an OB bonus.

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COMBAT STYLE: PAIRED WEAPONS

Make a single attack roll. If this attack does damage, the effects of the critical delivered are increased as follows:

Hits: Hits delivered are doubled.

Stun: Increase the rounds of stun by 1.

Bleeding: Bleeding is increased by 1 Hit per round.

Death in xx rounds: The number of rounds of a Death in xx rounds critical is reduced by half (round up).

All other damage remains as detailed by the critical.

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COMBAT STYLE: SHIELDING WEAPON

This style uses 2 weapons. Use 1 weapon to attack, the other to parry. The parrying weapon cannot do larger than a Small attack.

The style bonus is your OB. You also gain $\frac{1}{2}$ of the style bonus (round down) as a modifier, up to a maximum bonus of +50, to your DB.

If the parrying weapon provides a bonus to DB when used defensively, then this bonus is added to the style's bonus to DB. It does not count against the maximum bonus allowed by this style.

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COMBAT STYLE: TWO WEAPON COMBO

Use 2 different weapons at the same time to get 2 attacks.

Your OB for both attacks is equal to the skill bonus in the style, plus stat bonuses, special bonuses and weapon bonuses. The weapon in your off-hand receives an additional -20 modifier.

You can make 2 separate attacks, one with each weapon, each round. If you decide to parry, your OB for both attacks is reduced by the amount that you decide to parry with.

You also receive +5 to initiative.

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COMBAT STYLE: WEAPON & SHIELD

You can make 2 attacks per round. The first is an attack with your weapon, which is made using the style bonus as your OB. The second is a shield bash.

You receive the Untrained bonus to your DB for the shield and the actual shield bash will have an OB equal to the Trained bonus to DB for the shield.

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COMBAT STYLE: WRESTLING

You make a Small Grappling attack. All criticals are done on the Grappling Critical Table.

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MARTIAL ARTS STYLE: BUCKLER DANCE

You fight with a buckler in each hand. You gain the shield bonus from both bucklers to your DB (+30) and can make 2 attacks per round, one with each buckler.

Each attack does a small Crush critical. Both attacks use the style's skill bonus as its OB, the second attack has a -20 modifier. If you decide to parry, then both attacks are reduced by the same amount you used in parrying.

You also receive a +5 to initiative.

Any magical or quality bonuses from the bucklers apply only to your DB.

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MARTIAL ARTS STYLE: DRAGON STYLE

You add a +5 to your initiative rolls. You can also use the Grappling Table in addition to the normal Martial Arts Tables for your attacks. You may choose which table you are going to use prior to making an actual attack.

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MARTIAL ARTS STYLE: DUAL SAI

You use two sai at the same time.

You gain +30 to your DB while using the Dual Sai style. This is the bonus normally gained when using a sai defensively. This style grants that bonus so long as the style is being used.

You may use Chi Defense and the rules from **HARP** p.12 "Monk Attacks" with this style.

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MARTIAL ARTS STYLE: DUAL SHIV

You fight with a knife in each hand, making a single attack roll each round. A successful attack inflicts a Medium Slash, which is modified as follows:

Hits: Hits delivered are doubled.

Stun: Increase the rounds of stun by 1.

Bleeding: Bleeding is increased by 1 Hit per round.

Death in xx rounds: The number of rounds of a Death in xx rounds critical is reduced by half (round up).

All other damage remains as detailed by the critical. You may use Chi Defense and the rules from **HARP** p.12 "Monk Attacks" with this style.

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MARTIAL ARTS STYLE: DUAL WEAPON KATA

Make a single attack roll. If this attack does damage, the effects of the critical delivered are increased as follows:

Hits: Hits delivered are doubled.

Stun: Increase the rounds of stun by 1.

Bleeding: Bleeding is increased by 1 Hit per round.

Death in xx rounds: The number of rounds of a Death in xx rounds critical is reduced by half (round up).

All other damage remains as detailed by the critical. This style also allows the use Chi Defense and the rules from **HARP** p.12 "Monk Attacks".

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MARTIAL ARTS STYLE: ELEMENTAL STYLE: AIR

Make a Medium Trickery Manuever Roll; (this roll does not count against your actions for the round) on the Bonus column of the Manuever Table. The result is added your OB and DB for the round.

This manuever roll needs to be made each round that this style is active.

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MARTIAL ARTS STYLE: ELEMENTAL STYLE: EARTH

Add a +20 to your DB when parrying, and to all attempts to resist being knocked down or moved.

You may use the skill Chi Focus (Medium Manuever Roll) to initiate the Stone Fist. When using the Stone Fist, all attacks are resolved on the Impact Critical Table. Use of the Stone Fist follows the normal rules for using Chi Skills. It takes one full round to initiate the Stone Fist technique.

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MARTIAL ARTS STYLE: ELEMENTAL STYLE: WATER

Make a Medium Acrobatics manuever when you are attacked. If successful, you may reduce any critical received by a number equal to your ranks in the Acrobatics skill.

On the following round you may make another Medium Acrobatics Manuever Roll and if successful you deal double the normal amount of Concussion Hit damage for any Martial Arts Sweeps attack also made that round.

Neither Acrobatics manuever roll counts against the character's available actions for the round.

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MARTIAL ARTS STYLE: MONKEY STYLE

Make an Acrobatics Manuever Roll each round in addition to your a normal attack. This roll does not count against your available actions for the round.

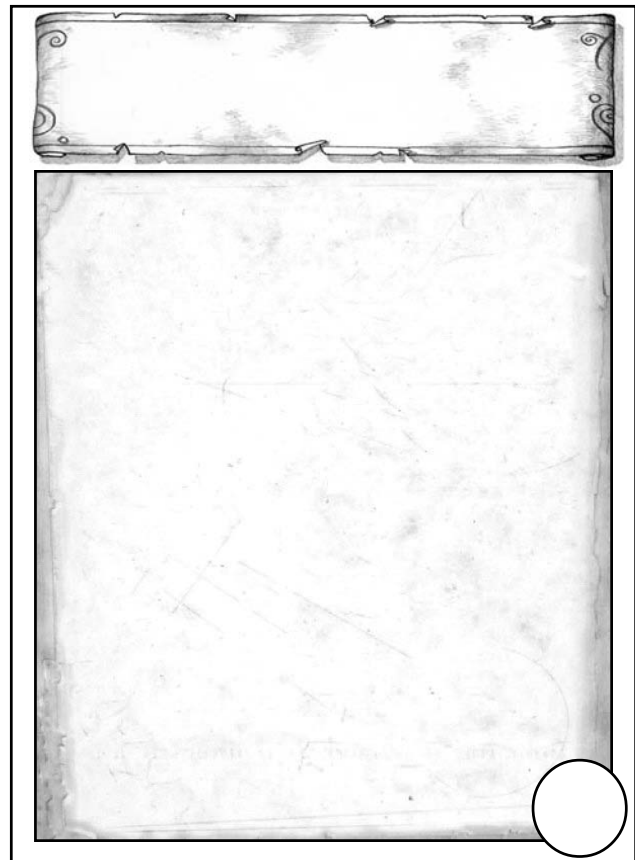
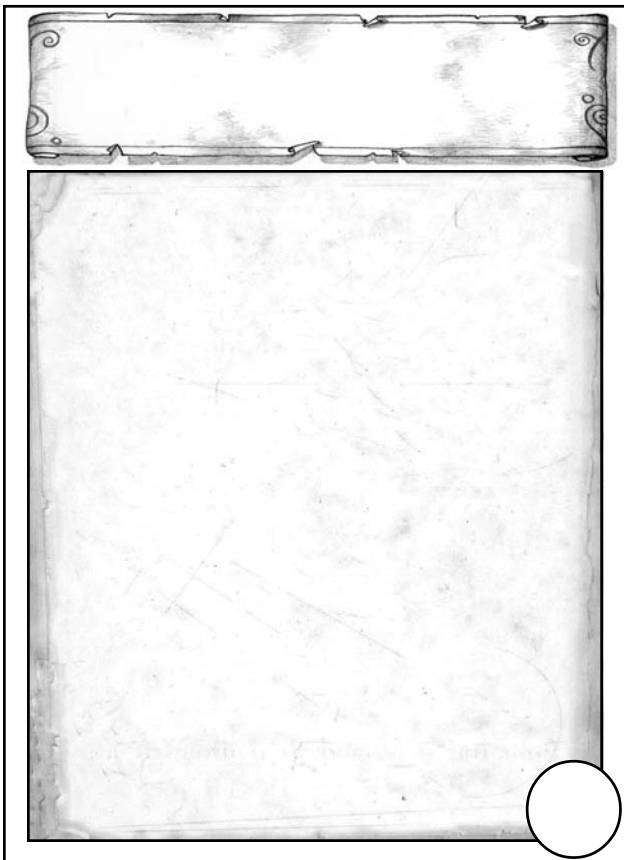
If successful, add +5 to your Defensive Bonus (DB) for every 5 full ranks in this style.

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MARTIAL ARTS STYLE: TIGER CLAW STYLE

You make slash attacks that are equal in size to your Martial Arts attacks. You may use Chi Defense and the rules from **HARP** p.12 "Monk Attacks" with the Tiger Claws.

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REFERENCE:
BLEEDING

Subtract the total from your concussion hits each round.

Up to 5 Hits per round of bleeding is considered a Light wound. Between 5 and 10 Hits per round is considered a Medium wound, and more than 10 Hits per round is considered a Severe wound.

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REFERENCE:
BREAKING A SHIELD WALL

The only way to break through a shield wall is to remove or separate the shields and disrupt the formation. A mounted charge could kill or incapacitate enough individuals that some of them would no longer contribute to the overall protection.

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REFERENCE:
HITS

Subtract the damage from your total concussion hits.

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REFERENCE:
KNOCKBACK

When you or your flying mount take damage, you are knocked out of your flight path, in a random direction, a number of hexes equal to the Adjusted Attack Roll divided by 25 (rounded off) before you can make a Manuever Roll and attempt to regain control. If the critical says that you are knocked to the ground or prone, then this distance is tripled before you can make a Manuever Roll. The direction you are sent in is random, and may even result you falling to the ground if you fail the Manuever Roll.

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REFERENCE: MANEUVER DIFFICULTIES

Difficulty	Modifier
Mundane	No Roll Needed
Routine	+60
Easy	+40
Light	+20
Medium	+0
Hard	-20
Very Hard	-40
Extremely Hard	-60
Sheer Folly	-80
Absurd	-100

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REFERENCE: PENALTIES

These are penalties on all Strength, Agility and Quickness Maneuvers (including OB). These penalties may reduce your DB, but only your Quickness bonus to your DB, not Defensive Bonuses from other sources. These penalties cannot reduce a character's Quickness bonus below 0.

If you are stunned, combine the penalties from the stun with the penalties given separately. Once the Stun has worn off, its penalty (-50) is removed from those applied to all actions.

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REFERENCE: PRONE

You have been knocked off of your feet and on to the ground.

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REFERENCE: RECEIVING DAMAGE WHILE FLYING

If you receive a critical while flying, you must make a Medium Flying/Gliding Man. Roll, or a Hard Acrobatics Man. Roll. If you or your mount are moving at a Pace greater than Walk, then the difficulty is increased one step for each Pace category above Walk.

If you or your mount receive a critical that states you are knocked to the ground or prone, then the difficulty of the maneuver is increased by 2 steps to a Very Hard maneuver. Should the Man. Roll fails, then you receive triple the amount of Knockback and must continue making a Man. Roll, at the same level of difficulty until you regain control.

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REFERENCE: SHIELD WALL

At least 2 characters using normal, full, or wall shields are required for a shield wall. The characters must be actively trying to form the wall and be facing the same direction, and move as one, keeping their shoulders in line with the others in wall.

You receive an additional +10 to your DB in addition to the standard shield bonus for every additional shield within a foot or less of your shield. This bonus may never exceed +30. If you attack with any weapon medium sized or larger while in the shield wall, you receive a -10 OB modifier.

If the characters form their shields shoulder to shoulder between two large “anchor points” the characters on the end of the formation receive the additional +10 bonus. Shield walls can be formed between pillars, boulders, or even large trees.

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REFERENCE: STUNNED

You may parry using up to $\frac{1}{2}$ of your OB. Any other action requiring a Maneuver Roll receives a modifier of -50. Actions that do not require Maneuver Rolls do not suffer penalties. If you take a critical that states that you are Stunned for 1 or more rounds, make a Stamina-based RR. You must equal or beat a RR of 150 or be stunned. If there is more than 1 round of Stun, the number to beat is raised by 5 for every round past the first. Movement is limited to one-half BMR, maximum Pace of Run.

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REFERENCE: UNSEATED

If you take a critical while mounted, you must make a successful Medium Riding maneuver in order to stay mounted. If the critical states that you are knocked down or prone, then the difficulty of the Riding maneuver is increased two steps to Very Hard. The difficulty of the Riding maneuver is also increased by one level for each Pace category above Walk that your mount is moving. Failure means that the you are knocked off the mount onto the ground.

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