

5E

HÂRN



An adaptation for the gritty, low-fantasy medieval setting of HârnWorld



5E

HÂRN

Version 1.2

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This document contains a collection of rules to adapt SRD5 to Hâr-World.

All rules marked with ☐ are optional.



1. RACES

PC Races

Player characters can be **human**, **khuzdul**, **sindarin**, **aenarin** (rare), or **halfling** (very rare). Most PCs are human.

Humans from Hâr can be from any of the civilised states (Chybisa, Kaldor, Kanday, Melderyn, Orbaal, Rethem or Tharda; or at GM discretion: Azadmere or Evael) or one of the ‘uncivilised’ barbarian tribes.

Khuzdul are dwarves (hill, mountain). They lack darkvision, but have an iron will, which gives them advantage on saving throws against being charmed. Most Hârnic khuzdul live in the kingdom of Azadmere.

Sindarin are elves (high, wood). They lack darkvision, but are immune to disease. Sindarin will live forever, barring accidents or violence. Most Hârnic sindarin live in the kingdom of Evael.

Aenarin are half-elves. They lack darkvision, but can forgo Skill Versatility and instead take a sindarin trait other than immortality. Most Hârnic aenarin live in Evael.

Halflings are a race of half-sized, humanly proportioned beings who, according to seamen’s legend, dwell on an island somewhere in the Gulf of Ederwyn. Almost nothing is known about them; a player wanting to play a halfling should develop it together with the GM.

2. CLASSES

Available Classes

All classes are available on Hâr to humans, although the GM may impose restrictions on certain subclasses. There are, however, class restrictions for nonhuman races: for example, there are no khuzdul druids or sindarin clerics on Hâr.

☐ **Low Fantasy.** The maximum character level is 12th level.

Barbarian. All primal paths are available. Certain tribal cultures are commonly associated with a particular primal path. Check with the GM which path best applies to a chosen tribe.

Bard. There are two bardic colleges on Hâr: College of Heraldry (equivalent to College of Lore); and College of Harpers (equivalent to College of Valor).

Cleric. The equivalent divine domain(s) for each major Hârnic deity is/are detailed below:

Deity	Domain	Deity	Domain
Agrik	Light, War	Naveh	Death, Trickery
Halea	Knowledge, Trickery	Peoni	Grave, Life
Ilvir	Nature	Sarajin	Tempest, War
Larani	Order, War	Save-K’nor	Arcana, Knowledge
Morgath	Death		

Khuzdul priests of the demigod Sereniel are clerics of the Forge domain.

☐ **Hârnic Divine Domains.** Replace the above with the GM’s custom divine domains specific to the gods of Hâr.

Druid. Priests of Siem (Inthiars) and tribal shamans are druids. Most Inthiars are druids of the Circle of Dreams.

Fighter. All martial archetypes are available. Treat the El-dritch Knight as a rare variant of the Shek-Pvar (see below).

Monk. Monks are rare, but those of neutral or evil alignment can be priests of Naveh. Otherwise, clerical orders associated with a fighting order, especially Agrikan orders, often have temples where monastic fighting styles are stressed.

Paladin. All sacred oaths are available. Paladins belonging to a Laranian fighting order typically take the Oath of Devotion or Redemption. Those belonging to an Agrikan fighting order typically take the Oath of Conquest or Vengeance.

Ranger. All ranger archetypes are available, whether the ranger comes from a civilised or tribal culture.

Rogue. All roguish archetypes are available. Most members of the Lia-Kavair, the “Thieves’ Guild”, rather unsurprisingly follow the Thief archetype. Assassins are often worshippers of Naveh. Treat the Arcane Trickster as a rare variant of the Shek-Pvar (see below).

Sorcerer, Warlock. These classes are rare on Hâr and should be developed together with the GM.

Wizard. Wizards on Hâr are called Shek-Pvar. The equivalent convocation to the schools of magic is detailed below:

Convocation	School of Magic
Lyahvi	Illusion
Peleahn	Evocation
Jmorvi	Abjuration
Fyvria	Necromancy, Transmutation
Odivshe	Conjuration
Savorya	Divination, Enchantment

☐ **Convocations.** Replace the schools of magic with the GM’s custom arcane traditions specific to each convocation.

3. PERSONALITY AND BACKGROUND

☐ Sunsign

A character's astrological sunsign is a significant factor for skill affinity, providing natural proficiency to a skill depending on when the character was born. Sunsign is determined by birthdate. The first two and last two days of each sign are termed the cusp: a character born on the cusp enjoys the benefit of either sign (player's choice).

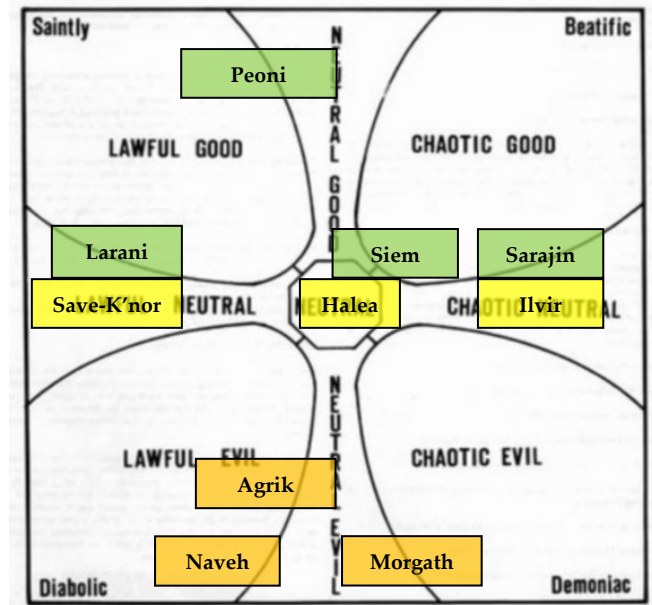
Tuzyn Reckoning (TR) has a 12 month lunar year. Roll 1d12 to generate a month. Each month has 30 days. Roll 1d30 to generate a birthday.

The Tuzyn Year			
Spring	1	Nuzyael	
	2	Peonu	
	3	Kelen	
Summer	4	Nolus	
	5	Larane	
	6	Agrazhar	
Autumn	7	Azura	
	8	Halane	
	9	Savor	
Winter	10	Ilvin	
	11	Navek	
	12	Morgat	

From	To	Sunsign	Proficiency
4 Nuzyael	3 Peonu	Ulandus	Nature OR Survival
4 Peonu	2 Kelen	Aralius	Animal Handling
3 Kelen	3 Nolus	Feniri	Insight OR Investigation
4 Nolus	4 Larane	Ahnu	Intimidation
5 Larane	6 Agrazhar	Angberelius	Longsword & Short sword
7 Agrazhar	5 Azura	Nadai	Acrobatics OR Performance
6 Azura	4 Halane	Hirin	Longbow & Shortbow
5 Halane	3 Savor	Tarael	Arcana OR Perception
4 Savor	2 Ilvin	Tai	Deception OR Stealth
3 Ilvin	2 Navek	Skorus	Persuasion OR Sleight-of-hand
3 Navek	1 Morgat	Masara	Medicine
2 Morgat	3 Nuzyael	Lado	Athletics

Alignment

Worshippers of a god of Hârn tend to share similar alignments, as illustrated below. There are always exceptions, such as a Lawful Neutral Agrikan or Chaotic Evil Ilviran.



Languages

The following languages and scripts are used on Hârn. The equivalent to Common is Hârníc.

Language	Typical Speakers	Script
Gargun	Each gargun subspecies has a separate language (e.g. Gargu-Hyeka)	--
Hârníc	Humans from Chybisa, Kaldor, Kanday, Melderyn, Rethem and Tharda; and from the Bujoc, Chelni, Gozyda, Hodiri, Kath, Pagaelin, Solori, and Tulwyn tribes	Lakise (the tribes have no script)
Ivashi	Intelligent Ivashu	--
Ivinian	Humans from Orbaal (of Ivinian descent)	Runic
Jarinese	Humans from Orbaal, Azadmere, Eval and parts of Kaldor; and from the Adaenum, Anoa, Chymak, Equani, Kabloqui, Kubora, Taelda, Urdu, and Ymodi tribes	Lakise (Taelda: Runic. The other tribes have no script)
Kamakin	Humans from the Kamaki tribes	--
Khuzan (Dwarvish)	Khuzdul from Azadmere	Runic, Khruni
Orbaalese	Humans from Orbaal	Runic
Sindarin (Elvish)	Sindarin from Eval	Selenian

Piety

Piety is an important aspect of Hârn. Nearly everyone worships a deity.

Undertaking pious rituals, even as simple as attending daily mass or making private prayer, has the chance of rewarding the worshipper with Piety Points (PP).

Piety Points can be expended as described below. Points can also be lost for impious acts at GM discretion. Piety Points cannot be reduced to less than 0.

Starting characters have 5d6 PP.

Divine Blessing

Any character that worships a deity can beseech a divine blessing, no more than one attempt per day. As a reaction or bonus action, a character can expend 5 PP and make an Intelligence (Religion) check against DC 20. The character can expend additional PP to reduce the DC to improve their chance of receiving a blessing. For example, if the character expends an extra 10 PP (for a total expenditure of 15 PP), they make their Divine Blessing attempt against DC 10.

Unlike a normal ability check, rolling a 20 is an automatic success and a 1 is an automatic failure when making a Divine Blessing attempt.

- If the check is successful, the character is affected as if a *bless* spell had been cast on them. The effects last for one minute and can't be dispelled.
- On a roll of 20, the expended Piety Points are returned.
- On a roll of 1, the character is affected as if a *bane* spell had been cast on them. The effects last for one minute and can't be dispelled.

Divine Recharge

Once per day after finishing a short rest, a cleric, druid or paladin can expend their Piety Points to regain any spent spell slots. The cost is 5 PP per spell slot level. So, to regain two 1st level spell slots and one 3rd level spell slot, the cost is 25 PP.

4. EQUIPMENT

Coinage

The standard coin on Hârn is the silver penny (d). Most civilised states produce their own silver pennies. Gold coins are rare and in the form of the Khuzan Crown, which most people will never see. Copper, electrum and platinum coins are not minted on Hârn. Use the HârnWorld price list where possible, otherwise use the prices from the SRD, converted to silver pennies.

A farthing is a silver penny divided (literally) into four quarters. Shillings and pounds are not coins, merely quantities of silver pennies.

The table below shows the conversion between Hârn currency and the currency used in the SRD:

Hârn Currency	SRD Currency
1/10 th silver penny	1 copper piece (cp)
1 farthing (1f)	2½ cp
1 ha'penny (2f)	5 cp
1 silver penny (1d)	1 sp
10d / 1 shilling (1s)	1 gp
20d / 1 pound (£1)	2 gp
1 Khuzan Crown	30 gp / 3 pp

□ **Shillings, Pounds and Khuzan Crowns.** 12d = 1 shilling. 24d = 1 pound. 320d+ = 1 Khuzan Crown.

Starting Wealth. A typical character begins play with the clothes worn, a knapsack containing their worldly possessions, credentials when appropriate, and a moneybelt. Check with the GM for starting wealth.

Armour

The prices of armour are twice those listed in the SRD. Half plate and plate armour don't exist on Hârn and are therefore not available.

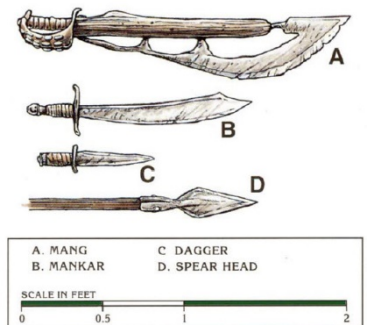
Weapons

All simple and martial weapons are available on Hârn. However, the following weapons are rare: greataxe; greatsword; pike; and crossbow.

The following martial weapons are considered 'chivalric', which means that they should only be in the hands of the nobility or those from a sanctioned religious order: battleaxe; flail; greatsword; lance; longsword; war pick; warhammer.

Sindarin craft a thin-bladed shortsword called a *longknife* and a composite bow called a *hartbow* (treat as a longbow, but as a bonus action, you can extend the range of your next attack with this bow to 200/800). They are often Masterwork weapons (see below).

Gargun (Hârn orcs) use variants of the falchion called the *mang* (110d, 1d8 slashing, 3 lb., versatile (1d10)) and *mankar* (84d, 1d6 slashing, 2 lb., finesse, light), both of which are martial melee weapons.



□ **Shield Variants.** Bucklers are small, round shields that can also be used as melee weapons using the Shield proficiency (40d, 1d4 bludgeoning, 3 lb., finesse, light, +1 AC). They require an action or a bonus action to 'don' or 'doff'.

Tower shields are large, oblong or oval shields designed for mass infantry defence and are particularly effective where they can be interlocked (150d, 8 lb., +2 AC, Str 13 requirement, Stealth disadvantage, grants *Shieldwall* trait (see below)).

❑ Masterwork Arms & Armour

Masterwork weapons and armour are nonmagical items of superlative quality, crafted by highly skilled weaponcrafters using the finest raw materials. A Quality: ☆☆☆☆ can produce Masterwork weapons and armour (uncommon); and a Quality: ☆☆☆☆☆ can produce Greater Masterwork weapons and armour (rare).

A Masterwork weapon grants a +1 bonus to damage rolls and costs the weapon's normal price $\times 2 + 150d$. A Greater Masterwork weapon grants a +1 bonus to attack and damage rolls, and costs the weapon's normal price $\times 3 + 300d$.

Masterwork armour negates the extra damage dealt from any critical hit to the wearer; it costs the armour's normal price $\times 2 + 750d$. Greater Masterwork armour (which can be medium or heavy, but not kurbul) changes any critical hit against the wearer to a normal hit; it costs the armour's normal price $\times 3 + 1500d$.

5. ADVENTURING

Resting

The following changes from the SRD apply to resting on Hârn:

Short Rest

A short rest is a period of downtime, at least 8 hours long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total (minimum of 0). The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

Long Rest

A long rest is a period of extended downtime, at least 5 days long, during which a character sleeps for at least 6 hours and performs no more than 2 hours of light activity, such as reading, talking, eating, or standing watch, for each day of rest. If a day's rest is interrupted by a period of strenuous activity — at least 1 hour of walking, fighting, casting spells, or similar adventuring activity — the character must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character must have at least 1 hit point at the start of the long rest to gain its benefits.

6. COMBAT

Bleeding Wounds

Some effects, such as the loss of a body part, cause a bleeding wound to a creature. At the start of each of the creature's turns, it loses 1d4 hit points from blood loss for each bleeding wound. The creature, or a creature within 5 feet of it, can then use an action to make a DC 15 Wisdom (Medicine) check, ending the effect from all bleeding wounds on itself on a success. Magical healing will also end the effect.

Blinded (Condition)

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage (unless the attacker is more than 5 ft. away from the creature and can't see it), and the creature's attack rolls have disadvantage.

❑ Critical Hits – Max Base Damage

When you score a critical hit, you deal the maximum amount of damage from your normal damage dice, add any relevant modifiers, then roll your damage dice and add the result as extra damage for the critical hit.

For example, if a 3rd level rogue scores a critical hit with a dagger (1d4) while making a Sneak Attack (+2d6), and the rogue has 16 Dexterity (+3), the damage equals $4 + 12 + 3 + 1d4 + 2d6$, for a damage range of 22 to 35.

As another example, if a 9th level barbarian scores a critical hit with a greataxe (1d12) while raging (+3), and the barbarian has 18 Strength (+4), the damage equals $12 + 3 + 4 + 1d12 + 1d12$ (Brutal Critical), for a damage range of 21 to 43.

❑ Infection

Each day at dawn, if your current hit points are equal to or less than half your hit point maximum, you must succeed on a DC 10 Constitution saving throw or your wounds become infected. You have advantage on your saving throw if you spent the past 24 hours in a clean environment, or disadvantage if you were in a filthy one.



If your wounds become infected, your hit point maximum is reduced by 1, and by another 1 for every 24 hours that pass thereafter while the infection persists. If your hit point maximum drops to 0, you die. A spell or effect that cures disease will cure the infection. Alternatively, someone can tend to the infection and make a DC 15 Wisdom (Medicine) check once every 24 hours. After ten successes, the infection is cured.

Lance Charge

This manoeuvre is available to any mounted character who has proficiency with Animal Handling and lances.

If you move at least 30 feet straight toward a target while mounted on a steed that you control, and then hit the target with a lance attack on the same turn, roll the weapon's damage dice twice and add them together.



❑ Lingerin g Injuries

Damage normally leaves no lingering effects, unless a creature takes a critical hit, or drops to 0 hit points and isn't stable.

To determine the nature of the injury, roll a d20 on the Lingerin g Injuries table in the official 5th Edition GM sourcebook. This table assumes a typical humanoid physiology; the GM may adapt the results for creatures with different body types.

❑ 'Tis But a Scratch! Roll d20 twice on the Lingerin g Injuries table, and use the higher of the two rolls.

❑ Massive Damage

When a creature takes damage from a single source equal to or greater than half its hit point maximum, it must succeed on a DC 15 Constitution saving throw or suffer a random effect determined by a roll on the System Shock table in the official 5th Edition GM sourcebook. For example, a creature that has a hit point maximum of 25 must make a Constitution save if it takes 12 damage or more from a single source.

❑ Morale

Morale is a measure of a creature's courage, loyalty and high spirits. It is optional in your first Hârn games – the beginning GM should not use Morale until all the other game mechanics have been learned. Morale should be added after everyone, both GM and players, has participated in 2 or more group games.

In combat, any creature may try to run away or surrender. A PC may choose to do this, but this is the decision of the player – Morale Checks are not made for PCs.

To determine whether an NPC or monster wants to run away or surrender, the GM uses the creature's Morale score – see the guide below. A high Morale score indicates a willingness to keep fighting; low Morale means that the creature

may panic and try to get away from combat. The Morale score is used when the GM makes a Morale Check.

Morale Scores

All creatures have a Morale score between 1 (always flees) and 12 (never flees), for example:

- 5 Cowardly human non-combatants
- 6 Typical human non-combatants (e.g. townsfolk); gargu-arak
- 7 Typical human combatants; gargu-hyeka; gargu-ky-ani
- 8 Human commanders; gargu-khanu; gargu-viasal; typical khuzdul and sindarin
- 9+ Battle-hardened warriors
- 12 Gulmorvrin (undead)

How to Check Morale

When a Morale Check is necessary, the GM rolls 2d6:

- If the result is *greater than* the creature's Morale score, the creature will try to stop the fight or get away from it.
- If the result is *less than or equal to* the Morale score, the creature will continue to fight.



When to Check Morale

For a single creature encountered alone, a Morale Check is made:

1. When the creature is first hit and takes 1 or more hit points of damage; and
2. When the creature is reduced to 25% of its hit point maximum.

For a group of creatures, a Morale Check is made against the Morale of an active creature in the group with the highest score:

1. When the first death occurs amongst the group; and
2. When half of the monsters are no longer free to act – killed, magically asleep or controlled, etc.

Followers' Morale

An NPC follower's Morale is typically 7 + the leader's Charisma modifier and is not checked for every situation occurring in the description above. Instead, a follower's Morale is only checked during an adventure if:

1. The leader orders the follower to endanger themselves while the party is in less danger; or
2. The follower is damaged and down to 25% of its maximum hit points.

Adjustments to the Morale Check

The GM may decide to adjust a Morale Check by a penalty or bonus to the 2d6 roll by 1 or 2, according to the circumstances.

Results of the Morale Check

If a creature fails the Morale Check, it will try to get away from the battle in the most expedient manner possible. If fleeing is not possible, an intelligent creature will surrender if it thinks the opponent will accept the offer; otherwise, it will continue to fight.

Mounted Combat

❑ **Controlled Mount Attacks.** While you're controlling a combat-trained mount such as a warhorse, you can use your action to direct the mount to take an Attack or Overrun action against a target of your choice. For example, you could direct your warhorse to make a hooves attack with a Trampling Charge against a target, or overrun an enemy position, instead of making your own attack with your sword.

Depending on the circumstances, the GM may require you to succeed on a Wisdom (Animal Handling) check and/or have the Mounted Combatant feat to direct a controlled mount attack.

Movement Around Other Creatures

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. *Treat a prone hostile creature as being one size smaller than normal for this purpose.* Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack.

❑ Shock

A dying creature might enter shock once it recovers consciousness. Shock is a special condition that lasts until the creature recovers naturally, or the condition is removed by the *lesser restoration* spell. A creature in shock displays a variety of symptoms including pallor, cold sweats, weakness, nausea, thirst, and groaning; it is usually incoherent and may gaze helplessly at its injuries.

Each time you regain hit points after dropping to 0 hit points, you must succeed on a DC 10 Constitution saving throw or enter shock. This saving throw is made with disadvantage if you failed any death saving throws before regaining hit points.

When you enter shock, you gain one level of exhaustion and are incapacitated. Your speed is reduced by 10 feet, and you can't speak coherently. You automatically fail Strength and Dexterity saving throws, and attack rolls against you have advantage. After 1d4 hours, you must make a DC 10

Constitution saving throw: on a success, the condition and any exhaustion levels gained from shock are removed; on a failure, you remain in shock and gain another level of exhaustion. Repeat the saving throw every 1d4 hours until either the condition is removed, or you die.

❑ Tower Shields

The tower shield grants the *Shieldwall* trait if its wielder has proficiency with shields.

Shieldwall. If you move no more than half your speed on your turn, and end your movement within 5 feet of an ally who has the Shieldwall trait, you can use an action or a bonus action to form a Shieldwall. The Shieldwall is a formation with you and the ally as its members. Choose a facing: the Shieldwall provides half cover to its members against attacks from this facing, until the start of your next turn. Your Shieldwall benefit is immediately lost if either member of the formation is not wielding a shield, forms or joins a Shieldwall with a different facing, moves from its space, is prone, or is incapacitated.



Unseen Attackers & Targets

When a creature can't see you, you have advantage on attack rolls against it, *unless you are more than 5 ft. away from the creature and can't see it.*

7. RUNNING THE GAME

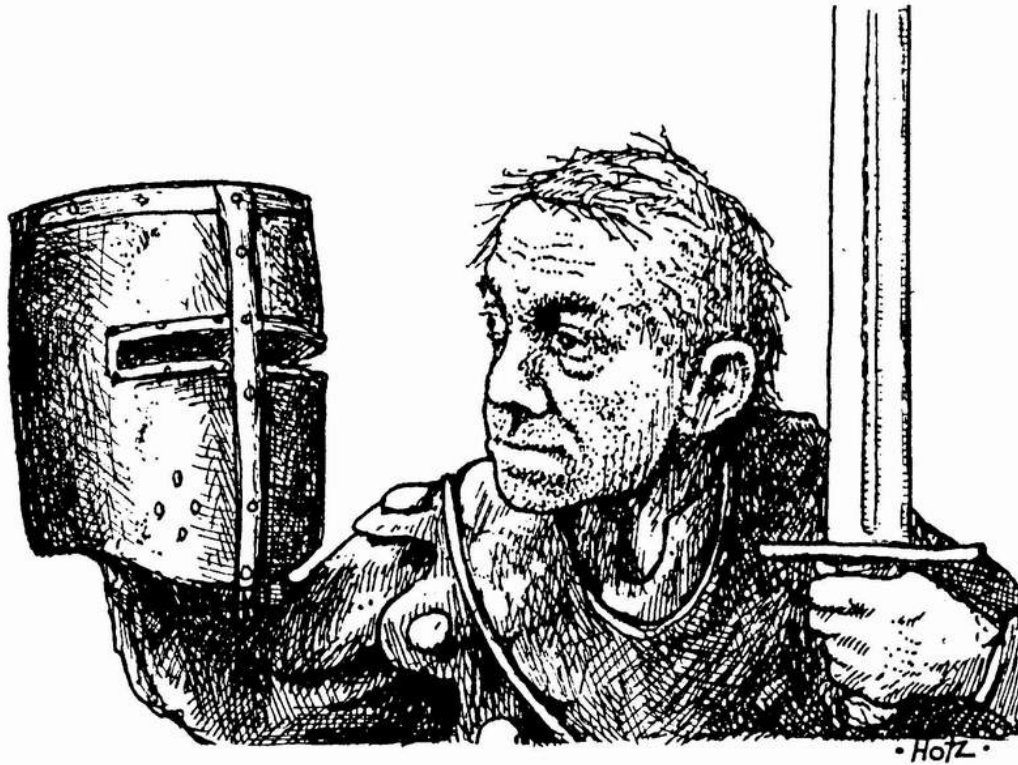
Experience Points

You gain experience points in three ways:

1. **Tactics** – combat, and overcoming challenges outside combat. Even losing combat can yield XP.
2. **Strategy** – completing significant milestones, such as accomplishing one in a series of goals necessary to complete the adventure.
3. **Alliances** – turning important NPCs into allies, aligning them with your cause, or denying them as assets to your enemies.

Level advancement will generally take place after you finish at least a long rest, at a suitable juncture in the game as determined by the GM. The GM may require additional tasks to complete level advancement, such as when a paladin reaches 3rd level and must take an Oath.

5E HÂRN ARMOUR



Armour	Cost (d)	Armor Class (AC)	Strength	Stealth	Weight (lb.)
<i>Light Armour</i>					
Quilt	100	11 + Dex modifier	-	Disadvantage	8
Leather	200	11 + Dex modifier	-	-	10
Coat of plates	900	12 + Dex modifier	-	-	13
<i>Medium Armour</i>					
Kurbul	200	12 + Dex modifier (max 2)	-	-	12
Mail byrnie	1,000	13 + Dex modifier (max 2)	-	-	20
Scale hauberk	1,000	14 + Dex modifier (max 2)	-	Disadvantage	45
Khuzan / Sindar mail shirt	8,000	14 + Dex modifier (max 2)	-	-	20
<i>Heavy Armour</i>					
Ring hauberk	600	14	-	Disadvantage	40
Mail hauberk	1,500	16	Str 13	Disadvantage	55
Mail and plate	4,000	17	Str 15	Disadvantage	60
<i>Shield</i>					
Buckler*	40	+1	-	-	3
Shield	100	+2	-	-	6
Tower Shield**	150	+2	Str 13	Disadvantage	8

* The buckler also counts as a melee weapon (1d4 bludgeoning, finesse, light).

** The tower shield grants the *Shieldwall* ability if its wielder has proficiency with shields.

Armour Descriptions

Quilt. Quilt armour consists of quilted layers of cloth and batting, typically in the form of a gambeson and topped with a kettle hat.

Leather. A tunic or coat of tough leather, often reinforced with additional layers. The armour includes a hood or helmet.

Coat of plates. A form of segmented torso armour consisting of metal plates riveted inside a cloth or leather coat. Unlike scale armour which has plates on the outside, a coat of plates has the plates on the inside of the foundation garment. The armour includes a helmet.

Kurbul. This armour consists of a leather coat with overlapping pieces of thick leather that has been hardened through boiling in water or oil. It may feature larger, moulded kurbul plates such as shoulder protectors and a breastplate. The suit includes a helmet.

Mail byrnie. Made of interlocking metal rings, a mail byrnie is worn between layers of clothing or leather. This armour offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers. The armour includes a helmet.

Scale hauberk. This armour consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets and a helmet.

Khuzan / Sindar mail shirt. A very fine mail byrnie with a quilted silk backing, crafted by a Khuzdul or Sindarin armoured.

Ring hauberk. This armour is a leather coat with heavy rings sewn into it. The rings help reinforce the armour against blow from swords and axes. Ring armour is inferior to mail, and it's usually worn only by those who can't afford better armour. The armour includes a helmet.

Mail hauberk. Made of interlocking metal rings, this coat of mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets or mail mittens at the ends of the sleeves and an open or enclosed helmet.

Mail and plate. Mail armour supplemented with metal plates for spot protection. It includes an enclosed helmet.

5E HÂRN

BACKGROUNDS

Once you have generated an Occupation for your character (HârnMaster 3rd Edition, Character 13), refer to the table below to determine the character's background proficiencies, languages, feature, and suggested characteristics (personality trait, ideal, bond, flaw). See Character 17 for generating starting equipment and funds.

	Character Occupation	Skill Proficiencies	Tool Proficiencies	Languages and Scripts	Background Feature	Suggested Characteristics
UNGUILDED	Animal Trainer	Animal Handling Nature	-	One language	Rustic Hospitality	Folk Hero
	Beggar	Sleight of Hand Stealth	-	One language	City Secrets	Urchin
	Cartographer / Artist	History Nature	Cartographer's tools, painter's supplies	One language and one script	By Popular Demand	Entertainer
	Cleric (Agrik)	Intimidation Religion	-	One language, Azeryani, Surikal, Zerin script	Knightly Regard	Knight of the Order
	Cleric (Halea)	Persuasion Religion	-	One language, Karuia, Zerin script	Court Functionary	Courtier
	Cleric (Ilvir)	Nature Religion	-	One language, Old Jarinese, Ivashi, Khruni script	Wanderer	Outlander
	Cleric (Larani)	Insight Religion	-	One language, Emela, Khruni script	Knightly Regard	Knight of the Order
	Cleric (Morgath)	Intimidation Religion	-	One language, Azeri, Ormauk, Nuvesarl script	City Secrets	Urchin
	Cleric (Naveh)	Deception Religion	Disguise kit, poisoner's kit	One language, Besha, Neramic script	False Identity	Charlatan
	Cleric (Peoni)	Medicine Religion	-	One language, Emela, Khruni script	Shelter of the Faithful	Acolyte
	Cleric (Sarajin)	Insight Religion	-	One language, Ivinian, Runic script	Steady	Marine
	Cleric (Save-K'nor)	History Religion	-	One language, Azeri, Tianta script	Library Access	Cloistered Scholar
	Cleric (Sereniel)	Investigation Religion	One type of artisan's tools	One language, Khuzan, Khruni script	Respect of the Stout Folk	Clan Crafter
	Druid (Siem)	Perception Religion	-	One language, Sindarin, Selenian script	Wanderer	Outlander
	Farmer / Herdsman	Animal Handling Nature	-	One language	Rustic Hospitality	Folk Hero

	Character Occupation	Skill Proficiencies	Tool Proficiencies	Languages and Scripts	Background Feature	Suggested Characteristics
UNGUIDED	Fisherman	Nature Survival	Vehicles (water)	One language	Harvest the Water	Fisher
	Fisherman (Smuggler)	Deception Survival	Vehicles (water)	One language	Down Low	Smuggler
	Gladiator	Athletics Performance	-	One language	By Popular Demand	Gladiator
	Hunter / Trapper	Nature Survival	-	One language	Wanderer	Outlander
	Laborer / Longshoreman	Athletics Perception	-	One language	City Secrets	Urchin
	Prostitute / Pimp	Performance Persuasion	-	One language	City Secrets	Urchin
	Ratter	Animal Handling Perception	-	One language	City Secrets	Urchin
	Sage / Tutor	Arcana History	-	Two languages and two scripts	Researcher	Sage
	Scribe	Arcana History	-	Two languages and three scripts	Researcher	Sage
	Servant / Cook	Insight Perception	Cook's utensils	One language	Rustic Hospitality	Folk Hero
	Shaman	Insight Religion	-	Two languages	Wanderer	Outlander
	Soldier (Guardsmen)	Athletics Intimidation	One type of gaming set	One language	Watcher's Eye	City Watch / Investigator
	Soldier (Legionnaire)	Athletics Intimidation	One type of gaming set, vehicles (land)	One language	Military Rank	Soldier
	Soldier (Mercenary)	Athletics Survival	One type of gaming set, vehicles (land)	One language	Mercenary Life	Mercenary Veteran
	Soldier (Viking)	Athletics Survival	Vehicles (water)	One language	Steady	Marine
	Soldier (Yeoman)	Athletics Perception	-	One language	Rustic Hospitality	Folk Hero
	Teamster	Animal Handling Survival	Vehicles (land)	One language	Wanderer	Outlander
	Thatcher	History Perception	Carpenter's tools	One language	Rustic Hospitality	Folk Hero
	Toymaker	Insight Investigation	Woodcarver's tools	One language	City Secrets	Urchin

GUILDED	Alchemist	Arcana Investigation	Alchemist's supplies	One language and one script	Researcher	Sage
	Apothecary	Medicine Nature	Alchemist's supplies, herbalism kit	One language and one script	Discovery	Hermit
	Astrologer	Arcana Religion	-	One language and one script	Researcher	Sage
	Chandler	History Insight	Tinker's tools	One language and one script	Guild Membership	Guild Artisan / Merchant
	Charcoaler	Nature Perception	-	One language	Guild Membership	Guild Artisan / Merchant
	Clothier	History Investigation	Weaver's tools	One language and one script	Guild Membership	Guild Artisan / Merchant

	Character Occupation	Skill Proficiencies	Tool Proficiencies	Languages and Scripts	Background Feature	Suggested Characteristics
GUILDED	Courtesan	Insight Persuasion	Disguise kit	One language and one script	By Popular Demand	Entertainer
	Embalmer	Investigation Medicine	Alchemist's supplies	One language and one script	Guild Membership	Guild Artisan / Merchant
	Glassworker	History Investigation	Potter's tools	One language and one script	Guild Membership	Guild Artisan / Merchant
	Harper / Skald	History Performance	One type of musical instrument, woodcarver's tools	One language and one script	By Popular Demand	Entertainer
	Hideworker	History Nature	Cobbler's tools, leatherworker's tools	One language	Guild Membership	Guild Artisan / Merchant
	Innkeeper	History Insight	Brewer's supplies	Two languages and one script	Guild Membership	Guild Artisan / Merchant
	Jeweler	History Investigation	Jeweler's tools	One language and one script	Guild Membership	Guild Artisan / Merchant
	Lexigrapher	Investigation Nature	Calligrapher's supplies, leatherworker's tools	One language and two scripts	Guild Membership	Guild Artisan / Merchant
	Lia-Kavair (Thief)	Deception Stealth	One type of gaming set, thieves' tools	One language and Thieves' Cant	Criminal Contact	Criminal / Spy
	Lia-Kavair (Smuggler)	Athletics Deception	Thieves' tools, vehicles (water)	One language and Thieves' Cant	Down Low	Smuggler
	Litigant	History Persuasion	-	Two languages and one script	Guild Membership	Guild Artisan / Merchant
	Locksmith	History Investigation	Thieves' tools	One language and one script	Guild Membership	Guild Artisan / Merchant
	Mage (Shek-Pvar)	Arcana History	-	One language, convocational script and one script	Library Access	Cloistered Scholar
	Mason	History Investigation	Mason's tools	One language and one script	Guild Membership	Guild Artisan / Merchant
	Mercantylor	Insight Persuasion	-	Two languages and one script	Guild Membership	Guild Artisan / Merchant
	Metalsmith	History Investigation	Smith's tools	One language	Guild Membership	Guild Artisan / Merchant
	Miller / Millwright	Nature Perception	Carpenter's tools	One language and one script	Guild Membership	Guild Artisan / Merchant
	Miner	Nature Perception	Carpenter's tools	One language	Guild Membership	Guild Artisan / Merchant
	Ostler	Animal Handling Nature	Leatherworker's tools	One language	Guild Membership	Guild Artisan / Merchant
	Perfumer	History Insight	Alchemist's supplies	One language and one script	Guild Membership	Guild Artisan / Merchant
	Physician	History Medicine	-	One language and one script	Guild Membership	Guild Artisan / Merchant
	Pilot	History Nature	Cartographer's tools, navigator's tools	One language and one script	Ship's Passage	Sailor

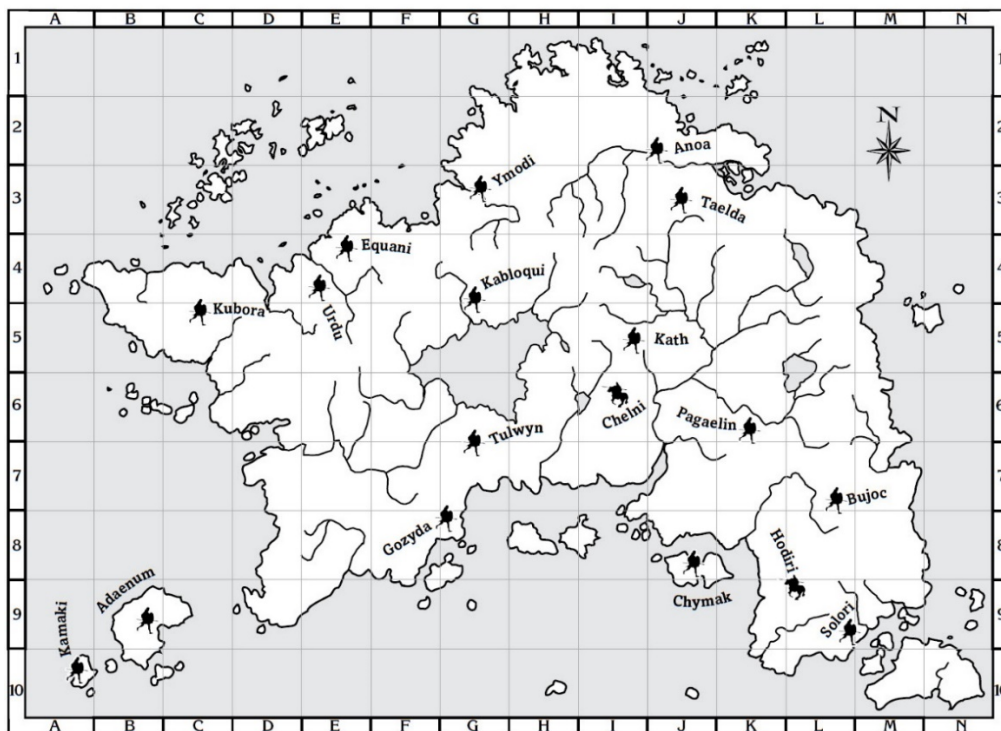
	Character Occupation	Skill Proficiencies	Tool Proficiencies	Languages and Scripts	Background Feature	Suggested Characteristics
GUILDED	Potter	History Nature	Potter's tools	One language	Guild Membership	Guild Artisan / Merchant
	Salter	Nature Survival	-	One language	Guild Membership	Guild Artisan / Merchant
	Seaman	Athletics Perception	Vehicles (water)	One language	Ship's Passage	Sailor
	Seaman (Pirate)	Athletics Perception	Vehicles (water)	One language	Bad Reputation	Pirate
	Shipwright	History Perception	Carpenter's tools, vehicles (water)	One language and one script	I'll Patch It!	Shipwright
	Tentmaker	History Perception	Weaver's tools	One language	Guild Membership	Guild Artisan / Merchant
	Thespian	History Performance	One type of musical instrument	One language	By Popular Demand	Entertainer
	Timberwright	Nature Survival	Carpenter's tools	One language	Wanderer	Outlander
	Weaponcrafter	History Investigation	Leatherworker's tools, smith's tools	One language	Guild Membership	Guild Artisan / Merchant
	Weaponcrafter (Bowyer / Fletcher)	History Investigation	Carpenter's tools, woodcarver's tools	One language	Guild Membership	Guild Artisan / Merchant
	Woodcrafter	History Investigation	Carpenter's tools, woodcarver's tools	One language	Guild Membership	Guild Artisan / Merchant

NOBLE	Herald	History Perception	-	Two languages and one script	Court Functionary	Courtier
	Knight / Patrician / Lady	History Persuasion	-	One language	Retainers	Knight
	Knight of a Fighting Order	History Religion	-	One language	Knightly Regard	Knight of the Order
	Knight-Bachelor / Lady	History Persuasion	-	One language	Position of Privilege	Noble

5E HÂRN

TRIBAL CLASSES

Tribal Nations
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The following is a suggested guide for suitable player character classes by tribal nation.

Jarin Tribes

Adaenum

Fisherfolk of Anfla Island off the southwest coast of Hârn.

- Druid (Olna), Circle of the Land (Coast)
- Ranger, Hunter
- Sorcerer (Vulna)

Anoa

Nomadic hunters of the Anoth River valley in southern Orbaal.

- Druid (Shaman), Circle of the Land (Swamp)
- Ranger, Gloom Stalker (Green Demons)
- Ranger, Hunter
- Rogue, Scout

Bujoc

Nation of shy, superstitious, forest nomads with a strong matrilineal culture.

- Druid (Sha Woman), Circle of the Shepherd
- Ranger, Hunter
- Rogue, Scout

Chymak

Famed sea-folk of Belna Island. They range the Gulf of Ederwyn in large sea-going canoes, and are much valued as seamen on merchant ships.

- Druid (Sarfaeda), Circle of the Land (Coast)
- Ranger, Horizon Walker (Cult of the Shrouded Walker)

Equani

Warrior tribesmen of Equeth, noted for their elaborate facial scars and tattoos and their merciless treatment of intruders.

- Barbarian, Path of the Berserker (Shevrachi)
- Druid (Shaman), Circle of the Land (Forest)
- Fighter, Champion
- Ranger, Hunter

Kabloqui

Degenerate cannibals from the north shore of Lake Benath. They are related to the Equani, who detest them. Their gargun neighbors may destroy them, if their own treachery doesn't first.

- Ranger, Hunter
- Rogue, Scout

Kubora

Powerful warrior nation of Peran. They once united under Arlun the Barbarian and conquered Rethem. They export wild beasts for the Pamesani Games.

- Barbarian, Path of the Berserker
- Druid (Shaman), Circle of the Land (Forest)
- Paladin, Oath of Conquest
- Ranger, Hunter
- Rogue, Scout

Taelda

Nomadic hunter-gatherers who inhabit the vast forests of southern Nuthela. The Taelda are renowned healers and woodsmen.

- Druid (Tuathar), Circle of Dreams
- Ranger, Hunter
- Rogue, Scout

Urdu

Nomadic hunters who inhabit the range between the Chetul and Pemetta rivers in northwestern Hârn.

- Druid (Shaman), Circle of the Land (Forest)
- Ranger, Hunter
- Rogue, Scout

Ymodi

Wild forest tribesmen of Himod in northern Hârn. Beleaguered by the Equani to the west, Anoa to the east, and gargun to the north and south, they survive because of their impressive skill with the bow and spear.

- Barbarian, Path of the Totem Warrior
- Druid (Shaman), Circle of the Land (Forest)
- Ranger, Beast Master
- Ranger, Hunter

Pharic Tribes

Chelni

A loose federation of 30 tribes, ranging in size from 60 to 200, who occupy the Chelna Gap and surrounding hills. The Chelni breed ponies that are traded for civilized goods.

- Barbarian, Path of the Berserker
- Druid (Shaman), Circle of the Land (Grassland)
- Fighter, Cavalier
- Ranger, Hunter

Gozyda

Forest tribesmen who control the Mimea Hills in western Hârn. Organized into bands of 60 or less, the Gozyda include some outlaws from Tharda and Kanday. This has brought them new blood and technology.

- Druid (Shaman), Circle of the Land (Coast or Forest)
- Ranger, Hunter
- Rogue, Scout

Hodiri

Proud nomadic horsemen of Horadir. The Hodiri are extremely fierce warriors. There are about 80 tribes, 60 to 300 strong.

- Fighter, Cavalier
- Fighter, Samurai
- Ranger, Hunter

Kath

A loose federation of wild and primitive tribes inhabiting the Kathela Hills in eastern Hârn. There are about 60 bands, few of which exceed 30 in number. Kath women are known for their beauty.

- Druid (Shaman), Circle of the Moon
- Ranger, Hunter
- Rogue, Scout

Pagaelin

The violent, vicious tribal nation dwelling roughly between the Osel River and Setha Heath. There are approximately 120 tribes of 60–240 members. They are under the influence of a heretical Navehan sect.

- Barbarian, Path of the Zealot

- Druid (Shaman), Circle of the Land (Grassland)
- Ranger, Hunter
- Rogue, Scout

Tulwyn

Merciless barbarians who inhabit the wilderness of Athul. They are divided into some 90 tribes, of 60–150 members. The Tulwyn use weapons and tools taken from traders along the Salt Route.

- Cleric of Kekamar, Tempest Domain
- Barbarian, Path of the Berserker (Turenkemri)
- Fighter, Samurai
- Ranger, Hunter
- Rogue, Scout

Other Tribes

Kamaki

The herdsman of the island of Kamace off southwestern Hârn. There are fourteen tribes, few exceeding 100 in number.

- Druid (Shaman), Circle of the Land (Coast)

Solori

A primitive and wild nation in southeastern Hârn. There are about 30 tribes, each of 40–150 people. The Solori are slowly being exterminated in a genocidal crusade waged by the knights of the *Order of the Lady of Paladins*.

- Barbarian, Path of the Ancestral Guardian
- Fighter, Samurai
- Paladin, Oath of Vengeance
- Ranger, Hunter
- Rogue, Scout

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