

RM → HARP CONVERSION GUIDE

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CONVERTING STATISTICS

Removed Em and Me. Other statistics unchanged.

CONVERTING PROFESSIONS

This is the easiest part. *RM Professions* can be converted to *HARP Professions* using the table below. The Cleric, Fighter, Rogue and Thief all have their equivalent in HARP, so no conversion is necessary.

Animist → Druid *
Astrologer → Cleric
Bard → Harper
Dabbler → Harper
Druid → Druid*
Illusionist → Mage
Magician → Mage
Magent → Warrior Mage
Mentalist → Harper
Monk → Warrior Mage or Monk
Mystic → Mage
Seer → Cleric
Sorcerer → Mage
Warrior Monk → Monk

* New profession, see page 8.

CONVERTING NPC RR's

Calculate these normally, using the HARP Rules.

Base Movement to BMR

$BMR = \text{Base Move} / 8$

HITS

No conversion needed.

AT and CRIT codes

Removed as they are unnecessary.

RM (DB) to HARP DB

$HARP\ DB = \text{Rolemaster DB} + 40$

CONVERTING NPC SKILL BONUSES

HARP Skill	Rolemaster Skills to be averaged to get approximate HARP skill bonus
Acrobatics	Acrobatics, Juggling, Stilt Walking, Tightrope-walking, Tumbling, Tumbling Evasion
Acting	Acting, Poetic Improvisation
Ambush	Alertness, Ambush, Sense Ambush
Animal Handling	Animal Handling, Animal Healing, Animal Training
Appraisal	Appraisal, Evaluate Armor, Evaluate Metal, Evaluate Stone, Evaluate Weapon
Armor	Chain, Plate, Rigid Leather, Soft Leather
Beastmastery	Animal Mastery (animal type), Driving, Herding (animal type)
Chi Defense	Adrenal Defense, Adrenal Deflecting
Chi Focus	Adrenal Balance, Adrenal Concentration, Adrenal Landing, Adrenal Leaping
Chi Speed	Adrenal Quickdraw, Adrenal Speed, Quickdraw
Chi Strength	Adrenal Strength, Power-Striking
Climbing	Climbing, Rappelling, Scaling
Combat Styles, Disarm Foe	Disarm Foe (armed), Disarm Foe (unarmed)
Craft (Architecture)	Architecture, Drafting
Craft (Engineering)	Engineering, Gimmickry, Siege Engineering
Craft (Forgery) (item type)	Forgery (item type)
Craft (Leathercraft)	Leather - Crafts, Skinning
Craft (Metalcraft)	Metal - Crafts (Armor, Black, Gold, Weaponsmith), Metal Lore, Mining
Craft (Painting)	Painting
Craft (Service)	Service
Craft (Sewing/Weaving)	Sewing/Weaving
Craft (Stonecraft)	Mining, Stone-Crafts (Stone Cutting, Stone Carving, Jewelry), Stone Lore
Craft (Trapbuilding)	Trap Building, Trapping
Craft (Woodcraft)	Wood-Crafts
Disguise	Camouflage, Disguise
Duping	Begging, Bribery, Duping, Interrogation, Lie Perception, Propaganda, Seduction
Endurance	Body Development
Foraging/Survival	Dowsing, Foraging, Hunting, Setting Traps, Survival (terrain type)
Healing	Diagnostics (), First Aid, Midwifery, Second Aid, Surgery
Herbcraft	Herb Lore, Preparing Herbs, Using Prepared Herbs
Jumping	Diving, Jumping, Pole-vaulting
Linguistics	Language (Two skills for each language)
Locks & Traps	Disarming Traps, Picking Locks
Martial Arts Strike	Boxing, MA Striking (All Degrees), Tackling
Martial Arts Sweeps	Blocking, MA Sweeps (All Degrees), Wrestling
Mental Focus	All Trance Skills (*), Control Lycanthropy, Meditation, Mnemonics, Stunned Maneuvering
Mimicry	Mimicry, Ventriloquism
Mundane Lore (Astrology)	Star-Gazing
Mundane Lore (Weather)	Weather Watching
Navigation	Direction Sense, Mapping, Navigation, Orienteering
Perception	Detect Traps, Locate Hidden, Observation, Surveillance
Play instrument	Play Instrument (), Music
Poisoning	Poison Lore, Poison perception, Preparing Poisons, Use/Remove Poison
Public Speaking	Administration, Diplomacy, Leadership, Public Speaking
Runes	Circle Lore, Read Runes, Symbol Lore
Sailing	Boat Pilot, Rowing, Sailing
Spellcasting	Directed Spell, Magic Ritual, Spell List Ranks (Convert to Individual Spells)
Storytelling	Poetry, Tale Telling
Streetwise	Contacting, Mingling, Streetwise
Tracking	Reading Tracks, Tracking
Trading	Basic Math, Scrounging, Trading, Trading Lore
Trickery	Gambling, Hiding Items, Tactical Games, Trickery
	(*) Cleansing, Death, Healing, Sleep

MONSTER Init

The Monster AQ was looked up and the corresponding Init code was looked up from the table below:

Code	Rate	Init
IN	Inching	-16
CR	Creeping	-12
VS	Very slow	-8
SL	Slow	-4
MD	Medium	+0
MF	Moderately Fast	+4
FA	Fast	+8
VF	Very Fast	+12
BF	Blindingly Fast	+16

MONSTER ATTACKS

For most non-weapon weaponry attacks, the first letter indicates the size of the attack: T= Tiny, S = Small, M = Medium, L = Large and H = Huge. The next two (or three) letters indicate the type of nonweapon weaponry attack. These were converted to HARP attack types like this:

Ba =(Bash/Ram/Butt/Knock Down/Slug)	→ Krush (Ba)
Bi =Bite	→ Puncture (Bi)
Br = Brawling	→ Brawl
Cl=Claw/Talon	→ Slash (Cl)
Cr =Crush/Fall	→ Krush
Gr =Grapple/Grasp/Envelop/Swallow	→ Grapple
Ho =Horn/Tusk	→ Puncture (Ho)
Mst = Martial Arts Striking	→ MA Strike
Msw = Martial Arts Sweeps & Throws	→ MA Sweep
Pi =Pincer/Beak	→ Puncture (Pi)
St =Stinger	→ Puncture (St)
Ts =Trample/Stomp	→ Krush (Ts)

Weapon: Some attacks are treated as weapon attacks using the following code without an attack size prefix.

we General weapon used based on availability	ma mace
ba battle axe	ml mounted lance
bo bola	pa pole arm
bs broadsword	qs quarterstaff
cl club	ro rock(med./large crush)
cp composite bow	rp rapier
da dagger	sb short or horse bow
fa falchion	sc scimitar
ha handaxe	sl sling
hb halbard	sp spear
hcb heavy crossbow	ss short sword
ja javelin	th two hand sword
ky kynac	ts throwing star
lb long bow	wh war hammer
lcb light crossbow	wm war mattock
lk long kynac	wp whip
ln long knife	

MONSTER RR's

Stamina

Stamina RR = $2,5 \times ((\text{RM level} / 2) + 3) + \text{Size mod.}$

Will

Will RR = $5 \times (\text{RM level} / 4)$

Magic

Magic RR = $2,5 \times ((\text{RM level} / 2) \times (1 / \text{Size mod}) + (\text{RM Init} / 4)) \times \text{Int mod}$

Size mod.

T	0,2
S	0,5
M	1
L	1,5
H	2

Int Mod

INT	Mod	INT	Mod
NO	0	AV	1,55
VL	1,05	AA	1,60
LO	1,10	SU	1,65
LI	1,20	HI	1,70
IN	1,30	VH	1,75
MD	1,45	EX	1,80

TREASURE CODES

Personally, I prefer the RM treasure code system, and plan to use the *RMSS Treasure Companion* with HARP. But here is an alternative to those who prefer the system used in HARP.

	RM code		HARP Code		
	Wealth	Items	Magic	Money	Mundane
a	VPoor	VPoor	-	-	-
b	VPoor	Poor	-	-	P
c	VPoor	Normal	P	-	N
d	VPoor	Rich	N	-	N
e	VPoor	Very Rich	N	P	R
f	Poor	VPoor	-	P	-
g	Poor	Poor	-	P	P
h	Poor	Normal	P	P	N
i	Poor	Rich	N	P	N
j	Poor	Very Rich	R	P	R
k	Normal	VPoor	-	N	-
l	Normal	Poor	-	N	P
m	Normal	Normal	P	N	P
n	Normal	Rich	P	N	N
o	Normal	Very Rich	N	N	R
p	Rich	VPoor	-	R	-
q	Rich	Poor	-	R	P
r	Rich	Normal	P	R	P
s	Rich	Rich	N	R	P
t	Rich	Very Rich	N	R	R
u	Very Rich	VPoor	-	R	-
v	Very Rich	Poor	-	R	N
w	Very Rich	Normal	N	R	N
x	Very Rich	Rich	N	R	R
y	Very Rich	Very Rich	R	R	R
z	Special	Special	R2	R	-

CONVERTING SPELL ABILITIES

NOTE: All spells resisted with a Will RR are to be classified "Mental Attacks" .

SINGLE SPELL CONVERSIONS

Absolution → Drain Life

Locate Flow → skill Arcane Lore (Flows)

CONVERTING SPELL LISTS TO INDIVIDUAL SPELLS

Open and Closed Essence → Universal

Lofty Bridge → Fly, Landing*, Long Door

Animist (→Druid)

Plant Mastery → Plant Growth†, Plant Control †

Paladin

Exorcisms → Banish Demon†, Repel Demon†

Astrologer (→Cleric)

Far Voice → Telepathic Communication†

Holy Vision → Dreams

Starlights → Starfires†

Starsense → Presence,

Time's Bridge → Guess, Intuitions, Past Visions

Way of the Voice → Tongues

Seer

Far Visions → Night Vision, Long Eye

Future Visions → Intuitions, Dreams

Past Visions → Past Visions

Vision Borrowing → Animal Senses†?

Vision Guard → Conceal Presence†, False Scrying†

Magician (→Mage)

Fire Law → Elemental Ball (Fire), Elemental Bolt (Fire), Fire Wall, Summon Fire Elemental†

Ice Law → Elemental Ball (Ice), Elemental Bolt (Ice), Icy Mist Wall, Ice Wall†, Summon Ice Elemental†

Earth Law → Earthen Transmutations, Spikes, Stone Wall†, Summon Earth Elemental†

Water Law → Elemental Ball (Water), Elemental Bolt (Water), Icy Mist Wall, Summon Water Elemental†, Water Wall

Light Law → Elemental Ball (Light), Elemental Bolt (Light), Light, Projected Light, Summon Light Elemental†

Wind Law → Air Wall, Elemental Ball (Air), Elemental Bolt (Air), Summon Air Elemental†, Stun Cloud, Vacuum

Mystic (→Mage)

Confusing Ways → Distractions, Fear

Gas Alteration → Air Wall, Elemental Bolt (Air), Summon Air Elemental†, Vacuum

Hiding → Blur, Invisibility

Liquid Alteration → Elemental Bolt (Water), Summon Water Elemental†, Water Wall

Mystical Change → Changing Ways, Misfeel

Solid Alteration → Earthen Transmutations, Summon Earth Elemental†

Illusionist (→Mage)

Feel-Taste-Smell → Phantasm†

Guises → Changing Ways, Blur, Hues

Illusion Mastery → Phantasm†

Light Molding → Light, Projected Light, Darkness, Elemental Bolt (light)

Mind Sense Molding → Detect Magic, Detect Invisible, Misfeel, Unpresence

Sound Molding → Quiet Ways, Silence†

Sorcerer (→Mage)

Flesh Destruction → Black Channel†
Fluid Destruction → Summon Water Elemental†
Gas Destruction → Summon Air Elemental†
Mind Destruction → Jolts
Solid Destruction → Summon Earth Elemental†
Soul Destruction → Demonic Possession†, Drain Life†

Monk (→Monk or Warrior Mage)

Body Reins → Boost Strength, Landing*
Body Renewal → Minor Healing
Evasions → Haste
Monk's Bridge → Moving Ways
Monk's Sense → Nightvision†

Bard (→Harper)

Controlling Songs → Spell Song ()†
Item Lore → Detect Magic, Past Visions
Sound Control → Quiet Ways
Sound Projection → Long Whispert

Mentalist (→Harper)

Mentalist Base list → Harper Sphere Spells
Mind Attack → Jolts and Shock
Mind Control → Charm, Confusion, Fear, Sleep
Mind Merge → Telepathic Communication*†
Mind Speech → Telepathic Communication*†
Presence → Presence
Sense Control → Distractions

Evil Channeling Lists

Dark Channels → Drain Life, Black Channel†
Curses → Curse†
Disease → Disease†

Evil Essence Lists

Dark Contacts → Demonic Consultation† (Force Analysis, Demonic Contact, Force Information)
Entity Summons → Demonic Gate †

Evil Mentalism Lists

Mind Domination → Transferral, Domination
Mind Illusions → Misleading, False Sense, Phantom

†New Spell

NEW PROFESSION

DRUID*

The Druid is a priest, a sage and an outdoorsman. Druids are charged with protecting the wilderness (plants, crops, and animals). Druids recognize that all creatures need food, shelter and protection from harm. They do not tolerate wanton destruction or exploitation of nature for profit, however.

FAVORED CATEGORIES:

General : 4

Mystical Arts : 4

Outdoor : 6

Physical : 2

Subterfuge : 4 (Ambush, Stalking&Hiding, Poisoning only)

KEY STATS: Insight, Reasoning & Agility

PROFESSIONAL ABILITIES: Druids gain the *Enhanced Senses* and *Outdoorsman* talents. Druids may learn the following spells: Animal Forms, Calm, Control Animal, Earthen Transmutations, Herbal Enhancements, Hues, Lifekeeping, Major Healing, Natural Trap, Nature's Strength, Nature's Tongues, Neutralize Poison, Path Lore, Plant Disguise, Plant Control†, Plant Growth†, Summon Animal, Summon Elemental†, Summon Faerie†, Traceless Passing, Tree Door, Tree Merge, Tree Skin

COMBINED POISON CRR TABLE

Poison level	No Effect	Mild	Moderate	Severe	Severe	Extreme	Extreme
		d100-20	d100-10	d100	d100+10	d100+20	Fail
1	55	45	35	25	15	5	Max
2	60	50	40	30	20	10	Max
3	65	55	45	35	25	15	Max
4	70	60	50	40	30	20	Max
5	75	65	55	45	35	25	Max
6	80	70	60	50	40	30	Max
7	85	75	65	55	45	35	Max
8	90	80	70	60	50	40	Max
9	95	85	75	65	55	45	Max
10	100	90	80	70	60	50	Max
11	105	95	85	75	65	55	Max
12	110	100	90	80	70	60	Max
13	115	105	95	85	75	65	Max
14	120	110	100	90	80	70	Max
15	125	115	105	95	85	75	Max
16	130	120	110	100	90	80	Max
17	135	125	115	105	95	85	Max
18	140	130	120	110	100	90	Max
19	145	135	125	115	105	95	Max
20	150	140	130	120	110	100	Max
21	155	145	135	125	115	105	Max
22	160	150	140	130	120	110	Max
23	165	155	145	135	125	115	Max
24	170	160	150	140	130	120	Max
25	175	165	155	145	135	125	Max
26	180	170	160	150	140	130	Max
27	185	175	165	155	145	135	Max
28	190	180	170	160	150	140	Max
29	195	185	175	165	155	145	Max
30	200	190	180	170	160	150	Max
31+	+5/level	+5/level	+5/level	+5/level	+5/level	+5/level	

How to use the combined Poison CRR table

If you are planning to use any *Shadow World* material in your game (I am, that's why this table was made..), you will notice that all poisons in the *Shadow World* are using a different resolution method from the one presented in the *HARP* Rulebook. This table solves the problem.

First, cross-index the poison level with the table. In the *No Effect*-column you see the number the character's Stamina RR roll total must meet or beat in order for the character to suffer no ill effects. Bad Luck? Move one column to the right (*Mild*). If the character's Stamina RR roll total is bigger than or equal to the number in the *Mild* Column, the character suffers *Mild* effects for the poison type (Described in the *Shadow World Master Atlas*). If the number is lower, however, move one column to the right. If the last (*Fail*) column is reached, the character will suffer the maximum effect for the poison (death in many cases).

NEW SPELLS AND SPELL-LIKE ABILITIES (SPA)

Death Cloud† (SPA)

Cost: 50PP R: 100' RR: -

Implosion† (SPA)

Cost: 50PP D: - R: 100' RR: -

Destroys all gases inside a single structure suddenly, resulting in a possible structural collapse. This creates a very loud explosion, which can be heard miles away on clear weather. Everyone inside the structure takes a Huge Impact critical from falling debris. If the structure collapses, everyone within 100' takes a Medium Impact from flying debris.

Mind Break † (SPA)

Cost: 15PP D: 1 day/10 fail R: 100' RR: Will

Target is a blathering idiot; he can take no action.

Mind Erosion† (SPA)

Cost: 50PP D: 1 month/5 fail R: 100' RR: Will

One mental stat is reduced to 1.

Flowride (Navigator)

Cost: 15 D: R: Touch RR: -

Caster may enter a Flow and fly along its lines at 50-500mph. Caster need not concentrate and may remain in the flow for as long as he wishes until reaching one of its Foci. He cannot remain motionless, and upon reaching a terminal Foci is expelled.

Long Eye (Navigator)

Cost: 9 D: 1 min/rank R: 100'/rank RR: -

Caster's point of vision can be moved independently at a rate of 10'/round, if the caster is physically able to go there (i.e. he could not send his point of vision through closed doors). The point of vision can rotate.

Summon Elemental

Cost: 15PP D: R: 30' RR: -

This spell requires that the caster has an essential source to summon the elemental from (e.g., a camp-fire for a fire elemental). If the spell succeeds, a Weak Elemental of the desired type is summoned.

Summon Faerie Cost: D: R: RR: -

Summon Unicorn (Druid, Cleric)

Cost: 25PP D: R: 300' RR: -

Summons one Unicorn.

Unpresence† Cost: D: R: RR:

Target(s) cannot be detected using Presence

Black Channel† (Cleric) Cost: D: R: RR:

Demonic Consultation† (Mage) Cost: D: R: RR:

(Force Analysis, Demonic Contact, Force Information)

Demonic Gate † Cost: D: R: RR:

Nightvision† Cost: D: R: RR:

Plant Control † Cost: D: R: RR:

Plant Growth† Cost: D: R: RR:

Powder Stone† Cost: D: R: RR:

Spell Song (†) Cost: D: R: RR:

Starfires† Cost: D: R: RR:

Stone Wall† Cost: D: R: RR:

Summon Demon† Cost: D: R: RR:

Telepathic Communication*† Cost: D: R: RR:

Tap flow Cost: D: R: RR:

Nether Bolt Cost: D: R: RR:

Ice Wall†

Stone Wall†

Control Temperature

Cost: 5 D: R: RR:

Caster can raise or lower temperature of a solid or liquid by 5°C/round. The volume of the material must be 25 liters or 30x30x30cm (=1 cu. ft.) . If the temperature drops below the freezing point of a liquid, the liquid freezes. If the temperature raises above the boiling point of a liquid, the liquid begins to boil and evaporate. Flammable materials will ignite if the temperature exceeds the flashpoint of the substance.

Stone Wall

PP Cost :

Range:

Duration : Permanent until breached/torn down

Spell Type : Utility

RR: -

Sphere: Mage

Description:

Summon Demon

PP Cost : 6PP

Range:

Duration :

Spell Type : Utility

RR: -

Sphere: Cleric, Mage

Description: Summons one Pale I demon.

Scaling Options:

Increase Range (per +10') +2PP

Increase number of demons (per +1 demon)

Summon Type II +6PP

Summon Type III +9PP

Summon Type IV +13PP

Summon Type V +19PP

Summon Type VI +24PP

Summon Elemental Demon (VI) +30PP

Summon Procreator Go-tjiin-kai

Summon Procreator Jo-tjiin-kai

Summon Procreator Khal-tjiin-kai

Summon Deathwatcher

Summon Doombringer

Summon Ordainer

Summon Soulslayer

Summon Singular Demon

Summon Elemental

PP Cost : 16

Range: 10' per rank.

Duration : C

Spell Type : Utility

RR: -

Sphere: Mage, Warrior Mage

Description: This spell requires that the caster has an essential source to summon the elemental from (e.g., a campfire for a fire elemental). If the spell succeeds, a Weak Elemental of the desired type is summoned.

Scaling Options:

Increase Range (per +10') +2PP

Increase Elemental level (per +1 level) +1PP

A NOTE ON STATS ABOVE 102

Rolemaster provides bonuses and PP/level's for stats up to 102. Due to the special powerful nature of the characters presented in the *Shadow World* (e.g., Lords of Essænce, Gods, Dragonlords, etc.), stats are often included that exceed 102. The chart below provides the bonus and PP/level values that were used to calculate the capabilities and bonuses for the characters in the *Shadow World*. Round down if a fraction results (e.g., for a stat of 111, the normal PP/lvl is 8.5 rounded down to 8).

PP/level

Stat	Bonus	Normal	'God'
100	25	3	3
101	30	3	3
102	35	4	4
103	40	4	5
104	45	5	6
105	50	5	7
106	55	6	8
107	60	6	9
108	65	7	10
109	70	7	11
110	75	8	12
110+	+5/pt.	+5/pt.	+1/pt.

5•POISONS & VENOMS

While sometimes not actually herbal in nature, many poisons are derived from plant extracts. A collection of various poisons common over much of the Shadow World is included here. Poisons come in many forms and involve myriad effects. Actually, they count any substance which destroys life or impairs health from within the victim, regardless of the ultimate result. The guidelines here relate to the design of poisons suitable for an FRP game. When designing your own poisons, you need to consider these factors, as well as noting any peculiarities the poison might have (e.g., attack bonuses).

The Types of Effect

We classify poisons in six effect categories:

1. Circulatory Poisons
2. Nerve Poisons
3. Conversion Poisons
4. Reduction Poisons
5. Muscle Poisons
6. Respiratory Poisons

Each is a grouping of substances which share symptoms and means of attack and work toward the same detrimental aim (unpalatable result). All poisons in a given category affect a given system in the victim's body. Essentially, circulatory poisons disturb the system which moves blood and lymph through the body. Conversion poisons transform fluids or tissue into a new form, muscle poisons attack the tissues and organs which produce movement, and nerve poisons disrupt the body's signalling mechanisms. Reduction poisons dissolve tissue, while respiratory poisons retard a victim's ability to take in oxygen and give off carbon dioxide.

Determining the Severity of Effect

HARP poisons use three types of resistance rolls: Static, Variable, and Cascading Resistance Rolls.

Static

Poisons using this method give the target a number that the character needs to roll equal to or higher than when making a RR against it. This type of poison will use the notation of RR (xx) in the poison's description where xx is the number that the RR must equal or beat. This type of poison works exactly the same on everybody, and it will either affect the character or not. The poison Amaric, for example, has a RR of 100; which means that a character must roll 100 or better to resist its effects.

Variable

Poisons using this method follow the normal rules for determining the number that the character must equal or beat with his RR. the attacking substance rolls on the RR column of the Maneuver Table. The result is the number that the RR must defeat. This type of poison will use the notation PB (xx). The PB stands for Poison Bonus, and the xx is the bonus that the poison uses on the Maneuver Table roll. The poisons that use this method of resolution are highly variable in nature and will always affect different people in different manners, especially since the effect is dependent on the quality of the dose and the introduction method and other minor details that cannot be fully controlled. These poisons also have an all-or-nothing type of effect that either works or doesn't. So to use a poison such as Beorith, which has a PB of +25, roll and add 25 to the result. Then look on the RR column of the Maneuver Table. The number listed is what the target of the poison must meet or beat in order to resist the poison.

Cascading Resistance Roll

These are the most dangerous poisons as they have effects based upon how well the affected character makes his RR against the poison. The target makes his RR and then applies the result for the highest CRR passed. These poisons will always use the Poison Critical Tables (see Chapter 10 of the HARP Rulebook). Using the Poison CRR table below, look up the line corresponding to the poison level. Compare the result to the number in the "No Effect"- column. If the RR result is above the number in that column, there is no effect. If the result is below the number in the "No Effect" -column, check if it is above the next column to the right. If the "Extreme" column is reached, the victim suffers the maximum result on the appropriate table.

Example: *Jorn is hit by a dart coated with an 8th level poison. His player rolls percentile dice and gets a result of 35. Jorn has a Stamina RR bonus of +40, giving a total of 75 for the RR. This is high enough to pass the CRR (70) level. Jorn now receives a d100-10 roll on the Internal Poison Critical Table.*

COMBINED POISON CRR TABLE

Poison level	Mild		Moderate	Severe	Severe	Extreme	Extreme
	No Effect	d100-20	d100-10	d100	d100+10	d100+20	Fail
1	55	45	35	25	15	5	Max
2	60	50	40	30	20	10	Max
3	65	55	45	35	25	15	Max
4	70	60	50	40	30	20	Max
5	75	65	55	45	35	25	Max
6	80	70	60	50	40	30	Max
7	85	75	65	55	45	35	Max
8	90	80	70	60	50	40	Max
9	95	85	75	65	55	45	Max
10	100	90	80	70	60	50	Max
11	105	95	85	75	65	55	Max
12	110	100	90	80	70	60	Max
13	115	105	95	85	75	65	Max
14	120	110	100	90	80	70	Max
15	125	115	105	95	85	75	Max
16	130	120	110	100	90	80	Max
17	135	125	115	105	95	85	Max
18	140	130	120	110	100	90	Max
19	145	135	125	115	105	95	Max
20	150	140	130	120	110	100	Max
21	155	145	135	125	115	105	Max
22	160	150	140	130	120	110	Max
23	165	155	145	135	125	115	Max
24	170	160	150	140	130	120	Max
25	175	165	155	145	135	125	Max
26	180	170	160	150	140	130	Max
27	185	175	165	155	145	135	Max
28	190	180	170	160	150	140	Max
29	195	185	175	165	155	145	Max
30	200	190	180	170	160	150	Max
31+	+5/level	+5/level	+5/level	+5/level	+5/level	+5/level	

DESCRIPTIONS OF EFFECT

The following descriptions delineate the impact of each variety of poison, based on severity levels. Effects are generally cumulative, so a victim beset with two impairments reducing his activity by -25 is actually at -50. A victim experiencing serious effects must also weather moderate and mild effects. In other words, the effects of upper level severities include all the lower severity results in the same category.

EXAMPLE: The starving and overly-excited 3rd lvl Mage T'revor attempts to eat a live "Sheepmonger" Tree Frog. He succeeds, but is embarrassed when he realizes that the glands on the frog's back contain a 6th lvl nerve poison. T'revor rolls an adjusted RR of 64, barely resisting the effects. He breathes a sigh of relief. Unfortunately, the poison also requires a luckbased roll, and affects anyone with a roll of 01-10. T'revor rolls again, this time getting an 01. Sadly, the young mage receives the maximum result: an extreme severity effect. The GM consults the descriptions of effects and rolls to see when the symptoms at each of the various severity levels set in. Because the severity is extreme, T'revor experiences mild, moderate, severe, and extreme effects. Sometime later, his already clouded brain fails. T'revor dies with a smile on his face.

Time of Effect: The time at which an effect sets in is variable; however, greater effects cannot precede lesser effects, although they can be simultaneous. GMs should roll the time for severest effect first, thereby dictating the upper limit for lesser symptoms.

Area of Effect: The area affected by a poison often varies as well. Sometimes the victim's actions or the attack dictate the point of entry and the area first affected (e.g., a maneuver or critical strike indicates that the spider injects the reduction poison in the victim's neck), but occasionally there will be no indication of the initially affected spot. In this case, use the following location chart:

POISON AREAS AFFECTED (Suggested Sequence)

Circulatory feet, legs, hands, arms, abdomen, chest, neck, head.

Conversion kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.

Muscle hands, arms, shoulders, feet, legs, hips, jaw, nose, ears, eyes, bowels, heart.

Nerve extremities, eyes, mouth, brain.

Reduction kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.

Respiratory lungs, throat, brain.

Circulatory Poisons

Mild or initial effects involve swelling around the point of injection or ingestion, drowsiness (-15), and slightly blurred vision (-25), all beginning in 1-50 rnds and lasting 1-50 hours.

Moderate or secondary effects occur after 3-30 rnds and include lessening of motor coordination in legs (-25 for leg maneuvers) and arms (-25 for hand maneuvers), together with mild euphoria (-20).

Severe effects set in after 5-50 rnds. They boil down to pronounced discoloration and chills, together with incapacitating headaches (no activity; 1-10 hits/round until unconsciousness or coma).

Extreme effects take place in 10-100 rnds and involve death due to circulatory failure (i.e., oxygen starvation and associated waste poisoning).

Conversion Poisons

Mild effects occur in 5-50 rnds. They center on queasiness and an upset stomach (2d10 hits; -20).

Moderate effects kick in after 10-100 rnds and involve painful vomiting (3-30 hits; 10% chance of incapacity each rd).

Severe effects take place in 20-200 rnds and involve partial conversion (1-100%) of bodily tissue to another form (with given disability). Victim is at negative 51-100, lapses into unconsciousness, and will die if the area affected is a critical organ.

Extreme effects set in at 20-200 rnds. Area affected is fully transformed, with all the associated results, including the possibility of death.

Muscle Poisons

Mild effects occur in 3-30 rnds. They involve lightheadedness and swelling (-10) and pain (1-5 hits/rd).

Moderate effects come to pass in 5-50 rnds. Victim has a moderate loss of overall coordination (-30) and in any given rd, there is a 5% chance that he cannot effectively operate the muscles required for the desired action.

Severe effects arise in 1-10 hrs. Victim is beset with a fever and sweating and lapses into unconsciousness for 1-10 days.

Extreme effects occur in 1-50 hrs. Victim dies due to overall muscle failure, which includes cessation of heart activity.

Nerve Poisons

Mild effects occur in 1-10 rnds. They center on mild loss of thought and motor coordination (-20).

Moderate effects hit in 1d20 rnds, leaving victim with 5-50 hits and operating at -75 due to nervous system shock.

Severe effects strike in 2d10 rnds. Victim suffers a stroke and is at negative 1-100 for all activities. All of his stats are reduced by 1-80 (D100 roll; ignore 81-100).

Extreme effects set in 2-50 rnds. Victim dies due to brain failure.

Reduction Poisons

Mild effects beset victim in 10-100 rnds. They center on great pain (4 hits/rd until unconscious).

Moderate effects occur in 20-200 rnds. Victim begins bleeding through pores at a rate of 3 hits/rd.

Severe effects occur in 30-300 rnds. Victim is incapacitated and, after 1-100 minutes, lapses into a coma that lasts 1-100 days. *Extreme* effects set in after 1-10 hours. Victim dies due to dissolution of vital tissue and destruction of associated organs (e.g., his heart turns to jelly).

Respiratory Poisons

Mild effects occur in 1d20 rnds. Victim is struck with mild euphoria (-20).

Moderate effects strike in 2d10 rnds. Victim experiences significant euphoria (-50) and some choking pain (1-5 hits/rd, for 1- 100 rnds).

Severe effects occur in 1-100 rnds. Victim coughs uncontrollably (1-10 hits/rd, for 1-10 rnds), lapses into unconsciousness and, on a roll of 01-50, slides into a coma which lasts 1-10 days.

Extreme effects occur in 2d100 rnds, leaving victim dead due to respiratory failure and associated oxygen starvation.