

HARP

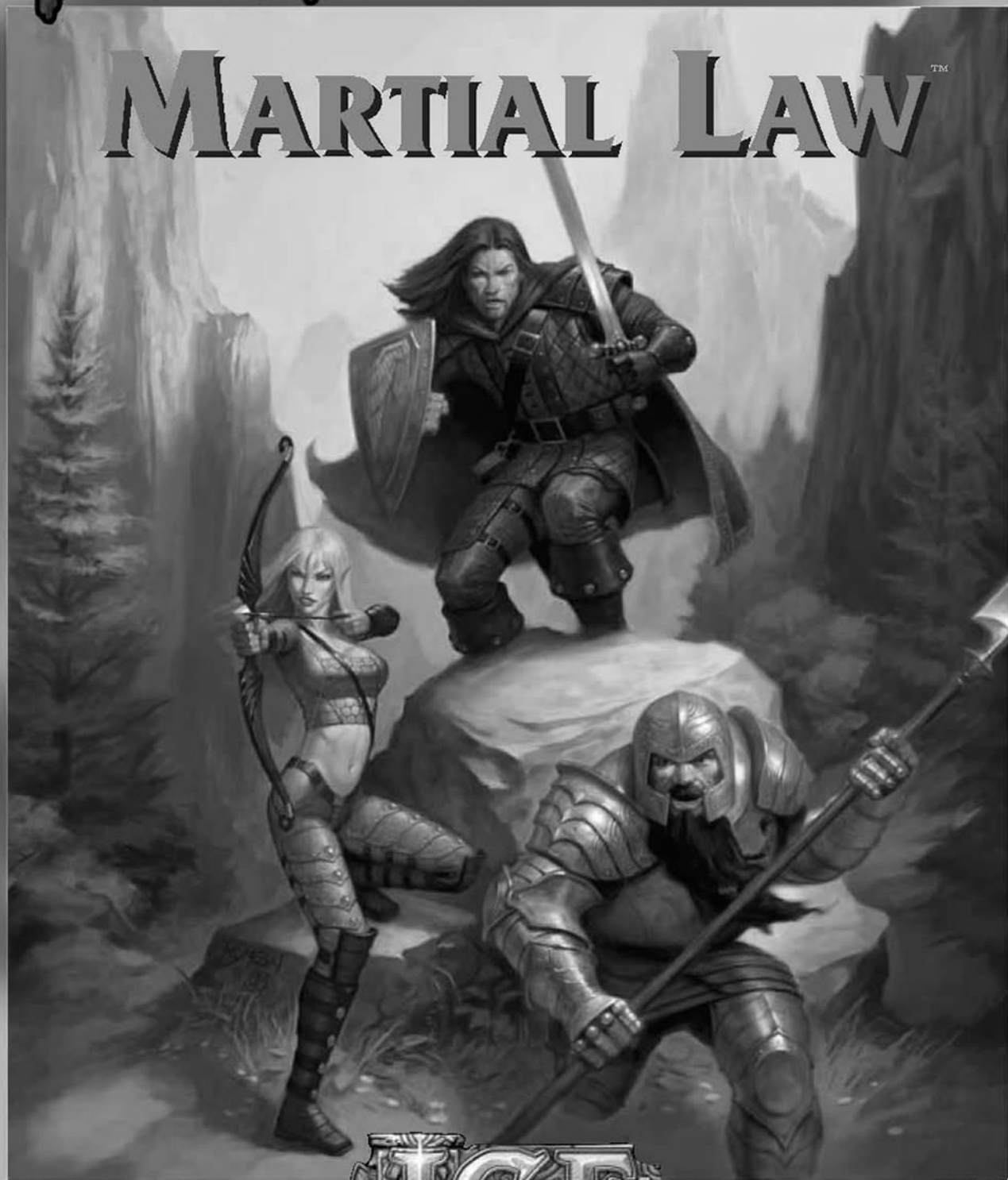
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HIGH ADVENTURE

#3001

ROLE PLAYINGTM

MARTIAL LAWTM



ICE



Martial LawTM



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INTRODUCTION



**“In peace there’s nothing so becomes a man
 As modest stillness and humility;
 But when the blast of war blows in our ears,
 Then imitate the action of the tiger:
 Stiffen the sinews, summon up the blood,
 Disguise fair nature with hard-favour’d rage;...
 Then lend the eye a terrible aspect;
 Now set the teeth and stretch the nostril wide;
 Hold hard the breath, and bend up every spirit
 To his full height. On, on, you noblest English,...”**

—WILLIAM SHAKESPEARE, HENRY V, ACT I, SCENE III.



AUTHOR'S THOUGHTS

Milestones. Life is full of them. They shape our lives and our perceptions of the world around us. A person could easily make up list of the milestones that have directed their lives to where they are now. Your first kiss, your first car, your first girlfriend, your first day of college, etc. For me, writing *Martial Law* will be a great milestone in my life.

A person's history shapes their opinions about gaming as much as it shapes their opinion of any other subject (politics, relationships, etc.). I've been a graduate student, a police officer, a psychological warfare specialist, a teacher, a programmer, a son, and a father. Every person I have ever met, every job I have ever had, and every game I have ever played has brought me to this point of my life.

My first role-playing game was *Advanced Dungeons and Dragons*. A classmate introduced me to the game in the 8th grade during the fall of 1981. I was completely blown away by it all. Someone had actually written a game about fighters and wizards! From that day on, gaming became one of my favorite past-times. When I moved to Mustang, Oklahoma, I was lucky to meet a really good group of gamers. They taught me that role-playing games weren't about winning or losing, but how you played the game. It was about the experience along the way and above all else, the FUN!

College was responsible for introducing me to the best group of gamers I have ever had the pleasure of knowing. My RA said her roommate's boyfriend was "running" a gaming group and they were looking for some new players. The whole group stopped by my dorm room one night for an "interview." The next day they invited me to the first game. As a result, my grades suffered, but my gaming experience flourished. We didn't always agree on how to run a game or rules interpretations, but we all learned from each other and we had a wonderful four years together.

One semester, I stumbled across my first *Rolemaster* game. It was the old navy blue box that contained the three core rulebooks from ICE. I remember the appearance of the box itself is what caught my attention. It just "looked" so much different than the other RPG's. When I opened up the box, I discovered that it was truly different from the other games. It quickly became my favorite RPG. The realism of the fighting, the variety of spells, and the character development was the best I had ever seen. The rules were complicated to learn, but eventually I ran my first *Rolemaster* game and my perception of RPG's would be changed forever.

During high school, I found the SCA (Society for Creative Anachronism) at a local renaissance faire. I talked to the members and they explained what the group was all about and what they did. I was immediately hooked and joined. The SCA has a lot of activities to satisfy a wide range of people, but for me it was the fighting. The idea of walking onto a tournament field in armor and fighting an opponent in front of crowds of cheering spectators was intriguing to me. Several weeks later, I finished my first set of armor (boy, was it ugly!) and off I went to learn how to fight.

The Society has taught me a lot about history and about the martial aspects of medieval life. You learn more than just how to fight, you learn how to make the armor and repair it. You learn exactly how the weapons were constructed and just how much effort and resources it took to create those fine pieces you see in museums. Nowhere else could I have learned so much from such good people.

The most important thing the Society has taught me has nothing to do with leather, steel, or chain mail. It taught me about the human soul and how it handles things such as honor and chivalry. A man can have the best looking armor in the world and even be the best swordsman on the field, but without honor, he is nothing. Chivalry is not about acting a part on weekends or when people are watching, it's about being true to yourself and everyone around you. When you are truly a man with honor and a man that understand ideals of chivalry, it takes no effort at all. You are simply you.

When Tim contacted me from ICE about writing *Martial Law*, I was overwhelmed. I was grateful for the chance to write a book

and see some of my ideas in print. I have written articles before and short stories, but never a book. That's an achievement and a task not to be taken lightly. I was humbled at the opportunity. Because of my past experiences with gaming and the SCA, I thought this was the perfect book for me to write. I am very thankful to the wonderful staff at ICE for giving me this opportunity.

I had a difficult time writing at first, since *HARP* had not even been published yet. How do you write an optional rulebook supplement for a game that's not published yet? I'm still not sure. Literally, my first draft was written based on the draft of the *HARP* Rulebook. Once the final version of *HARP* was released, I had a solid foundation to work with and the final version of *Martial Law* was finished. Then Tim told me about the revision. Ack!

HARP is a really good game and as one of the playtesters I truly enjoyed the design Tim had come up with, but I also understood that many of the ICE fans were "expert" gamers and their opinions mean a lot to ICE. The revision was a chance to fix typos and make some modifications to the system to make it better. That also meant that there would need to be changes to *Martial Law*. In fact, several pieces of the original *Martial Law* book ended up in the *HARP* revision. But now, you hold in your hands the final product of all those months of work and effort. I hope you enjoy it.

—Chris Adams

SPECIAL THANKS

I would like to take this opportunity to thank the people who inspired the ideas and helped me get to where I am now. Without them, I would never have been able to write this book.

My first gaming group: Mike, Jason, Jeff, Andy and the others. Thanks for introducing me to a great hobby.

My college friends: David, Robbie, Anissa, Damon, and Robert. Thanks for having me as part of the group.

My playtest group: Trevor, Mark, Jessica, Phil, and DaNita. Thanks for being who you are, which a great group of people.

My friends in the Society: Sir Asad Udin, Master Collin, His Lordship Halvgrimr, Lord Brockman, Lord Aiden, Lady Elianor, and especially to Lady Agotha (my inspiration). Thanks for showing me what chivalry is all about.

EDITORS' NOTES

We put poor Chris through the wringer with *Martial Law*. First he had to work off rough drafts of *HARP* and deal with a constant slew of changes. Then he had to deal with an extremely preoccupied Tim and myself, who trying desperately to finish *HARP*, tended to respond to his requests for more information in monosyllables. Then we took parts of the original *Martial Law* manuscript and added them to *HARP*, and revised *HARP* again. I am surprised that he didn't round up a bunch of fellow knights to imprison us, just to keep us from tinkering with the rules. Instead he dealt with all of these slings and arrows with unfailing good humor and courtesy.

Martial Law was a catalyst for Tim and I. The manuscript arrived when we were assimilating the first round of feedback from *HARP*. It forced us to rethink certain aspects of *HARP*—namely the sections on armor and combat. The manuscript helped us to see some omissions that needed to be remedied in a new edition of *HARP*. Thus *Martial Law* was one of the primary forces that spurred us on to do the *HARP* revision. This in turn led to more work for Chris, Tim and myself, and inevitably delayed *Martial Law*.

I would like to thank Chris for putting up with us and all of our rules changes so patiently. I would also like to thank our customers for waiting for *Martial Law* so patiently. So as a little old man once said: "Have fun storming the castle."

—Heike Kubasch

ROLE PLAYING WARRIORS



**“Rash is he who at unknown doors
Relies on his good luck, ...
Silence becomes the Son of a prince,
To be silent but brave in battle:...
Cattle die, kindred die,
Every man is mortal:
But the good name never dies
Of one who has done well...”**

—The Havamal (W. H. Auden & P. B. Taylor Translation)



Warriors. Fighters. Knights. The words evoke mental images of men and women wielding weapons and battling monsters. From the noblest knight to the morally questionable duelist, they share a common belief: your skill keeps you alive. They live by a code of blood and steel living each day knowing full well that it may be their last.

When playing warrior in a role-playing game it is important to know certain things about the character if he is to be played as a three-dimensional person and not just list of numbers and words on a sheet of paper. Just like a real person, he has history and motivations that drive him toward his goals. He has a code by which he lives his life. He has friends, and especially enemies.

Some players are content with the numeric representation of their warrior as it's presented on a character sheet. If that is sufficient for your enjoyment of the game, then keep it that way. If, however, you are looking for a character with a little more substance, then keep reading through this chapter. Herein we will present guidelines that will help you "flesh out" your warrior and possibly take your enjoyment of the game to the next level (pardon the pun!).

The purpose of this chapter is to help you create a detailed, exciting, and fun description of your characters. Your basic character already has a race, gender, culture, skills, and talents. This chapter will help you create the other items necessary for a more complete character.

CREATING A WARRIOR IN HARP

There is often a misperception that warriors are just the tanks that stand in the front of a group and take the hits so the spell casters can cast and the thieves can steal. Essentially, they are the muscle of the party, or that's what some would have you believe. They can be so much more than that. Experienced players will tell you of the exploits of their favorite warriors and often they are not the brain dead muscle types you might first take them for.

When first creating a warrior character in **HARP**, you should sit down and write some notes about the character. Decide the race and gender, as well as the motivations, attitudes/alignment, and social status of the character. Where did he come from? Where is he going? How is he going to get there?

There is a lot of information to get familiar with when first creating a character, especially for a new player. This section will discuss the different steps in creating a warrior type character and offer advice on some of the decisions you must make. This is only advice and you do not have to follow it. In the end, you as the player have the final decision on what direction you want your character development to take (pending GM's approval).

PREPARATION STEP: DECIDE ON A PERSONALITY

First decide on a personality. Believe it or not you should decide this before you even roll your first set of dice to determine statistics. This is important because the personality of the character will help determine what stats are most important for the character if you want him to succeed. For example, if you picture your warrior as a

swashbuckling duelist rather than a hard-hitting barbarian, then his Quickness will need to be higher than his Strength.

STEP ONE: CHOOSE A PROFESSION

Deciding which type of warrior you will play is important. So many times the image that a player has in his head is difficult to classify into one profession, but with the proper effort any character can be created. Working with your GM is essential at this step of the process. Perhaps the GM or the other players in the group can offer an unbiased point of view and help make your decision as to which profession will help promote the success of your character. If your character likes to use his hands for fighting more than weapons then a Monk profession might be better suited for your character than the Fighter profession. If you want to develop spell casting at a later time but still have some strong fighting abilities than a Warrior Mage would be better suited for your character.

The important thing to remember is to look at the basic foundation of the character and what he wishes to be able to do during a campaign.

Author's Note: Below is a list of fictional characters and historical people that could be considered members of certain warrior professions:

Fighter – Conan the Barbarian, Sir Lancelot, and D'Artagnan of the musketeers, Karl Cullinane (Guardians of the Flame).

Monk – The Crow (Erik Draven), Blade, Bruce Lee, Jackie Chan, Walther Slovisky (Guardians of the Flame).

Rogue – Robin Hood.

STEP TWO: GENERATE STATISTICS

The different statistics are explained in the **HARP** Rulebook. For a warrior certain statistics are very beneficial while others are less important. It would be great to have high numbers in all statistics, but that is not realistically possible, therefore you will need to prioritize your stats and put the highest numbers where they will do the most good. Not all warriors are the same so these are only suggestions and are aimed toward creating warriors who focus on combat and survival.

Strength (St) – The cornerstone of most fighters. This statistic gives bonuses for attacking with melee weapons. Without at least some kind of positive bonus modifier, a warrior is not likely to live long or be very successful. Virtually every useful skill for a warrior has Strength as one of its modifiers. This statistic is used as a modifier for 11 of the basic skills presented in **HARP**.

Constitution (Co) – Very important for survival. Used as the primary modifier for the Endurance skill which determines how much damage a character can take before death. It is important to remember that a character does not die until their Concussion Hits reach a negative number equal to his Constitution Stat (i.e., if their Constitution stat is 76, then the character would die when he reaches -76 Hits).

Agility (Ag) – Important for certain skills can affect a warrior character. This greatly depends on the general attitude and personality of the character. This stat affects the warrior's bonuses for using weapons. Having a low Agility can offset the advantage of having a high Strength since the two statistic modifiers are added when calculating weapon skill bonuses. This stat should be kept high enough to provide a positive modifier for warrior characters. This statistic is used for 20 of the basic skills presented in **HARP**.

Quickness (Qu) – Since Quickness calculates a character's natural Defensive Bonus, this statistic should also be kept high enough to provide a positive modifier.

Self Discipline (SD) – This statistic is not vitally important for most warriors. It does affect a lot of skills for Monks and should be considered as important as Strength or Agility for martial arts types of warriors. This statistic is used for 22 of the basic skills presented in **HARP**.

Reasoning (Re) – This statistic is of low priority for most warriors. It applies to knowledge-based skills and spell casting. Warrior Mages would consider this of high importance. This statistic is used for 15 of the basic skills presented in **HARP**.

Insight (In) – This statistic is of low priority for most warriors as well. But depending on his personality, it could be useful for some skills. This statistic is used for 26 of the basic skills presented in **HARP**.

Presence (Pr) – This is another statistic of low priority for most warriors. It is used for 12 of the basic skills presented in **HARP**.

STEP THREE: CHOOSE A RACE & CULTURE

Virtually every race in **HARP** has warriors in one form or another. However, some races are more suited for the trials and tribulations of combat.

Dwarf – Good Strength modifier and the best Constitution modifier for any race in **HARP**. These two ingredients make them a very fine choice for a Fighter. They can even be a good choice for a Monk, due to the high Self Discipline modifier. Their Endurance bonus is the best of any race in **HARP**. Combine that along with the best Constitution modifier of all the races and you have a very tough warrior to kill.

Elf – Better choice for a spell caster than a warrior, but with their Agility and Quickness modifiers they can become deadly bowmen. Their Endurance bonus is slightly below average when compared to the other races.

Gnome – Better choice for a spell caster or thief. As a warrior they face the same problems as Elves and Halflings. A lot depends on the type of warrior, deadly and quick at a range, but will probably get killed in melee. Their Endurance bonus is the worst of the races in **HARP**.

Gryx – Fine choice for a warrior. They are second

only to the Dwarves in their Strength and Constitution bonuses. They also have the second best Endurance bonus of all the races.

Halfling – Better choice for a thief than a warrior, but can be competent if they decide to rely on speed and accuracy. If they choose to use missile weapons, they can be deadly. They do have the highest Quickness and Agility modifiers of any race presented in **HARP**. Their Endurance bonus is not very good and therefore they will not have a great deal of Concussion Hits. They have a very good Constitution bonus, so that helps to compensate.

Human – Very good choice for customizing a warrior. Since you can decide which statistics will receive bonuses, you can emphasize specific traits such as Strength for a strong melee fighter or Agility for a deadly accurate Bowman. In fact, the Human is the only race with the possibility of having bonuses in both Strength and Agility (Assuming the player uses part of their racial bonus for those stats). Since Strength and Agility are used to calculate weapon skill bonuses, this is very advantageous. Also, Humans receive no negative modifiers for statistics. The Endurance bonus is slightly above average compared to other races.

CULTURE

Cultures have a great affect on your warrior character as well. Similar to choosing a race, certain cultures are more keyed toward the warrior way of life. The Adolescent Skill Ranks obtained from the cultural background of a character are an excellent place to start your warrior development. Based on the personality and race you have already chosen, selecting a culture that helps the warrior character grow even more should be relative simple.

Deep Warrens – Due to the dangerous world of the underground, races that have developed in this environment have naturally become great warriors. This culture provides three Skill Ranks for one Melee Weapon Skill group, which is the most of all the cultures. If your warrior is planning on specializing in one particular Melee Weapon Skill, this would be a good choice. It also provides the most Armor Skills ranks and Endurance ranks of the other cultures. Two very useful and necessary skills for warriors.

Shallow Warrens – This is the only culture that provides ranks in the Ambush skill. For the stealthier type of warriors, this is a very valuable skill. It only provides an average number of skill ranks for Weapon Skills and some of the lowest amount of Endurance skill ranks.

Sylvan – A moderate choice for a warrior. It does provide two Weapon Skill group ranks, but none for the Armor Skills or Endurance.

Underhill – Probably the worst culture choice for a warrior. Has the least amount of Weapon Skill group ranks. It also provides no ranks for Armor Skills.

Nomad – Another moderate choice for a warrior. Some Armor Skills ranks are provided as well as good Endurance skill ranks. Also it provides very good Weapon

Skills group ranks giving two in both melee and missile weapon groups.

Rural – A better than average selection for a warrior. A rank for Armor Skills and Endurance are provided. Some ranks for Weapon Skills groups are also given. What makes this culture desirable is the wide variety in other skills for a good all around character.

Urban – Almost identical to the Rural culture, this one provides more Weapon Skills group ranks and some ranks for Armor Skills and Endurance. Moderately good choice.

STEP FOUR: – BUY SKILLS & TALENTS

Skills are the lifeblood of HARP. Without skills, your character can do absolutely nothing. Without the proper skills, your warrior will not live through his first adventure. With the proper planning and foresight, a character can become very versatile and a lot of fun to play at the same time.

Below is a list of different skills from the HARP Rulebook and their usefulness to the warrior character.

Armor – Almost a requirement for any fighter. Without this skill, your character will be at a disadvantage when using armor. The maneuver penalties will make the fighter almost useless.

Ambush – A very handy skill for the covert operation that often must be performed by warriors. One or two ranks for most fighters is a nice investment that can pay off in the end.

Brawling – Necessary for those moments when you are caught without a weapon. These types of situations occur more often than you might think and you definitely want to have some chance to defend yourself. If you do not develop some skills in Martial Arts, you should develop some ranks in Brawling.

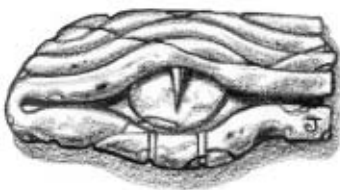
Chi Defense – Since Monks prefer not to wear armor, this defensive skill is vital to their survival.

Chi Focus – Excellent skill for Monks who wish to increase their effectiveness. A very good “support” skill.

Chi Speed – Good skill for providing multiple attacks in one round.

Chi Strength – Very effective at increasing chances to hit and damage for Monks.

Combat Styles – Several styles are available for the warrior and each one of them has distinct advantages and disadvantages. It would be prudent to concentrate on one or two styles in the long run to help give the character more versatility.



Martial Arts Strikes – This skill is as necessary for Monks as Weapon Skills are for fighters. It provides good attacks with a decent chance of stunning opponents.

Martial Arts Styles – Just like Combat Styles, a monk without at least one or two styles to rely on will find himself at a distinct disadvantage at later levels.

Martial Arts Sweeps – This skill is good for getting opponents on the ground and stunning them. It does not cause a lot of damage however, but is a good way to start off a combat and give the martial artist an advantage.

Sniping – An Ambush skill for missile weapons. If your warrior likes to use weapons at a distance, it's a nice skill to have at least a few ranks invested.

Weapon Skills – Absolutely necessary for fighters or any warrior using weapons. It is best to concentrate on one or two Weapon Groups at lower levels and then branch out to other areas as the character's levels progress.

TALENTS

Talents are also useful to a warrior character. With the proper expenditure of development points, the character will have some amazing abilities and useful skills. Below is a list of common talents often selected by warrior characters.

Accelerated Healing – Healing damage can be very useful for warriors. They tend to get damaged more often than other types of characters.

Additional Profession – Often when a character gains levels the player wants to “branch out” into other professions. Whether it is adding a profession to an existing warrior or becoming a warrior for the first time after starting out as another profession, the right type of additional profession can make the character even more useful and powerful.

Ambidexterity – Helps offset the penalties for using weapons in both hands. If your character uses the Two Weapon combat style, this talent is almost a necessity.

Dense Musculature – Good way to increase your offensive bonus and defensive bonus beyond their norms.

Giantism – Provides a bonus to your strength modifier that will affect your weapon skills.

Instinctive Defense – Provides a good addition to your defensive bonus.

Lightning Reflexes – He who strikes first often lives longer. This talent gives a bonus to your initiative and helps your warrior attack before others.

Regeneration – Helps recover concussion hits from wounds at an extremely fast rate. Good for survival.

Shield Training – Gives better defensive bonuses when using a shield.

Skill Specialization – When used for weapon skills it can give a starting character a good initial boost his attack capabilities.

Speed Loader – Very good skill for warriors who use missile weapons. It helps decrease reloading times and means your warrior can shoot more often than others.

STEP FIVE: – PURCHASING EQUIPMENT

Equipment is vital to your warrior. Unlike the mage or cleric who can rely on his spells, the warrior must rely on his weapons and armor. Your equipment must be kept in working condition and should be repaired as often as possible. You do not want a weapon to break or a piece of armor to fail at a bad time. This could cause the death of your character.

When first creating a warrior character, you should concentrate on buying the best weapon and armor you can afford. When purchasing armor, weigh the advantages and disadvantages of the different types of armor carefully and compare them to the amount of funds available. It would be great to purchase plate armor at the beginning of a character's career, but if this uses up all your resources and leaves you without a good weapon, have you really started out very well?

It would be better to buy a lesser type of armor and purchase a decent weapon.

STEP SIX: – FINAL TOUCHES

During your final touches, you should consider several things: motivations, attitude, and alignment. These different aspects of your character's background will help make him a more three-dimensional person and therefore, more fun to play. The next few sections will help offer some rules on this type of character development.

Motivations.

Why would anyone want to become an adventurer? It's dangerous and often deadly. The rewards can be great and the risks can be even greater. So what makes your character want to lead the life of adventure? Every character has a reason for existing, something that serves as a focus or driving force for their life. Usually, it's not a single goal or desire, but something more complex, involving several factors.

Each character should have a set of motivations. One will always be the strongest reason the character continues forward, but even when that motivation is fulfilled, such as in the case of revenge, another one will take its place and become the focus of the character's life.

Below is a list of possible motivations your character can possess. After selecting a motivation you should make a note of the relative importance it plays in the character's life. This level of importance will reflect how often the character pursues the fulfillment of that motivation.

Importance levels are: trivial, average, strong, and obsessive. A trivial motivation is hardly worth mentioning and will not affect the character on a regular basis, but can play a part in the character's overall make-up. An average motivation will probably affect a character on a regular basis, perhaps every few days. A strong motivation will be encountered every other day at the least. An obsessive motivation is something the character will pursue every day and will possibly control everything they do.

TYPES OF MOTIVATIONS

The following list of motivations is not the only one that can be used by your character. Feel free to work with your GM and create new ones if necessary.

Belief – The character is a devout follower of a certain deity and his goal is to spread the sacred word and serve his deity to the best of his ability. Often this is the motivation for quests, crusades, or entrance into a special order or organization.

Example: *Michael is a cleric following the teachings of his deity T'Vandor, the god of justice. He believes in justice for those that have been wronged and that all beings deserve to be protected by the law. His belief system is what defines him and therefore is always taken into consideration when making a decision. For that reason, his belief motivation would be considered obsessive.*

Discover the truth – The character has found out he has been betrayed or lied to about something important and now must seek the truth. A possible reason for this could be finding out the character was adopted and raised by others besides his real parents.

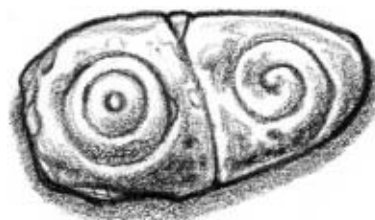
Example: *Skred is a monk who was left on the doorstep of a monastery when he was a baby. He had been told by his masters that his parents had been killed in an accident. Now that Skred has come of age, he has discovered this was not true and that his parents were murdered. His motivation is now to find out who the murderers are and why they killed his parents. This would probably be a strong or obsessive motivation.*

Greed – Very common motivation and probably the main reason most people adventure. Greed is not necessarily a bad thing, but can be if it becomes too obsessive.

Example: *Theone the Quick is a thief of great renown. He was brought up in a poor neighborhood with little wealth. His sister died from an illness that could easily be cured with the proper medicine and treatment, but his family could not afford it. His father could never hold a decent job because he was not a "respectable gentleman." For those reasons, Theone has sworn to never be poor. Money will buy him not only better health care, but respect and eventually power. His motivation could be considered average or strong.*

Insight – Similar to the Knowledge motivation except this is more focused on searching for inner knowledge. Most common among monks, clerics, and other wisdom seekers.

Example: *Skred, the monk, has spent his entire life searching for that inner strength. He has always believed that what the mind can imagine, the body can perform. It's simply a question of willpower. His motivation could be considered average or strong.*



Knowledge – The character simply seeks more knowledge about the world he lives in. Whether it's new technology or magic the character simply feels information is a good thing.

Example: *Roger the Wizard has a love for trivia. He loves playing knowledge games and filling his mind with volumes of otherwise useless information. His motivation could be considered trivial or average.*

Love – The character lives only to love someone. He places more importance on this other person's well-being than his own. This can be used by characters in love with other characters or non-player characters (NPCs) or even characters who are parents with children. This motivation is usually strong or obsessive.

Example: *Daras Coldsteel loves Lady Tristin. He would lay down his life to protect her. This motivation would be considered strong.*

Mission – The character has a mission, pure and simple. It could be given to him by a liege lord or his church, but he has taken it upon himself to complete it.

Example: *Lord Christopher Blackthorne has just been ordered by his king to assault a small stronghold with a company of Fyrdman. He has been given three days to accomplish this mission. This motivation would be considered obsessive.*

Example: *Mahalla has been told by her liege lord that if she encounters any undead in the area to destroy them. This would be considered a trivial or average motivation.*

Pleasure – The character just wants to have a good time and feel good in the process. This can range from eating well to satisfying other needs.

Example: *Theone loves to party. He is always the first one to enter the tavern and is usually the last one to leave. He believes in living everyday as if it was his last. His motivation would be considered average.*

Power – Some just want to control anything and everything around them. This can be the warrior who owns land and a castle to the wizard who desires to wield the most powerful spells in the world.

Example: *Terris Stormweaver believes that power can be used for good as well as evil. With power, he can protect those he cares for and destroy those that would do him harm. He adventures for just that reason. His motivation could be considered average or strong.*

Revenge – A favorite among characters. Its an old fashioned "lex talonis" (an eye for an eye) reason for living. Someone did something to somebody and its his responsibility to put things right.

Example: *A street thug has just stolen a valuable ring from a friend of Lord Christopher's. He only saw the man at a distance and noticed he was missing an ear and was badly scarred. He will remember that person and exact the necessary revenge when the time is right. This motivation could be considered trivial or average.*

Example: *Skred has discovered that his parents did not die in an accident, but were murdered by assassins.*

He finally found out who hired him and why. He now seeks vengeance! His motivation has just changed from a strong "Discover the Truth" motivation to a strong "Revenge" motivation.

Solving a past mystery – Some event has happened to the character in the past and the character is working to solve the mystery. Possibly scenarios include memory loss, locating a brother/sister that disappeared, or figuring out what a special key is for that your father gave you before he died.

Example: *Halvgrim was given a medallion from his father just before he passed away. His father simply said "You are now ready for your legacy....." His father has never spoken of the medallion before and he has no information of its origins. This begins his quest to discover the meaning of the medallion. This would be an average or strong motivation.*

Status – Often times this is the drive to be the best at something. The best swordsman, the best thief, or even the best military strategist.

Example: *Jeffery knows he will never be the strongest or the quickest or the best fighter in the world, but with the proper funds he can at least be the best looking fighter. Shining plate and sparkling chainmail, that's the ticket! He believes: "I may die, but at least I will be the best looking corpse on the field!" His motivation would be average.*

Survival – Pure survival. Making it to the next meal or the next day in one piece.

Example: *Phillip has been living in the wilds ever since he can remember. He knows nothing but wilderness and animals. He rarely even sees other humans except when they get lost in the mountains. He has no need of gold or glory, he only has a need for food to eat and shelter to keep him safe. His motivation would be strong or obsessive.*

To serve the greater good – The character is there to help others. The character realizes he has special talents and has decided to use them to help those that need assistance.

Example: *Brockman knows he has a gift for making things and knows exactly how to use it. Whether it's woodworking or making armor, he can create something from nothing in no time at all. Rather than use his special abilities for wealth and glory for himself, he has decided to use them to help those in need. His motivation is average or strong.*

SOCIAL CLASS

Every world has a social structure. This structure is slightly modified for each culture and race, but for the most part they are all built on the same basic foundations: power, money, and status. All of these factors can affect the training, equipment, and motivations of a character. The character's social class can affect the background for a character and must be taken into account as you create a past for them.

Your social class reflects the amount of power, wealth, and general status of the character and his family. Below is a list of the different types of social classes.

Destitute – The poorest of the poor and have little or no political power. Normally homeless and without any means to support himself except through the generosity of others or by stealing. This social class can also be applied to slaves or servants who oftentimes have no personal belongings.

Poor – Very low income. Usually no property. Only slightly better off than slaves. Warriors from this social class usually make up the conscripted soldiers of most armies. They receive substandard training and weapons. With luck and courage, they can sometimes reach the rank of a squad leader and move through the ranks.

Lower Class – Low income. Some own property but it's usually the worst lots on the block. Also comprise a large portion of most armies, although a little better trained as local militia. Commonly they possess their own weapon or bow. A great many adventurers come from this social class because of the promise of riches and fame.

Middle Class – Moderate income and usually own property. Average homes with average amount of land. Some members of this social class have even attained the rank of minor nobility by some service or deed. Often they serve as officers in a local militia or standing army. They own several of their own weapons and are proficient with their use.

Upper Class – High income and they own a great deal of property. Grand estates and the best of everything. Most are nobility and serve as generals or leaders of armies. They have the best training, weapons, and armor.

STARTING MONEY

The social class will affect the starting money for a character. Refer to the following table for appropriate starting funds. The GM may modify this as necessary.

Example: *A character belongs to a noble family, but is being banished for one year due to some violation they have committed. The GM may decide to give them the starting money of a Lower Class character to represent the family kicking him out with nothing but the gold in his pocket.*

STARTING MONEY TABLE	
Social Class	Starting Funds
Destitute	1d10 copper pieces
Poor	1d10 silver pieces
Lower Class	5 + 1d10 gold pieces
Middle Class	15 + 1d10 gold pieces
Upper Class	10 + 2d10 platinum pieces

ATTITUDE AND OUTLOOK

The world is always at odds with itself. There is a constant battle between good and evil. Everyone who lives in the world belongs to this conflict and falls either on the side of good, the side of evil, or try to maintain the balance by remaining neutral. The following descriptions give a list of possible attitudes that a character can choose to follow.

Cheat – Rules? We don't need any stinking rules! Winning is all that matters.

Chivalrous – Believes that the strong must defend the weak.

Conscientious – Lives according to a set of strict personal rules and code of ethics.

Courageous – Shows valor in the face of danger.

Cruel – Loves to inflict pain and discomfort both physically and mentally.

Degenerate – Self-serving and unscrupulous.

Deliberate – Careful and cautious about all his actions.

Deviant – Lives by a strict code, but its often self-centered and vengeful.

Diabolical – No code of ethics. Unpredictable and despises everything good and honorable.

Diplomatic – Tries not to make enemies. Problems can be solved without violence.

Drunkard – Loves to drink and is usually intoxicated.

Friendly – Easy to approach. Always greets everyone with a smile and sense of warmth.

Honest – Never takes advantage of someone else's misfortune or mistake.

Imaginative – Sharp and clever. Able to think outside the box.

Indifferent – The general "who cares" attitude.

Lawless – They believe that everyone should be allowed to do as they want.

Lazy – Never putting any effort forward unless their life depends on it.

Liar – They never tell the truth and have probably forgotten what the difference is.

Optimistic – Always looking on the bright side of life. Every cloud has a silver lining.

Organized – Always follows procedure. Everything is put back in its proper place.

Principled – Live life by a strict set of rules and moral code of ethics that they believe everyone should follow.

Self-centered – They look out for their own interests first and everyone else second. They enjoy life and freedom.

Self-confident – Knows exactly what they can do and how to do it.

Selfish – They want the best of everything and that's all that concerns them.

Thrifty – Counts the copper pieces and makes sure nothing is wasted.

Vengeful – All wrongs must be avenged regardless of how small they may be.

Violent – Don't talk about your problem, do something about it. Violence can solve any issue.

Virtuous – Pure, clean, and devout in their beliefs and actions.



BATTLE RUNES



3

**“Runes you will find, and readable staves,
Very strong staves,
Very stout staves,
Staves that Bolthor stained,
Made by mighty powers,
Graven by the prophetic god,...**

**Know how to cut them, know how to read them,
Know how to stain them, know how to prove them,
Know how to evoke them, know how to score them,
Know how to send them” know how to send them,...**

— The Havamal (W. H. Auden & P. B. Taylor Translation)



Warriors often seek magical aid in battle. While many claim to prefer to rely on their strength and skill alone in battle, the fighter who disdains a fine magical sword or a well timed healing spell is rare. Battle Runes are temporary magic runes inscribed on weapons and armor intended to aid a warrior in combat. These runes can boost fighter's Strength and Agility, convey the blessing of a deity and turn an enemy's blade.

Battle Runes are a new skill, and are an alternate method of inscribing spells. Instead of inscribing the rune on specially prepared paper or in the traditional book of spells, Battle Runes can only be inscribed on weapons and armor. Unlike conventional runes, not every **HARP** spell can be inscribed as a Battle Rune. Battle Runes fall into the Mystic Arts category. Battle Runes are intended to give fighters small, but significant boosts in combat. Their primary purpose is to inscribe selected Universal Spells on weapons and armor. While selected spells from other spheres can be inscribed, doing so is difficult and risky. The skill works as follows.

A Character can only inscribe a rune of a spell he or she has learned. A character can inscribe one Battle Rune for every 5 ranks he or she has in the Battle Rune Skill. All runes inscribed are for the spell's basic form—not for the scaled up version of the spell.

Inscription requirements: To inscribe a Universal spell, a character need only have 5 ranks in Battle Runes, plus a number of ranks equal to the Power Points needed to cast the spell, and be able to cast the spell. If a spell costs 6 PP to cost, then the caster must

have 11 ranks in Battle Runes to inscribe the spell. To inscribe spells of any other spheres, the character must have 20 ranks in the Battle Rune skill plus a number of ranks equal to the Power Points needed to cast the spell, and be able to cast the spell. See the table below for a complete list of spells that can be inscribed as battle runes.

Inscribing Battle Runes is a medium maneuver.

Fumbling a Battle Rune can have a variety of interesting results—see the Fumble Table below.

Runes can be inscribed in a variety of ways; some prefer to use special paints and brushes, others prefer to carve the runes into organic materials like wood, while others prefer to trace the runes invisibly.

A character can never inscribe more runes than he or she has ranks in the Battle Rune Skill.

All Battle Runes are temporary. Their duration is one hour per rank of the Battle Rune Skill, with a maximum duration of 24 hours. The runes magically vanish from the item when the duration of the rune has run out. Runes can be refreshed when they expire, with a +20 to the skill roll. Battle Runes can be deliberately erased by wiping of the paint, running a cloth over the invisible markings or marring the carving.

A Battle Rune can be inscribed on weapons or armor, even magic weapons and armor.

A weapon can never hold more than a single rune at a time, and a set of armor can hold no more than 3 runes. Individual pieces of armor can be inscribed with a single rune, but a character cannot be wearing more than 3 pieces of armor containing runes.

All Battle Runes work only for the wearer of the armor or the weapon wielder. A piece of armor inscribed with a Blur Battle Rune, will work only on the wearer; he or she cannot cast the spell on another.

“Offensive Runes” can only be inscribed on weapons.

Offensive Runes include attack spells and elemental spells. These spells require one round to activate. The weapon wielder must announce the he or she is activating the rune. The rune then goes off the next time the weapon strikes a target. A rune inscribed on a sword, for example, will be cast when the wielder of the sword makes a successful hit on the target; a rune inscribed on an arrow or missile weapon will be cast when these hit their target. Inscribing a fireball on a sword, therefore, automatically places the wielder at the center of the fireball. If the attacker fumbles there is a 10% chance that the rune goes off, and the weapon wielder becomes the target of the spell. These runes strike with a +40 to their OB on a successful hit or if activated by a fumble. In addition, the target at the center of a ball spell receives a +20 to the critical result if the spell attack results in a critical. There is a 30%



chance that a successful elemental attack will also destroy any organic weapon on which it has been cast.

Example: *Nynyve and her companions are skulking on a ledge when they spot a party of Orcs below. At the beginning of the combat round, Nynyve announces that she is activating the following Battle Runes: the Boost Agility Rune on her Armor, and the Fireball on an arrow. She also announces that she is moving into a good position for her bow. Fortunately, the Orcs have not spotted the party.*

Nynyve takes aim the next round, selecting an Orc who has his back towards her. Nynyve has a total OB of +95 to her attack: +70 for her normal OB with a composite bow, +5 for the Boost Agility Rune, and +20 because the Orc has his back towards her. The Orc has a DB of 40. Her attack results in a 76 on the Puncture table, a solid, but hardly spectacular hit. Since the attack hit, she must now resolve the results of the fireball. She rolls again, adding 40, and subtracting the Orc's DB. She gets a critical result—and can now add +20 to the critical on the Orc who was the target of the attack. In addition all the Orcs within a 10' radius of the target are also in the fireball blast. Same attack roll applies to all of the Orcs, who subtract their DBs from the attack. They are now all singed and very much aware of the party.

Spell Duration: To determine the duration of an active rune, consult the spell description. For any spell that has a duration tied to ranks in the spell, the duration is that of the inscriber's ranks in the spell, and not in his or her ranks in the Battle Runes skill

For every 20 ranks a character has in the Battle Runes skill, he or she can add one of the following options to the Battle Rune:

1. A single condition to the rune activation. The condition must be simple and clear—and must be approved by the GM. These conditions should always be written down to avoid confusion. Examples of conditions include:
 - A Rune of Lifekeeping inscribed on armor that is activated if the wearer takes a killing critical.
 - A Rune of Deflection that is activated by the first missile aimed at the wearer during the next combat.
2. Double duration. The duration of the spell inscribed as a rune is doubled; i.e. a fly spell would have twice its normal duration. The duration of the Battle Rune remains unchanged.
3. Increased Attack size. The damage may be increased by one category—only. A character with 60 ranks in Battle Runes who is inscribing a fireball could still only raise the attack size to small.

FUMBLING BATTLE RUNES

Use the table below to resolve all fumbles that occur when inscribing runes.

01 – 25	You just can't seem to draw the runes properly. Try again.
26 – 50	You just can't seem to focus. You lose the Power Points of the spell but nothing happens.
51 – 75	You made a dud rune but don't know it. This rune will not work when activated.
76 – 100	Well, if that was an attack or an Elemental spell, it just went off in your face. For Utility spells, you've completely forgotten how that stupid rune was supposed to work. Try again in 1 hour. Any tools you were using to inscribe the rune have a 10% chance of breaking.

INSCRIBABLE SPELLS

The following is a list of spells that can be inscribed as Battle Runes.

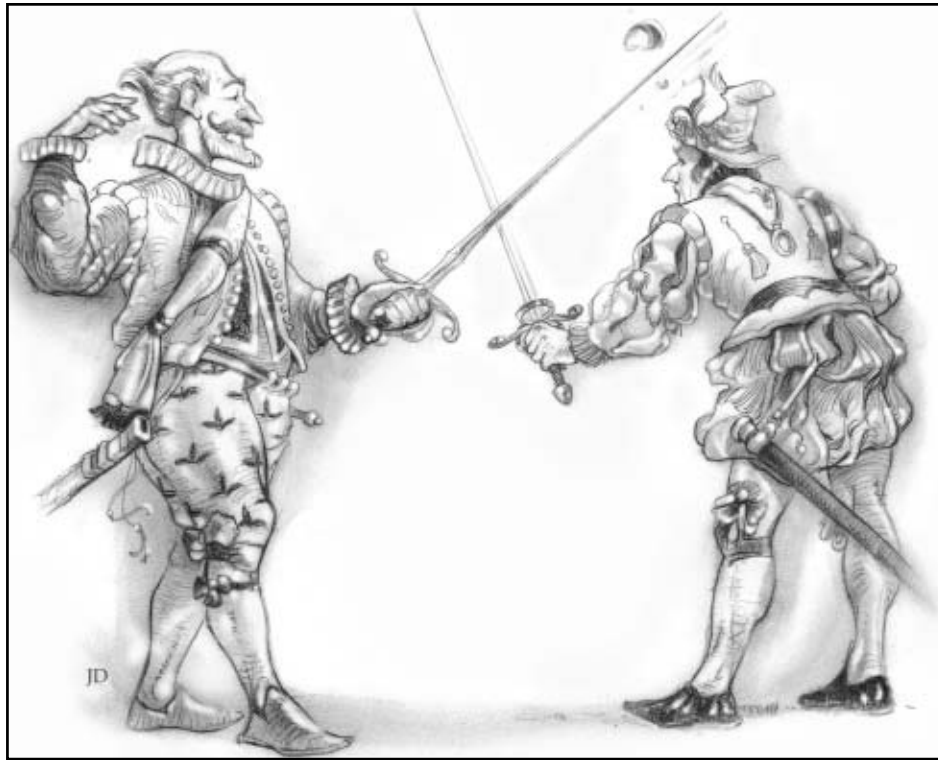
Universal	Cleric	Harper
Arcane Bolt*	Bless**	Confusion*
Blur**	Cure Disease *	Distractions*
Boost Agility**	Divine Hammer**	Fear*
Boost Constitution *	Harm*	Jolts*
Boost Insight**	Lifekeeping **	Quiet Ways**
Boost Presence**	Major Healing**	Sleep*
Boost Reasoning**	Nature's Strength**	
Boost Quickness**	Neutralize Poison **	
Boost Self Discipline**		
Boost Strength**		
Detect Magic**		
Detect Trap**		
Dispel Magic **		
Landing**		
Light**		
Minor Healing**		
Moving Ways**		
Projected Light**		
Mage	Ranger	Warrior Mage
Bladeturn**	Haste**	Bladeturn**
Deflections**	Hues**	Dancing Weapon**
Distractions*	Nature's Strength**	Deflections**
Elemental Ball*	Traceless Passing **	Elemental Weapon**
Elemental Bolt*		Guardian Blades**
Fear*		Hammer Strike*
Fire Nerves*		Magic Shield**
Fly**		Mighty Charge**
Haste**		Resist Damage**
Invisibility*		Steelskin**
Jolts*		Warrior's Might**
Long Door**		Weapon's Fury**
Quiet Ways**		

* = This is an offensive spell and can only be inscribed on weapons.

** = Will work only on the wearer of the armor or on the weapon wielder.

FIGHTING WITH STYLE

4



he parried a carte, ...and swiftly turned his wrist in tierce, inclining the point on the left, with the intention of crossing the Earl's blade. But just as he was about to do so, Gervase disengaged, giving way with the point, so that it was Martin's blade, meeting no opposition, which leaped from his hand, not his brother's.

'So your master taught you that trick!'

Gervase said a little out of breath. "Very few do so nowadays. But it's dangerous you know, unless you have very great swiftness and precision. Try again! Or have you had enough?"

— Georgette Heyer, *The Quiet Gentleman*



There are many different types of fighters. There are those who encase themselves in armor and act as walking tanks, those who use light armor and rely on their speed and agility, and those who use no armor and rely solely on their skills and abilities and special training.

The thing that unites these different types of fighters is that they all gain their skill with weapons through their training. They use different Combat Styles to reflect their specialties with various weapons and maneuvers. This is what really set them apart from the average soldier and combatant.

This chapter deals with new skills, new Combat Styles, Training Packages, and Talents.

SKILLS

The **HARP** Rulebook presented a very diverse list of skills that a warrior could learn and develop. **Martial Law** will add to that list of skills by expanding on existing ones and adding new skills not seen before. The expanded skills are noted by an asterisk (*).

SKILL LIST			
Category	Skills	Stats	Resolution
Athletic	Flying/Gliding	Ag/SD	All-or-nothing
	Combat Styles*	Varies	Varies
Combat	Martial Arts Styles*	SD/Varies	Combat
	Concentration		
Subterfuge	Frenzy	SD/Co	Special
	Dirty Fighting	Ag/In	All-or-nothing

COMBAT STYLES & MANEUVERS

The new Combat Styles below expand characters' combat options considerably.

Aerial Combat – The ability to attack while flying or gliding. This skill must be learned by any being who can attack while flying regardless whether the ability to fly is natural or magical. This skill may not be learned unless the character learning it has some means by which to fly. The normal penalty for attacking while flying is –80. By using Aerial Combat training, this modifier is reduced by the character's bonus with this style automatically without a Maneuver Roll. (i.e. a total skill bonus of 80 means that the –80 modifier is reduced to 0).

It is possible to increase your Aerial Combat skill beyond what is necessary to reduce the penalty and receive a bonus for attacking while flying. If the penalty has been reduced to zero, than ½ the skill bonus beyond that may be used as an OB bonus. For example, if a character's Aerial Skill bonus is 96, they would receive a +8 OB bonus on their attack ((96 – 80) / 2 = 8).

(Combat – St/Ag – Special)

Author's Note: The flying combat penalty is –80 and not –160, as with mounted combat on a flying creature, because the flyer is moving and attacking and has more control over his movements than a rider would have when attempting to control another creature.

Blade Barrier – This style is available only for Great Blades, and must be learned separately for each weapon. To use this style, characters must have at least as many ranks in their weapon skill as with this style, and this skill bonus is used as his OB. When using this style, the character can use his weapon to both to parry and to attack simultaneously. While using this style, the character gets double the bonus to DB for any amount of OB used in parrying, up to 20 points. Any additional amount above the 20 points is applied to DB normally. The character also gains a +5 to initiative when using this style, canceling out the –5 for using a two handed weapon. If an attack using this style causes damage, the character may add his Strength bonus to the weapon's size modifier before applying it to the critical. The addition of the character's Strength bonus cannot raise the damage done by the attack above the Damage Cap for the weapon.

(Combat – Qu/Ag – Combat)

Example: *Kylar has learned the Blade Barrier style with his Katana, and has a total bonus of 80 with it. When using this style, Kylar places 30 of his OB into his DB for a total bonus of 50 to his DB ((20 x 2) + 10 = 50). If Kylar's attack does damage, then he gets to add his Strength bonus of +10 to the size modifier of +10 for a total of +20 to get his Adjusted Attack Roll.*

Double Weapon – This style may be learned with any one two handed weapon that has multiple attack capabilities or attacking points, such as a spear or a staff. When using this style, the character can make 2 separate attacks each round, one with each end of the weapon. The character must have at least as many ranks in the weapon as he has in this style, and this style must be learned separately for each weapon. The character then uses his total bonus with this style for his OB for both attacks, with the second attack having a –20 modifier. If the character elects to parry, then he must reduce each attack by ½ of the amount that he applies to parry.

(Combat – Qu/Ag – Combat)

Example: *Brolys has learned the Double Weapon style for the Quarterstaff. He has a total style skill bonus of 80, so that his first attack has a bonus of 80 and his second has a bonus of 60. If Brolys were to parry, and assign 30 points to DB, then his first attack would have a bonus of 65 (80 – 15 = 65), and his second attack would have a bonus of 45 (60 – 15 = 45).*

Mounted Combat * – The ability to attack from horseback (or other mounts) must be learned separately for each different type of mount and weapon category (missile weapons can be used from a mount). Attempting

to attack while on a mount incurs a penalty of -80. By using Mounted Combat training, this modifier is reduced by the character's bonus with this style automatically without a Maneuver Roll. (i.e. a total skill bonus of 80 means that the -80 modifier is reduced to -0). Flying mounts incur double this penalty.

It is possible to increase your Mounted Combat skill beyond what is necessary to reduce the penalty and receive a bonus for attacking from a mount. If the penalty has been reduced to zero, then $\frac{1}{2}$ the skill bonus beyond that may be used as an OB bonus. For example, if a character's mounted skill bonus is 96, they would receive a +8 OB bonus on their attack $((96 - 80) / 2 = 8)$.

(Combat – St/Ag – Special)

Paired Weapons – This style is designed for characters who wish to use two identical weapons together (2 daggers, 2 short swords, etc.). The character must have a minimum number of ranks with the weapon equal to 1.5 times the number of ranks with this style, and this style must be learned separately for each set of paired weapons. The weapon selected for this style must also be the primary weapon for that weapon group or be a weapon selected through the Multiple Weapon Proficiency Talent. When using this style, the character makes a single attack roll. If this attack does damage, the effects of the critical delivered are increased as follows:

Hits: Any Hits delivered are doubled.

Stuns: If a stun is delivered, increase the rounds of stun by 1.

Bleeding: If the target of the attack receives a bleeding wound, the bleeding is increased by 1 Hit per round.

Death in xx rounds: If the target receives a Death in xx rounds critical, the number of rounds is reduced by half (round up).

All other damage remains as detailed by the critical.

(Combat – St/Ag – Combat)

Example: Nynnye has decided to learn the Paired Weapons style. She learns it for wielding 2 daggers at the same time. She has 15 ranks in Short Blades (the weapon group containing the dagger). This means that she may have a maximum of only 10 ranks in the Paired Weapon style $(10 \times 1.5 = 15)$.

Shielding Weapon – This style allows the character to use two weapons in tandem; one weapon is used for attacks, while the other weapon is used to parry. The parrying weapon cannot do larger than a Small attack. The character must learn this style separately for each weapon combination, and must have at least an equal number of ranks in both weapons to be used in the combination as he does with this style. When using this style, the character uses the style bonus for his OB. He also gains $\frac{1}{2}$ of the style bonus (round down) as a modifier to his DB. This style cannot provide a bonus greater than +50 to the character's DB. If the parrying weapon provides a bonus to DB when used defensively, then this bonus is added to the style bonus to DB, and does not count against the maximum bonus allowed by this style.

(Combat – St/Ag – Combat)

Example: Nynnye has decided to learn the Shielding Weapon style. She learns it for the weapons rapier and main gauche. Her total style bonus is 50. This means that each round that she is using this style, she can make one attack with a +50 OB and get a total +40 (+25 from the style and +15 from using the main gauche defensively) to her DB. If her second weapon was only a dagger, then she would only get a +25 to her DB from the style.

Weapon & Shield – This style is akin to the Two Weapon Combo style, except that the second weapon becomes character's shield. This style must be learned separately for each weapon and shield combination. To use this style, a character must have the Shield Training Talent. The character must also have an equal or greater number of skill ranks with the weapon as he does with this style. The character can make two attacks per round. The first is an attack with his weapon, which is made using the bonus for this style as his OB. The second is a shield bash. When using this style, the character receives the Untrained bonus to DB for the shield and the actual shield bash will have an OB equal to the Trained bonus to DB for the shield.

(Combat – St/Ag – Combat)

Example: Naug has decided to learn the Weapon & Shield style. He has 6 ranks with the Clubs weapon group, and learns this style for Mace and Normal Shield. Naug then acquires 6 ranks in this style (the maximum he can). Naug's total bonus with this style is 50. This means that when using this style, he gains a +10 to his DB (the Untrained bonus for the Normal Shield), attacks with his mace with an OB of 50 and can attack with his shield with an OB of 25 (the Trained bonus to DB for the Shield).



DIRTY FIGHTING

Experienced fighters and brawlers know all sorts of dirty tricks to catch their opponent off-guard. Sometimes the one who knows the most tricks wins. This skill is used in conjunction with Brawling and melee combat of all sorts. It can be used during any melee combat in which the foe is aware of you. However, once this skill has been used against a foe, it is impossible to catch him off-guard again during that particular fight.

If the character makes a successful Maneuver Roll for Dirty Fighting, he attacks his foe normally and on a successful hit, the character gets to add a number equal to his number of ranks in this skill when determining how much damage was done. This is an all or nothing adjustment, meaning that the character must use the entire Dirty Fighting modifier (i.e. a number equal to his skill ranks in Dirty Fighting) or none of it. Attacks made using the Dirty Fighting style ignore damage caps.
(Subterfuge – Ag/In – All-or-nothing)

FLYING/GLIDING

This skill provides the basic knowledge for the use of natural or artificial wings (e.g. feathered wings, parachute, hang glider, etc.). Flying/gliding has a natural -80 for all types of maneuvers performed while flying/gliding. Use of this skill reduces the -80 modifier automatically without requiring a skill roll. Characters will receive a bonus to all flying/gliding maneuvers equal to one half of the total skill bonus after the -80 has been subtracted. This skill does not allow a character to fight while flying/gliding. For that you must learn the Aerial Combat skill.
(Athletic – Ag/SD – All-or-nothing)

FRENZY

The character may attempt to work himself into a killing frenzy. No other actions are allowed while the character is working himself into a Frenzy. The character must focus on a single target while attempting to frenzy, and once frenzied, killing this target is the only goal of the character.

Each round the character attempts to go into a frenzy, he makes a Maneuver Roll on the Percentage column of the Maneuver Table. This result is recorded each round and added to the previous results. This is done until the frenzy total reaches 200% or above. At this point the character has succeeded in working himself into a frenzy. Beginning on the following round, he gains a number of benefits from this mighty rage.

The character's mind is reduced to be little more than that of an animal. He will have no thoughts other than attacking the nearest target, and is unable to tell friend from foe.

Mind influencing spells (Attack spells requiring a Will RR) automatically fail when cast on the berserk character. Character cannot cast spells or activate magic items.

Magic items that are persistent (i.e. weapon bonuses, ring of regeneration, etc.) function normally. Characters cannot parry or use any combat skills or

talents except weapon or brawling skills. No custom combat styles may be used.

The character will move in the most direct path to his target and fight that target until they are dead. The character is cognizant enough to go around obstacles. NPCs, characters, and other living things are not obstacles, they are foes, and they will be attacked by the character if they do not get out of his way.

After killing their target the character will move to the closest target in a direct manner and attack it.

The character receives a +10 to his initiative roll.

The character receives a +10 bonus to all attack rolls.

The character receives a +10 bonus to his Adjusted Attack Roll (added to weapon size modifier).

The character ignores all Damage Caps.

The character receives a bonus of +20 against all Stuns while frenzied.

The only DB bonus the character receives is for armor, shield and magical items (i.e. no Qu modifier, no skill modifier, etc.)

The character is not unconscious once he reaches 0 Hits. He will continue to fight on until he is dead.

The character will ignore all non-lethal and non-stunning damage until the frenzy is over.

The character will stay in a berserker rage for a number of rounds equal to his Constitution modifier. During that time they will attack anything in front of them, friend or foe. Once this time is up, the character will collapse in a state of total exhaustion and be unable to move for a number of rounds equal to the amount of time spent in the frenzy. They are then at -20 to all actions for another hour until they have regained their strength.

Breaking the Frenzy: Once the character has entered a frenzy, there is only one way to get him to come out of it early. That is by stunning him. Should the character receive a critical that indicates that he receives one or more rounds of stun, and fails his RR against that stun, he immediately drops out of the frenzy.
(Concentration – SD/Co – Special)

Example: Phredric and his friends have just been assaulted by two ogres. Phredric tries to work himself into a berserker frenzy while his friends hold off the ogres. On the first round he makes a Frenzy percentage results Maneuver Roll which results in a 79 (Roll of 45 plus skill of 34). This shows a 70% completion which is recorded in the berserk pool. On round two, he rolls again and gets a result of 80% which is added to the pool giving a running total of 150%. On round three, the result is a 60% which brings the grand total to 210%. Phredric is now berserk for round four. Now the ogres are in big trouble! Unfortunately, so are his friends, if they don't get out of the way fast enough! Phredric will remain in this frenzied state for 8 melee rounds due to his constitution modifier of +8.

MARTIAL ARTS COMBAT STYLES

The following Martial Arts Combat Styles can be used to expand the list available in the **HARP** core rules.

Dual Sai Style – This style lets a character use two sai. The character must have at least as many ranks in the Weapon Kata style for Sai as he does in this style in order to be able to use it. When using this style, the character gains +30 to his DB (+15 for each sai) in addition to the normal benefits of a Weapon Kata.
(Combat – SD/Ag – Combat)

Dual Weapon Kata – This style may be learned with any small one-handed weapon (Sai, Tonfa, Nunchaku, etc.) that can be learned as a Weapon Kata. The character must have at least as many ranks in the Weapon Kata Style for this weapon as he has in this style. When using this style, the character makes a single attack roll. If this attack does damage, the effects of the critical delivered are increased as follows:

Hits: Any Hits delivered are doubled.

Stuns: If a stun is delivered, increase the rounds of stun by 1.

Bleeding: If the target of the attack receives a bleeding wound, the bleeding is increased by 1 Hit per round.

Death in xx rounds: If the target receives a Death in xx rounds critical, the number of rounds is reduced by half (round up).

All other damage remains as detailed by the critical. This style also allows all other benefits of the Weapon Kata style.
(Combat – SD/Ag – Combat)

Elemental Style: Air – This style is filled with extra movements that are used to confound and confuse an opponent. When using this style, the character may make a Medium Trickery Maneuver Roll (this roll does not count against the character's actions for the round) on the Bonus column of the Maneuver Table. The result is added to both the character's OB and DB for the round as the movements distract and misdirect the attention of the foe.
(Combat – SD/Ag – Combat)

Elemental Style: Earth – This is a sturdy defensive style. A character using this style gains a +20 to DB when parrying, and to all attempts to resist being knocked down or moved. Additionally, when using this style, the character may use the skill Chi Focus (Medium Maneuver 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.
(Combat – SD/Co – Combat)

Elemental Style: Water – This is a fluid style, equally defensive and offensive. Characters using this style can use their Acrobatics skill to great effect. When attacked, the character may make a Medium Acrobatics maneuver (this does not count against their actions for the round). If successful, they may reduce any critical received by a

number equal to their ranks in the Acrobatics skill. This is called the Receding Wave. On the round following the use of the Receding Wave, the character may make another Medium Acrobatics Maneuver Roll (this roll also does not count against the character's actions) and if successful the character deals double the normal amount of Concussion Hit damage for any Martial Arts Sweeps attack. This is called the Thundering Wave.

(Combat – SD/Ag – Combat)

Wrestling – This is a specific, alternate form of Martial Arts Sweeps. It does not require you to have any ranks in Martial Arts Sweeps. When learned this style allows a character to attack using a Small Grappling attack. All criticals are done on the Grappling Critical Table.

(Combat – SD/St – Combat)

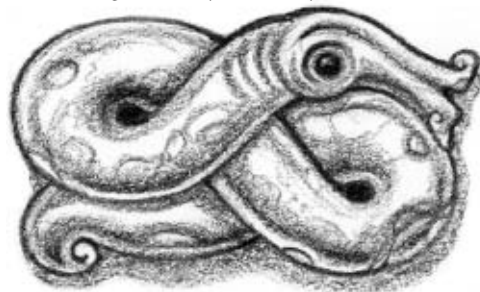
UNUSUAL SKILL USES

There are several skills in the **HARP** core rules that can have unusual uses. The following list gives a number of examples on how to use existing skills in a manner that you may not have thought about previously.

Acrobatics: This skill can be used to allow a character to more easily disengage and withdraw from melee. This skill allows you to dodge attacks and move up to your Base Movement Rate (BMR) at the same time as a Medium maneuver. Used this way, Acrobatics will allow a character to move away from his foe, or even past his foe, in such a way that his opponent cannot attack him. By increasing the difficulty of this maneuver one step for each increase in the Pace, the character can increase the distance moved while dodging his foe. Thus, a Hard maneuver would allow the character to move 2 x his BMR, and a Very Hard maneuver would allow him to move 3 x his BMR, etc.

Brawling: This skill is used for unstructured combat. It is used for using items at hand such as broken bottles or stools to fight with. This skill can also be used for untrained Boxing. When Boxing, Brawling will do Tiny Martial Arts Strikes Criticals. It can also be used for untrained Wrestling and it will do Tiny Grappling Criticals for that.

Duping: This skill may be used to accomplish a variety of ends. It can be used for Intimidation, meaning that you scare your target into doing what you want him to do. A character's imposing size or mannerisms can aid in using this skill for intimidation. Duping can also be used for Interrogation. The whole basis of Duping is to get a target to do something that they normally would not do; this



includes giving information that they normally wouldn't tell you. The mechanics of this skill are well suited to this.

Duping may also be used when the characters need to use Diplomacy, at least when working with smaller groups. Again, this is when the character is trying to convince somebody to do something that they are normally not inclined to do, such as trusting the characters. In this type of situation, the use of the Mundane Lore skill may benefit the character if he has skill ranks in it for the Culture that he is dealing with. However, this is not the only skill that may be used for Diplomacy either.

Perception: This skill can be used for more than just seeing what is going on around you or searching for hidden doors and so forth. This skill represents both what you see as well as your character's ability to draw conclusions from what you have seen. This makes this skill very important for characters who want to be Sleuths or Detectives. Of course the obscurity of the clues available will determine the difficulty required in recognizing them for what they are, but even Sherlock Holmes had to start someplace.

Public Speaking: This skill is used when speaking to large crowds. Thus, this skill works well for Diplomacy when the character is speaking in front of a king and his court of nobles. As with Duping, the use of a Mundane Lore on the culture and etiquette of those to whom he is addressing will be very beneficial.

Trading: This is more than just trying to get a good deal on that sword the character saw in the local market. This skill also includes more complex negotiations such as for treaties and trade agreements with foreign kingdoms. Once again, the proper use of Mundane Lore can aid in smoothing the way for signing that very important peace treaty with the neighboring lands.



TALENTS

Talents can give a fighter a critical edge in combat. **Martial Law** introduces new combat-oriented Talents that players can use to customize their characters.

Cost	Talent
20	Combat Awareness
30	Great Arm
40	Hammerhand
15	Inner Strength
20	Intuition
30	Missile Deflection
5	Multiple Weapon Proficiency
25	Sureshot
25	Swashbuckler
15	Toughness

COMBAT AWARENESS

Characters with this talent are extremely aware of their surroundings during a battle. Normally, a character may make a Perception maneuver as a free action with a modifier of -50; this is called Combat Perception. Using this talent, the modifier is only a -30.

Cost: 20

GREAT ARM

The character is extremely skilled and powerful when using thrown weapons. He has double the normal Range Increment for all thrown weapons.

Cost: 30

HAMMERHANDS

All Martial Arts Striking attacks are resolved on the Crush Critical Table rather than the Martial Arts Strikes Critical Table.

Cost: 40

INNER STRENGTH

The character receives a +10 modifier to all Chi related skills.

Cost: 15

INTUITION

The character is extremely sensitive to his environment. He may make a Combat Perception maneuver (a free action, with a -50 modifier to the maneuver) at any time to notice that something is wrong. This ability will only allow him to detect things that are noticeable with a normal Perception roll. The Talent, Combat Awareness, will affect the rolls allowed by this Talent as well.

Cost: 20

MISSILE DEFLECTION

HARP includes a Combat Action that allows the character to parry missile attacks by giving a +1 to DB for every 5 points put into the parry. With this talent, a character gains a +1 to DB for every 2 points put into the parry.

Cost: 30

MULTIPLE WEAPON PROFICIENCY

This talent allows a character to use his full bonus for one additional weapon in a weapon group. Without this talent only one weapon of each group gets full bonus. This talent may be taken multiple times for a different weapon each time.

Cost: 5

SURESHOT

Characters with this talent are an excellent shot with bows, crossbows or other missile weapons. They have an amazingly acute sense of distance and a smooth and easy aim and release. All modifiers are reduced to -5 per Range Increment instead of the normal -10. This Talent may be taken multiple times, once for each type of missile weapon, including thrown weapons.

Cost: 25

SWASHBUCKLER

This talent allows a character to add 2 x his Agility Bonus to his DB in addition to the bonus gained from Quickness. However, the character only gains this bonus if he not wearing any armor heavier than Soft Leather, not carrying a shield larger than a Buckler, and not wielding a two-handed weapon.

Cost: 25

TOUGHNESS

The character is extremely tough. He gains a special +10 bonus to his Endurance skill.

Cost: 15

NEW TRAINING PACKAGES

A Training Package is a group of related skills, talents, and special options that are learned together, and then purchased at a discount. These packages reflect special teaching and training offered by organizations and guilds, or a special "curriculum" designed by a player that reflects his character's special interests and goals. Organizations that might offer training packages include mages guilds, knightly orders, thieves guilds, and crafts guilds. Refer to Chapter 7 of the **HARP** Rulebook for guidelines on creating training packages.

LEARNING TRAINING PACKAGES

Some organizations may multiple Training Packages available, but may require that the Training Packages be taken in specific order. These Training Packages are called "Progressive Training Packages, since characters must learn them in a specific order.

Some Training Packages may have certain requirement that must be met before an individual, order or organization makes the package available. Most often this prerequisite will be story-based, such as finding somebody to teach the package to the character. However, the prerequisite could be a Talent or certain skill. Not every Training Package should have a prerequisite, and careful consideration should be given to requiring a prerequisite to any Training Package.

SAMPLE TRAINING PACKAGES

This section provides a number of sample Training Packages to illustrate how they can be used in your game. The names and places detailed in these samples are not tied to any specific setting, and are given to better illustrate the examples.

ASSASSIN

They are called many different names such as problem fixers, involuntary retirement specialists, and exterminators, but they share one common function: doing the dirty work for someone else. These are the experts in eliminating an individual from the world. Whether it is for a political reason or personal, they don't

really care. As long as the price is right, these specialists will be happy to pursue anyone and ensure they are never a bother again.

Prerequisite: Talent: Subtle.

Skill	Ranks
Ambush or Sniping (Select one)	4
Disguise	2
Perception	2
Poisoning	3
Stalk & Hide	3
Tracking	2

INITIATE OF THE STONE FIST

The Order of the Stone Fist is a structured, devout group. They teach several styles in which initiates learn to use their chi energy to give their bodies more and more stone-like qualities. Once a character has proven to the Order that he is worthy, the Order will teach them this package, allowing him to become an Initiate of the Stone Fist, the first step of many to becoming a Stone Lord.

Prerequisite: Talent: Toughness.

Skill	Ranks
Martial Arts Style – Elemental Style: Earth	4
Martial Arts Strikes	4
Martial Arts Sweeps	4
Chi Defense	2
Chi Focus	4
Chi Strength	2

DRAGON HUNTER

A specialized hunter who has spent years perfecting his art, a dragon hunter knows his prey intimately. He is completely familiar with their strengths and weaknesses. He knows how they eat, sleep, and hunt; he is the man the rich nobles call upon to ride their countryside of the occasional marauding dragon.

Skill	Ranks
Mundane Lore - Dragons	5
Climbing	2
Foraging/Survival	3
Rope Mastery	2
Stalk & Hide	3
Tracking	3

Note: This Training Package could easily be modified to create a specialized hunter for different types of creatures such as a Troll Hunter, Demon Hunter, or even a Vampire Hunter. Simply change the Mundane Lore skill to the appropriate creature.

DUELIST

The duelist makes his living with his weapon skill. He has spent most of his life in the pursuit of perfection. He knows all the tricks and fighting styles and is well versed in the art of duel. Whether it is to win small bet at a tavern or to defend his honor, he will always accept a challenge and never back down during a fight. There are even those who sell their services and make a living fighting duels for other people.

Prerequisite: Talent: Swashbucker.

Skill	Ranks
Weapon Skill – Thrusting Blades	5
Combat Style – Blindfighting	2
Combat Style – Two Weapon Combo	5
Combat Style – Shielding Weapon	5

FYRDMAN

The Order of the Iren-Fyrd (commonly referred to as Fyrdmen) is an elite military order. These soldiers make up the backbone of the armies from the northern human kingdoms. They are proficient in the use of spears and military tactics. The group selects its own leadership through internal tournaments and only admits new members after they have proven themselves on the field of battle. They fight with honor and fellowship. It is a common saying among them that no Fyrdman ever stands alone.

Skill	Ranks
Weapons Skill – Pole Arms	5
Mundane Lore – Military Tactics	3
Armor	5

HEAVY CAVALRY

These are the true masters of the battlefield. Few have the courage to stand their ground when faced with a mounted charge from an elite group of heavy cavalry. Usually wearing plate armor and using lances, these horsemen can cause almost unbelievable damage foot soldiers at full charge.

Skill	Ranks
Armor Skills	5
Combat Style – Mounted Combat	5
Weapon Skill – Pole Arms	4
Riding	5

HUSCARLS

The Order of the Iren-Hirth (commonly referred to as Huscarls) is another elite fighting unit from the northern human kingdoms. Elevation to this order is only done from the ranks of the Fyrdmen. It is said that these men have no fear and will charge into any foe. They exist only to serve their king. They are deathly proficient in the use of most weapons, especially axes.

Prerequisite: Training Package: Fyrdman

Skills	Ranks
Frenzy	5
Weapon Skill – Axes	5
Armor Skills	4

KNIGHT

Impenetrable armor, swords sharp as razors, strong steeds, and acts of valor. These are what define the Knight. These are the individuals that legends are made of. Songs will be sung and stories told of the great deeds performed by this courageous warrior.

Normally, a Knight is in service to a king or high ranking noble. They have only one responsibility and that

is duty to their liege lord. No matter the order or quest, their goal is to complete it at all costs. During their down time of service to their lord, you can often find Knights wandering the countryside saving the occasional maiden or slaying the random dragon.

Skill	Rank
Combat Style – Mounted Combat	5
Weapon Skill – Long Blades	4
Weapon Skill – Pole Arms	2
Riding	4
Armor	4

SCALED COMBAT ACTIONS

Combat Actions are divided into 4 categories: Basic, Advanced, Expert, and Legendary. A character gains access to the different categories based upon how many skill ranks that they have in their weapon. As always, a Combat Action takes the place of a normal attack for a round.

Basic: This is comprised of all of the Combat Actions found in the **HARP** rulebook, along with those listed below. These Combat Actions are available to all characters that have at least one rank in the appropriate weapon skill. The Basic Combat Action section reproduces the Combat Actions from the **HARP** rulebook for completeness.

Advanced: These Combat Actions are available to any character that has 20 or more ranks in the appropriate weapon skill. These Combat Actions are only usable with the character's Primary weapon of a weapon group.

Expert: These Combat Actions are available to any character that has 40 or more ranks in the appropriate weapon skill. These Combat Actions require that character have either the Talent, Weapon Specialization or that the weapon be one that has received the Weapon Focus ability of the Fighter and Warrior Mage professions for the weapon to be used with the Combat Actions.

Legendary: These Combat Actions are available to any character that has 60 or more ranks in the appropriate weapon skill. These Combat Actions require that character have either the Talent, Weapon Specialization or that the weapon be one that has received the Weapon Focus ability of the Fighter and Warrior Mage professions for the weapon to be used with the Combat Actions.

BASIC COMBAT ACTIONS

Blade Slap: This Combat Action may be used with any weapons from the Axes, Short Blades, Long Blades, or Great Blades weapon groups. You may smack your foe with the flat of your blade and do a Crush critical one size smaller than the normal critical size for the weapon. Performing a Blade Slap gives a -10 modifier to the character's OB.

Charging: This special maneuver combines movement with an attack, with powerful results. Characters performing a Charging Combat Action do not receive the normal penalty to their attack as they would for an attack

COMBAT ACTIONS

Basic	Advanced	Expert	Legendary
Blade Slap	Double Slash*	Multiple Strike*	Iron Broom*
Charging	Fencing Bind*	Ranged Disarm*	Triple Slash*
Disarm Foe	Missile Parry*	Shield Bypass (Major)*	Whirlwind Attack*
Disengage from Melee	Reverse Stroke*	Spinning Slash*	
Dodge	Set Against Charge*	Swift Strike*	
False Disengage*	Shield Bypass (Minor)*		
Fencing Slash	Stave Sweep*		
Full Parry			
Haft Bash*			
Hold at Bay			
Jab*			
Knockdown*			
Mounted Charge*			
Move & Attack			
Multiple Parry			
Parry			
Pommel Bash*			
Press & Melee			
Power Strike			
Stave Jab			
Shield Bash			
Subdual			
Shield Parry*			
Sudden Dodge			
Weapon Bind			

*New or updated Combat Action

made while moving. The character must declare the Charge and must be able to move in a straight line towards the foe. If the character's movement for the Charge involves turns or weaving around obstacles, then count only the movement distance after the last turn. A Charge requires that the character move at least a minimum of 10' during the dash towards the opponent. Every foot moved during the Charge gives the character a +1 modifier to their Offensive Bonus (OB) and a -1 modifier to their Defensive Bonus (DB). The character is limited to moving no faster than a Run (2x Base Movement Rate), and the bonus from the Charge cannot exceed +50 OB/-50 DB. A Charge always ends with the character adjacent to the opponent charged.

Note: If the target of the charge is wielding a pole arm or spear and is aware of the charge, they receive one free attack against the charging attacker before the maneuver is resolved.

Disarm Foe: Instead of attacking, a character may try to disarm an opponent by making a Maneuver Roll, adding his Agility bonus and a value equal to the number of skill ranks with the weapon wielded. The foe is required to make a Resistance Roll (modified by his weapon skill bonus, plus an additional +10 modifier) against the value found on the RR column of the Maneuver Table. A failed roll results in the foe's weapon landing 1d10 feet away in a random direction.

Note: A Combat Style and Maneuver exists with the same name. The action described above, however, is one

that may be performed by any character, but is often less successful than when performed by a character with the appropriate skill.

Disengage from Melee:

This Combat Action is used to withdraw from a melee combat without being attacked. It takes 2 rounds to perform. During the first round, the character makes a Full Parry, using a maximum of half of his OB. If he does not take damage from his foe during this round, the character will automatically get initiative and be able to make a Full Move away from foe then on the following round, without the foe being able to attack. The character cannot use this action to move past foe.

Dodge: Any character may attempt to Dodge during their turn, using 2x their Agility bonus (or Acrobatics/Tumbling skill bonus, whichever is higher). The character

makes a Maneuver Roll and then receives a +50 (modified by the Bonus result of the Maneuver Roll) to their DB against one attack. The bonus received from a Dodge can never be lower than zero; ignore any negative results on the Maneuver Table. This Combat Action takes a full round to perform.

False Disengage: This maneuver is used in an attempt to confuse the foe and open them up for the character's next attack. The character makes a roll on the RR column of the Maneuver Table using ½ of his OB (or his Trickery or Duping skill bonus; whichever is higher). The remainder of the character's OB is treated and resolved as a Full Parry. The foe must then make a Will-based RR against the result from the RR column. If the foe fails this RR, the character gains a +20 to his attack the next round and ignores all damage caps. If the foe makes his RR, then this action fails and action proceeds normally.

Fencing Slash: This Combat Action may be used with weapons from the Thrusting Blades weapon group. The character receives a -10 to his OB and may do a Tiny Slash Critical rather than the normal critical for the weapon.

Full Parry: This full defensive maneuver places the total value of a character's OB towards their DB with an additional +10 bonus to the overall DB against all melee attacks from a single foe. (See also Parry below.) To successfully use a Full Parry, make a d100 roll. If the result falls within the fumble range of the wielded weapon, a fumble has occurred and the character does not gain the Parry or the special bonus. If the result is within the

Open-Ended High range, another roll is made. The total of both rolls is treated as an attack against a foe with no OB (i.e. perhaps the foe impaled himself on your weapon). In this particular instance the benefits of the Parry are still gained, but a sudden twist of fate ends with an unintentional attack against the foe!

Haft Bash: This Combat Action may only be used with weapons from the Staves and Pole-arms weapon groups. The character may strike with the haft of his weapon doing a medium Crush Critical rather than the normal critical. This gives the character a -5 modifier to his OB.

Hold at Bay: There may be times when a character simply wishes to impede the progress of a foe, rather than injure him. The character cannot be locked in melee combat with the foe and must have a weapon of greater length than the one wielded by the foe. Spears and pole arms receive an automatic +20 modifier to this Maneuver. The character must make a Maneuver Roll, adding his skill bonus with the weapon as a modifier to the roll, and consulting the RR column to determine the value the foe must resist. The foe then has three options to select from:

Beat aside the weapon and attack – The foe makes a Maneuver Roll using some or all of their OB as the modifier in an attempt to surpass the RR column value of the Maneuver Table. A successful roll allows the foe to attack the character normally, using any remainder of his original OB.

Bypass the character – The foe uses either the sum of his Quickness and Agility bonuses, or his Acrobatics/Tumbling skill bonus (whichever is higher), in an attempt to surpass the RR value from the Maneuver Table. A successful roll results in the foe bypassing the character and continuing on his way.

Tumbling Attack – For this Maneuver, the foe uses either half the total bonus of his Quickness and Agility bonuses, or half of his Acrobatics/Tumbling skill bonus (whichever is higher), in an attempt to beat the Resistance Roll. A successful roll allows the foe to attack the character with half of his OB.

Jab: This Combat Action may only be used with weapons from the Short Blades, Long Blades, or Great Blades weapon groups. In exchange for a -5 modifier to OB, the character may do a Puncture Critical one size smaller than the normal critical for the weapon.

Knockdown: For this attack, a character makes a Maneuver Roll using the combined stat bonuses from Strength and Agility; if the Percentage result is 100 (or higher), the foe is forced to make a RR (adding 2x his Agility bonus) versus the result gained from the RR column of the Maneuver table. A failure results in the foe being knocked prone (treat as Foe Downed).

Size can make a difference in this maneuver. In the case of a mounted attacker, use the size of the mount when making the Maneuver Roll. The size modifier is applied to the character's maneuver. Using the following table, find the character's size then the size of the target of

the knockdown. There are two modifiers listed for each size. The first number is for an untrained character attempting the maneuver. The second number is for a trained character.

Note: Being trained to knock a target to the ground can make a big difference, especially when dealing with targets that are a different size. Martial Arts sweeps, brawling, and certain combat styles provide training in using size to knock an opponent to the ground. In such cases where there is an appropriate skill, use that skill instead of the stat bonuses.

KNOCKDOWN MANEUVER SIZE MODIFIER TABLE

Character Size	Target Size				
	Tiny	Small	Medium	Large	Huge
Tiny	0	-10/-5	-20/-10	-30/-15	-40/-20
Small	+5/+10	0	-10/-5	-20/-10	-30/-15
Medium	+10/+20	+5/+10	0	-10/-5	-20/-10
Large	+15/+30	+10/+20	+5/+10	0	-10/-5
Huge	+20/+40	+15/+30	+10/+20	+5/+10	0

The first number is the modifier for an untrained person attempting the maneuver; the second is the modifier for a trained person.

Mounted Charge: This special maneuver combines movement with an attack, with extremely powerful results. Characters performing a Mounted Charge do not receive the normal penalty to their attack as they would for an attack made while moving; however Mounted Combat modifiers do apply. The character must declare the Mounted Charge and must be able to move in a straight line towards the foe. If the character's movement for the Mounted Charge involves turns or weaving around obstacles, then count only the movement distance after the last turn. A Mounted Charge requires that the character move at least a minimum of 10' towards the opponent. Every foot moved during the Mounted Charge gives the character a +1 modifier to their Offensive Bonus (OB). Every 2' moved incurs a -1 modifier to their Defensive Bonus (DB). If the attack is successful, the weapon size modifier is increased one level (small becomes medium, medium become large, etc.) when calculating the Adjusted Attack Roll. The mount's movement is not limited and can move as far as a Dash (x5 BMR). 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.

This momentum of the attack action can be built up over several rounds. The distance traveled is cumulative over the rounds when calculating the Offensive Bonus.

Example: *Mahalla is riding through the countryside when she sees two goblins attacking a peasant tending his fields.*

Round 1: Mahalla is approximately 150' away. She draws her scimitar and declares a Mounted Charge for her first initiative. She is riding a medium horse with a BMR of 22, therefore she can move 110' this round (22 x 5 Dash pace = 110).

4 Round 2: At the start of the second round she is now 40' away. She decides to continue her Mounted Charge (at full movement rate) from the first round and continues in a straight line for the first goblin. The goblins declare attacks on Mahalla after she closes within range. The initiative order is: Mahalla, Goblin #1, then Goblin #2. On her initiative she moves to the goblin and strikes. She receives a +50 OB modifier to her attack roll and a -25 DB modifier. Her attack is successful so she adjusts the size of her weapon from a large to a huge (which adds +20 to the critical effect). The goblin is dead. After the attack, she continues movement past the goblin and stops 70' beyond him. She decides to stop her horse and plans on turning around for a second charge. Goblin #2 does not get to attack, since Mahalla is out of range.

Round 3: Mahalla declares another charge at goblin #2. Goblin #2 declares an attack on Mahalla. The initiative order is: Goblin #2 then Mahalla. Goblin #2 decides to hold his action and wait for Mahalla to close distance. Mahalla charges moving 70'. Before she attacks, the goblin swings first (since he was holding his action). Mahalla's DB is reduced by -25 (because of the charge). The goblin misses and Mahalla resolves her attack. She receives a +50 OB to her attack and increases the size modifier for her weapon if successful. She then continues her movement past the goblin and stops 40' later.

Move & Attack: This Combat Action allows the character to move and attack in the same round. The character receives a -10 modifier to his OB for every 5' or portion of 5' that is moved. If the character moves 12' and attacks, he receives a -30 to his OB for moving three increments ($5' + 5' + 2'$ (part of 5') = -30). If the character is moving at a pace faster than a run, he receives another -10 for each Pace above a Run. If the character is moving at a Sprint, that is 2 Paces above a run, so he receives an additional -20 to his OB, in addition to the -30 for moving 12'.

Multiple Parry: This Combat Action may be used with any melee weapon. The character may divide his OB among multiple parries. He may parry up to one attacker for every 10 ranks (or portion thereof) he has in his weapon skill. When making multiple parries, the character may not also attack in the same round. For each parry the character must assign a portion of his OB, which gets added to his DB against that one attacker. The character must make an unmodified roll for each parry. If the roll falls within the Fumble Range for the weapon, then the character has fumbled and may not make any more parries that round in addition to receiving the results of the fumble. If the roll is a 99 or 100, then treat it as open-ended, and make a second roll and use the total of both rolls as an unmodified attack against the person being parried. This also means that the character may not make any more parries for the round.

Parry: A character may increase their Defensive Bonus against melee attacks by allocating any amount of their OB to their DB. Characters transferring their entire OB are said to be attempting a Full Parry (as listed above). A character's Parry total is applied to all attacks directed at them from a single foe.

Pommel Bash: This Combat Action may be used with any sword or short-hafted weapons, such as an axe, mace or morning star. The character receives a -20 modifier to his OB and can inflict a Tiny Crush Critical instead of the normal critical. This Combat Action is very useful if a character is unable to fully swing his weapon for some reason. This is also a common method of subdual without using the Subdual Combat Action.

Press & Melee: This combat action allows the character to move up to 5' and still make an attack. This attack is made with a -5 modifier.

Power Strike: This Combat Action may be used with any melee weapon. The character gets a -20 to his attack for the round and if the attack is successful, he gets to add an additional +10 to the modification for weapon size. This modification may allow the critical result to exceed normal damage cap for the weapon.

Stave Jab: This Combat Action may only be used with weapons from the Staves and Pole Arms weapon groups. In exchange for a -5 modifier to OB, the character may do a Small Crush attack with the end of the stave or pole arm in a jabbing attack.

Shield Bash: A character bearing a shield can, in dire straits, use it as a weapon, making an attack roll using the DB value of the shield as the OB for the attack. Unfortunately, performing this sort of action negates the DB bonus for the shield for that round. This particular action may only be performed by characters with the Shield Training Talent. The Shield Bash attack replaces a character's normal attack action for that round.

Subdual: At times, characters may wish to strike a foe without utilizing their entire force for the blow, in an effort to disable or subdue a target. This action receives a -20 modifier to the attack roll. Should the attack still result in severe damaging effects, the character may adjust the result to any other lesser critical on the same table at their leisure.



Shield Parry: A character that is untrained in shield use is considered to be just holding the shield in front of him, hoping that it deflects an incoming attack. A character with the Shield Training Talent is actively blocking incoming attacks by moving the shield to deflect those incoming attacks. A character with the Shield Training Talent may also sacrifice an attack for a round to improve his shield's protective abilities. When doing so, the character receives double the DB bonus from the shield for that round. Some may call this hiding behind their shield, but others call it survival.

Sudden Dodge: This Combat Action is usable at anytime. If the character has not taken his action for the round, he may change that action from what has been declared to this action. If he has already taken his action for the round, he may still elect to perform a Sudden Dodge. However in doing so, he is also committed to performing a Sudden Dodge on the following round as well, giving up all other actions. Once a Sudden Dodge has been declared, the character makes a Maneuver Roll using 2 x their Agility Bonus (or the Acrobatics/Tumbling skill, whichever is higher). The character then receives 25 plus the result from the Bonus column of the Maneuver Table to their DB. Treat all negative results from the bonus column as if they gave a bonus of zero.

Weapon Bind: This Combat Action may be performed with any melee weapon. The attacking character gets a -20 to his OB for this maneuver. He then makes a Maneuver Roll on the RR column of the Maneuver Table. The defender then uses his OB as a modifier in an attempt to resist the Weapon Bind. If the defender is successful, nothing happens and the round continues. If the defender fails the RR, then he is caught in the Weapon Bind. If the defender is caught, he may not attack until he is able to break free, or the attacking character releases the bind, or he releases his weapon and draws another weapon. Once each round, the defender may make another roll against the RR of the Weapon Bind. The character that performed the Weapon Bind also may not attack. For the duration of the Weapon Bind both characters receive a -10 to initiative. This Combat Action is used to deprive the defender of the use of his weapon (and the ability to parry) while another character attacks the defender.

ADVANCED COMBAT ACTIONS

Double Slash: This Combat Action is usable with any slashing weapon. When using this Combat Action, the character may not use any form of Parry. The character receives a -30 to his OB for the round. The character must split his OB between the two attacks prior to performing this Combat Action. If his first attack successfully deals damage, the character may make another attack using the remainder of his OB.

Fencing Bind: This Combat Action is normally used with the off-hand weapon of a Two Weapon Combo. This works just like the Basic Combat Action, Weapon Bind, except that while the character has his foe's weapon

bound, he may still make attacks with his other weapon.

Missile Parry: This Combat Action may be used with any melee weapon. The character may use his weapon to attempt to parry a missile weapon such as an arrow or crossbow bolt. For every 5 points of OB put into the Missile Parry, the character gains a +1 to his DB against the attack. The character may parry one missile for every 20 ranks (or portion thereof) he has in his weapon, splitting his OB between the different parries. The character must make an unmodified roll for each parry. If the roll falls within the Fumble Range for his weapon, then the character has fumbled and may not make any more parries that round in addition to receiving the results of the fumble. A character cannot parry missile fire if he is in melee at the time.

Reverse Stroke: This Combat Action may be used with any melee weapon. The character gets a -20 to his OB in exchange for the ability to strike or parry a foe who is behind him (who gets either rear or flank attack bonuses) without having to turn his back on any foe who may currently be in front of him.

Set Against Charge: This Combat Action may be used with any weapon from the Pole Arms weapon group. The character sets his weapon in such a manner that a charging character will take double damage from the attack. (See the Combat Action, Charge for more information). This attack gets a -20 modifier to its OB.

Shield Bypass (Minor): This Combat Action is usable with any weapon from the Chains Plus and Great Chains weapon groups. By taking a -10 modifier to OB and by reducing the size of the attack by one degree (a Tiny attack would do a maximum of Tiny -10 on the Critical Table), the character is able to wrap his weapon around the shield of his foe during an attack negating up to 20 points of DB from the shield.

Stave Sweep: This Combat Action is usable with any weapon from the Staves and Pole Arms weapon groups. The character gets a -20 to his OB and may do a Medium Sweeps/Unbalancing Critical instead of the normal critical for the weapon being used.

EXPERT COMBAT ACTIONS

Multiple Strike: This Combat Action is usable with any weapon. The character may make attacks against two foes. The first attack is made at -20 to OB; the second attack is made at -40 OB. Both targets must be within 120 degrees of each other and may not be receive attack bonuses for Flank or Rear.

Ranged Disarm: This Combat Action may only be used with weapons from the Bows and Crossbows weapon groups. The character receives a -30 to his OB. He then uses this modified OB to make a Maneuver Roll. If this roll is a fumble, then resolve it as a normal fumble. If this roll falls within the open-end range (96-100), then add the modified OB and treat this as an attack against the foe. If the roll falls between the two, then look up the result (of the roll and the modified OB) on the RR table. The foe must then roll

percentile dice, adding in twice his Strength Bonus and either meet or beat the result from the RR table, or the character has shot the weapon out of foe's hand.

Shield Bypass (Major): This Combat Action is usable with weapons from the Chains Plus and Great Chains weapon groups. By taking a -20 modifier to OB and by reducing the size of the attack by one degree (a Tiny attack would do a maximum of Tiny -10 on the Critical Table), the character is able to wrap his weapon around the shield of his foe during an attack negating up to 40 points of DB from the shield.

Spinning Slash: This Combat Action is usable with any bladed weapon. The character is able to attack multiple foes within a 180 degree arc of each other. All attacks receive a base -40 modifier to the character's OB. Then every attack after the first receives an additional cumulative -10 modifier. Thus the first attack would be at -40, the second would be at -50, the third at -60, etc.

Swift Strike: This Combat Action is usable with any melee or missile weapon. For every -5 applied to the character's OB, he gains +1 to his initiative for the round.

LEGENDARY COMBAT ACTIONS

Iron Broom: This Combat Action may be used with weapons from the Staves or Pole Arm weapon groups. Using this Combat Action, the character takes a -50 modifier to his OB and is able to make a Medium Sweeps/Unbalancing attack against all foes within a 5' radius of himself. The character makes only a single attack roll, which is then applied against all foes within range individually.

Triple Slash: This Combat Action is usable with any slashing weapon. The character receives a -30 modifier to his OB. The character must split his remaining OB between the three attacks prior to performing this Combat Action. If his first attack successfully deals damage, the character may make the next attack using the second portion of his OB. If the second attack successfully deals damage, the character may make the third attack with the remainder of his OB. The character may not parry while performing this Combat Action.

Whirlwind Attack: This Combat Action is usable with any melee weapon with a length of 2' or greater. The character receives a -50 to his OB. He then makes a single attack roll. This roll is then applied to all foes within a 5' radius of himself and the attack is resolved separately for each foe within range.

BEING UNSEATED FROM A MOUNT

The previous section on Combat Actions contains an action called Unseating a Mounted Foe. This is a deliberate attempt by a character to remove a rider from his mount. One of the key things about this Combat Action is that the character making the attack must be able to reach the rider that he is trying to unseat. Once a character has been unseated, he then has other things to worry about. The character is at that point prone on the ground and

may be open to trampling attacks from both his mount and the mounts of others, not to mention any foes that may be on the ground to begin with. The character may also take damage from the fall.

Any mounted character who takes damage is in danger of being unseated and knocked off his mount. Any time a rider receives a critical, he must make a successful Medium Riding maneuver in order to stay mounted. If that critical states that the character is 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 the mount is moving. Failure of these Riding maneuvers means that the character is knocked off the mount and to the ground.

RECEIVING DAMAGE WHILE FLYING

Flying characters and mounts have additional problems when they are hit; they can be knocked out of control when they are hit. Whenever a flying mount or a character that is flying receives a critical, they must make a Medium Flying/Gliding Maneuver Roll, or a Hard Acrobatics Maneuver Roll to maintain control of their flight. If the mount or character is moving at a Pace greater than Walk then the difficulty is increased one step for each Pace category above Walk that they are moving.

If the mount or character receives a critical that says that they are knocked to the ground or prone, then the difficulty of the maneuver is increased by two steps to a Very Hard maneuver. Should the Maneuver Roll be failed, then the character receives triple the amount of Knockback (see below) and must continue making a Maneuver Roll, at the same level of difficulty until they regain control.

KNOCKBACK

When a flying mount or character takes damage, he also receives Knockback. This means that he is knocked out of his flight path, in a random direction, a number of feet equal to the Adjusted Attack Roll divided by 5 (rounded off). Thus, if the flying character receives a 48 Puncture Critical he will be knocked 10' ($48/5 = 9.6$ rounds to 10) before he can make his Maneuver Roll and attempt to regain control. If the critical says that the character is knocked to the ground or prone, then this distance is **tripled** before the character may make his Maneuver Roll. The direction that the character is sent is random, and may even result in the character falling to the ground if he fails the Maneuver Roll.

SHIELD WALL

There can be safety in numbers, especially for men on the battlefield. Foot soldiers can create a formation in which they overlap or bring their shields close together and form a shield wall. A minimum of two characters with shields are required to form a shield wall. The characters must be actively trying to form the wall (i.e. willing participants). The characters must be using normal, full, or wall shields. The characters must be facing the same direction, and move



as one, keeping their shoulders in line with the others in wall. By adding a second or third row of shields, the wall becomes even tougher, with each row protecting itself and the row in front of it by covering the tops of the heads and shoulders of the soldiers in the previous row.

The character receives an additional +10 to his Defensive Bonus in addition to the standard shield bonus for every additional shield within a foot or less of a character's shield. This shield wall bonus may never exceed +30, assuming you have someone to the right, left, and behind covering the top of the character. If the character attacks with any weapon medium sized or larger while in the shield wall, he receives a -10 OB modifier due to the close proximity of the other shields.

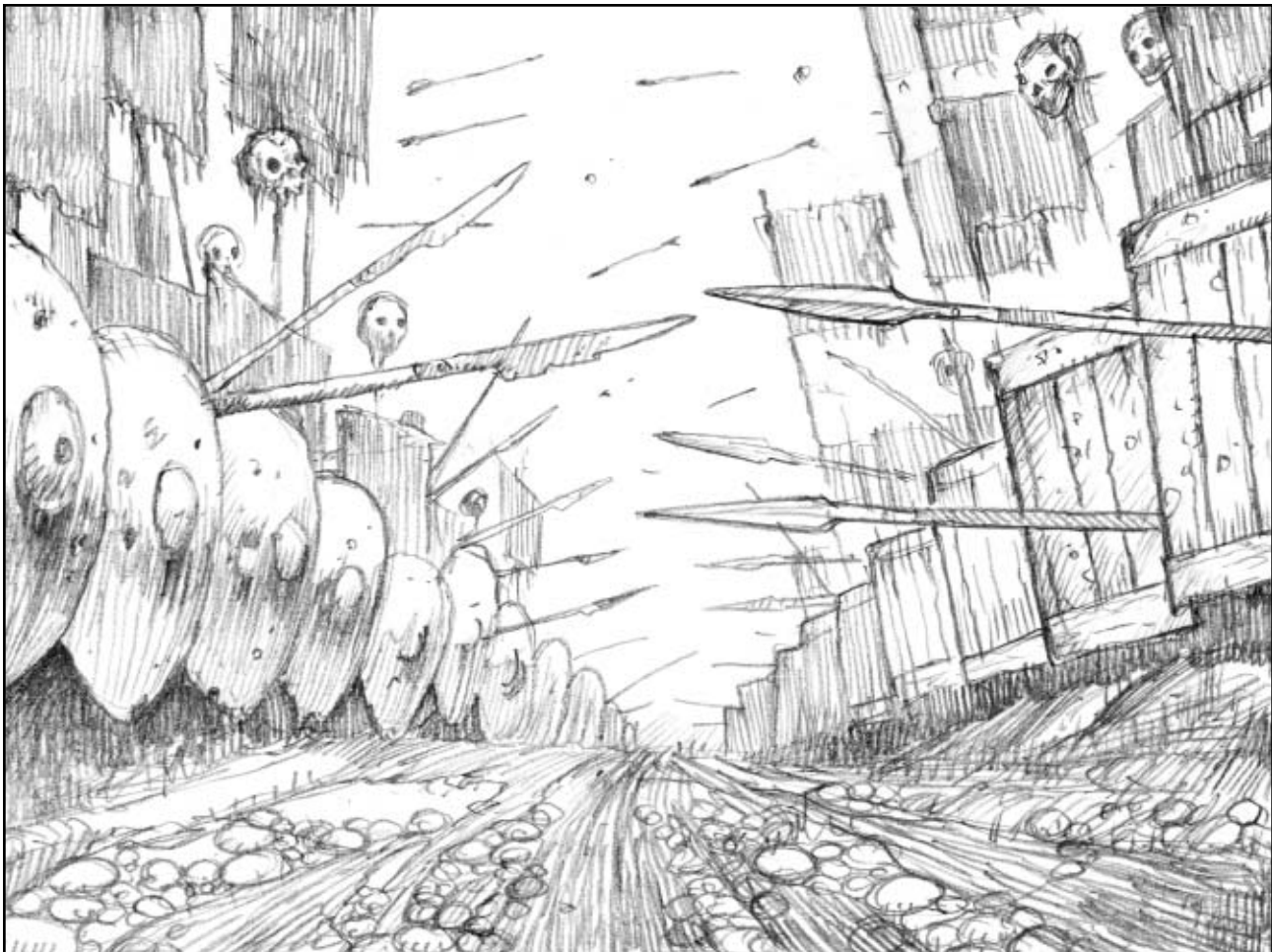
If the characters can form their shields shoulder to shoulder between two large "anchor points", such as across a hallway, the characters on the end of the formation receive the additional +10 bonus. Shield walls can be formed between pillars, boulders, or even large trees. The important factor is that the "anchor points" provide enough solid cover to contribute to the protection of the

characters next to them.

The only real 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.

Example: *Collin, Agotha, Aiden, and Halvgrim are forming a shield wall to ready themselves for a flurry of arrows from the orcs across the field. If they form close together and in a line shoulder to shoulder, they will receive the following DB bonuses: Collin +10, Agotha +20, Aiden +20, and Halvgrim +10. Collin and Halvgrim only receive a +10 bonus because they are on the end of the wall and only have one other character next to them.*

Now if Halvgrim, being the tallest of the four, decides to stand behind Agotha and place his shield over the top of her, the bonuses would be: Collin +10, Agotha +30, Halvgrim +10, and Aiden +10.



MELEE & MISSILE COMBAT

5



With a deafening roar of 'Starkad!' the beserk vaulted over the parapet and led the charge. After him came Bothvar, wielding the halberd of Gunnar, with Agantyr Asmundsson close behind and Hroar almost treading on his heels. Then came Egil Kjartansson, his shield crashing against his mail shirt as he ran; Hring and Hjort, running like hounds on a tantalizing scent, and finally Ohtar...In their hands their swords flashed, like the foam on the crests of the great waves that pounded the rocks below them, and as they ran the earth shook...."

— Tom Holt, *Who's Afraid of Beowulf*



In melee and missile combat, there is more going on than simple attacks with weapons. In a fight participants maneuver. They take advantage of someone's vulnerabilities. They aim arrows at exposed targets. It's more than a swing-and-a-miss or swing-and-a-hit. Combatants are moving, dodging, weaving, and trying different attack strategies such as feints, blocks, and disarms.

Armed combat is often described as organized chaos. Position is important. Enemies try to surround you to get flank or rear attacks. Attackers from mounted horses use their ability to see down on an opponent and penetrate their defenses.

Large creatures such as giants, ogres, and trolls use their sheer size to knock smaller opponents around and disrupt formations. These are not unusual attacks or special maneuvers; they require no special skill, they're things that occur in the chaos of a fight.

THE COMBAT ROUND

A **HARP** combat is divided into "rounds," each being equal to two seconds. Characters can usually only perform one action each round, with complex or unusual actions requiring multiple rounds to complete. The list below includes examples of a variety of actions available to characters and the length of time necessary to accomplish them. Should a character wish to perform an action not included in the following list, simply estimate the length of performance time (in seconds) and divide the estimation by 2. The result will determine the number of required rounds. Combat Actions details a number of special maneuvers/actions that characters may perform in lieu of a normal attack. Refer to Chapter 4 for more details on Combat Actions.

ACTION	ROUNDS
Combat Perception (-50 to roll)*	0
Melee	1
Move Base Movement Rate (x Pace)	1
Quick Perception Roll (-20 to roll)	1
Controlled Drop to the Ground	1
Rapid Dismount	1
Missile Attack	1
Draw Weapon (or drop /change weapon)	1
Activate Chi Defense	1
Stand Up (from prone position)	1
Climb (one-half Base Movement Rate)	1
Pick Lock (per difficulty rating)	1
Disarm trap (per difficulty rating)	1
Cast a Spell (per every 5 PP in spell)	1
Take Prepared Herb (stored in bandoleer)	1
Mount Riding Animal	1
Drink a potion	1
Reload Sling or Bow	2
Search 10' sq. Area**	4
Reload Light Crossbow	5
Reload Heavy Crossbow	10

*The May be used while performing other actions.

**For traps, secret doors, etc.

SPECIAL COMBAT CONDITIONS

UNDERWATER COMBAT

The weight of the water makes effective melee attacks almost impossible. Missile attacks are not allowed. This type of fighting can take place in a three-dimensional environment, similar to aerial fighting. A character can hold his breath underwater during combat for 3 rounds per Constitution modifier point (i.e. a Co stat modifier of +3 allows a character to hold their breath for 9 rounds during combat). If he is still underwater and cannot hold his breath any longer, he falls unconscious. After falling unconscious, he begins drowning and will die in a number of rounds equal to his Co stat modifier (i.e. a Co stat modifier of +3 would mean a character would drown in 3 rounds after falling unconscious).

Author's Note: Participating in combat is more stressful and strenuous than simply swimming underwater. That is why the time spent underwater is so short during a fight.

Combat Modifiers - Only piercing type weapons can be used effectively underwater and receive a -20 OB modifier; all others have a -50 OB modifier because the water resistance to motion is too much to use any other kind of weapon with great effect, except nets.

When parrying with a weapon, the character only receives half the normal Defensive Bonus (i.e. if a character parries with 50 of his OB, he would receive +25 DB).

Missile and thrown weapons cannot be used, except nets.

Shields only provide half their normal Defensive Bonus since they are difficult to move effectively to block incoming attacks.

Non-magical Defensive Bonuses are halved (i.e. Quickness bonus, Chi Defense, etc.) due to the slow physical motion underwater.

Movement - Characters moving about underwater have to swim, unless they have some special magical device that allows regular movement. While swimming, their initiative is reduced by -10 and they receive no Quickness bonuses for DB.

A character cannot *Charge* while underwater.

Author's Note: The GM may decide that if a creature's natural environment is underwater, they do not suffer certain effects on their initiative, defensive bonus, or movement. A creature moving around in their normal surroundings is more adept at compensating for the effects of being underwater.

Vision - Seeing underwater is difficult at best. Even with ideal circumstances characters can see no more than 100' underwater (50' in fresh water.) For each 10' of depth, the range of vision is reduced by 10'; if a character is 40' underneath the surface of a lake, he can only see 10'. If it is dark outside or the water is muddy, this could be reduced even more.

Example: Brockman has been pulled underwater by a giant squid. He has a Co stat modifier of +3, so he can stay underwater for 9 melee rounds. He knows his two-handed axe is not a good idea in this situation, so he pulls his dagger as he is pulled into the water and attempts to fight off the monster. Brockman rolls a 4 to determine initiative, which is modified to a -2 (4 (roll) + 2 (Quickness) + 2 (Insight) - 10 (underwater) = -2). Chances are, the monster is going to get to swing first!

MARITIME COMBAT

Shipboard fighting is an art into itself. The constant motion of vessels on the open sea can make even the heartiest man sick to his stomach. Up and down, up and down, up..... and..... down..... <arrghhhh>.

The environment is often less than desirable with the presence of rain, fog, and seawater washing onboard. Since fog and rain are a common occurrence, the normal penalties for the weather conditions would be applied at the GM's discretion. With the presence of water on the decks of any ship, moving maneuvers will be more difficult.

The larger the ship or vessel, the more stable it will be at sea. Refer to the following table for maneuver modifiers based on the ship's size. These modifiers affect all Quickness and Agility based skills and are cumulative. If a character is barefoot, the maneuver penalties are reduced by -5. The Extremely Nimble Talent can also reduce the maneuver penalties by -5.

MARITIME MANEUVER MODIFIERS TABLE

Ship Size	Maneuver Modifier
Small (20 ft. long or less)	Extremely Hard
Medium (21 to 50 ft. long)	Very Hard
Large (51 ft. or longer)	Hard

SEA CONDITIONS MANEUVER MODIFIERS TABLE

Condition	Modifier
Anchored Vessel	-5
Calm Seas	-10
Moderate Waves (5ft or less)	-20
Severe Waves (Greater than 5ft)	-30

Combat Modifiers – Maritime combat becomes more of a challenge. If a vessel is at sea all attacks are made using the maneuver modifiers from the above tables.

Movement - The movement and rocking of the ship will cause loss of footing and missteps. Also, should a character fail a maneuver roll that involves movement (such as trying to tumble past a foe), the GM will have to decide if that failure could justify the character being washed overboard.

Example: Agotha is on board a ship (medium sized vessel) that is in rough seas. She is attacked by a

fellow passenger who is an assassin sent to kill her. She throws a dagger at the assassin from 15' away. The foe decides to use his Acrobatics skill to dodge the dagger. He makes his maneuver roll and gets a final total of 92 (which included a Very Hard maneuver penalty of -40 (ship's size) and a -30 maneuver penalty for the rough seas), which provides no bonus to his DB. Since his tumble basically failed, the GM decides that the attempt justifies the chance that he loses his balance and possibly gets washed overboard. The assassin must now make a Very Hard maneuver roll with an additional -30 penalty (for the rough seas) to determine if he stays on-board or becomes fish food.

CLIMBING

Fighting while climbing is extremely difficult and dangerous. You don't always get to choose where your enemies will ambush you, so you just have to make the best of bad situation.

Combat Modifiers - Climbing characters lose all Quickness and shield bonuses for DB. They have a -10 penalty to attack rolls. Situational modifiers may still apply (flank, above, below, etc.).

Any time a character is struck while climbing, he must make a *Climbing* maneuver roll. The GM may assign a difficulty modifier based on the amount of damage caused during the attack. Being stunned also affects the maneuver roll. If the maneuver roll fails, the character loses his grip and falls.

CLIMBING MANEUVER DAMAGE MODIFIER

Damage Taken	Modifier
5 points or less	None
6 to 10 points	-5
11 to 15 points	-10
15 or more points	-20

Movement - Climbing characters normally move ½ their BMR.

FIGHTING FLYING CREATURES WHILE CLIMBING

Characters engaged with flying creatures while climbing are at a distinct disadvantage. Unless the creature can hover, the creature may make *Charge* attacks. Keep in mind that if the character is facing the side of a mountain while he climbs, the creatures will get flank and rear attack bonuses.

Example: Aiden is climbing a rope to enter the tower of an evil mage. Halfway up the 100' tower he is attacked by a Gargoyle. The Gargoyle makes a diving charge attack. The Gargoyle dives 20' and attempts to claw Aiden on the back. The Gargoyle receives a total of +40 to his OB (+20 (charge) + 20 (rear) = +40). Aiden receives no Qu DB bonus and is at -10 on his attacks against the Gargoyle. The

Gargoyle claws Aiden for 11 points of damage. Aiden must now make a Climbing maneuver roll to see if he holds onto the rope with a modifier of -10 (from the damage caused).

AERIAL COMBAT

Aerial combat is complex because it occurs in a three dimensional environment: the sky. Characters and GMs will need to keep track of a character's horizontal and vertical position and distance from other combatants. To make things move smoothly, it is recommended that distance and altitude be tracked in 5-foot increments (i.e. 50' high, 55' high, 60' high, etc.).

Combat Modifiers - Unless a creature or character can hover, most attacks will be *Charge* attacks. Aerial combat however, cannot result in someone being knocked prone. If a *Knockdown* occurs, the target has stopped flying briefly and loses altitude as a result of the knockdown. If the altitude change results in crashing into something, then the prone effects will apply.

Attacks from Above - Creatures attacking from above may declare a charge by diving at their victims. The target may not be able to reply to the attack if its only natural weapons are talons or hooves, since they would not be able to reach the attacker.

Attacks from Beneath - Creatures attacking from beneath an opponent cannot charge, but they may be in a blind spot which would grant flank or rear attack bonuses if they are within weapon's range. The defender can reply with an attack only if it has natural weapons or its rider is equipped with a weapon with enough reach.

Movement - Aerial combat is more complex because movement can occur in a three dimensional space. Position and elevation must be taken into account during movement. As a simple general rule, creatures and characters can gain altitude at half their base movement rate and can dive at double their base movement rate. Therefore, if a creature has a flying movement rate of 30' per round, then it could increase its altitude by 15 ft/rd and dive at 60 ft/rd.

The GM should remember that aerial combat is abstract and not an exact science. In fact, it would almost impossible to create a simple set of rules for handling these types of encounters. The GM should describe the action to the characters and take into account the goal of the game and not worry so much about the correct physics involved.

Whenever a flying creature is stunned, knocked down, or unable to fly for any reason (i.e. wings entangled), they will involuntarily lose altitude. Each round they are unable to fly the creature will lose altitude and accelerate until it reaches terminal velocity. A creature's velocity increases at approximately 30' per second in a free fall. Use the following table to help determine how far a creature will fall each round.

FALLING DISTANCE TABLE

Round	Speed (ft/rd)	Total Distance Fallen
1	30	30
2	90	120
3	150	270
4	210*	480

* Terminal Velocity is reached and acceleration will stay at 210 ft/rd.

Author's Note: Gravity causes an object to fall and accelerate at 9.8 m/s². Terminal velocity is reached at 210 mph (which is the point where a character would feel weightless). The physics for calculating a character's distance fallen and velocity are vastly simplified to make the game play easier.

USING MINIATURES

When using miniatures during an aerial combat, you can represent height and altitude by standing the figures on 6-sided dice or plastic poker chips. Each die would represent a 5 or 10-foot increment. Place the character with the lowest height on the table and stand figures on dice for characters at higher altitudes.

Example: *Neki is flying and having a battle with a Wyvern. At the beginning of the round, the Wyvern is 30' higher in the air than Neki. Using miniatures, Neki's figurine would be on the table and the Wyvern would be on top of three chips or dice to represent the 30' height difference. If the Wyvern were to dive at Neki, you would remove the chips as necessary.*

UNSEATING A RIDER

Characters riding a flying mount can be dismounted, just like characters on the ground. If the character is strapped into his saddle, which common sense says he should be, he is simply knocked off-balance in his seat and suffers the same penalties as if he was prone and must spend an action getting situated back in the seat.

Naturally, if a character is not strapped in, he risks the damage of a fall if he is unseated by any means.

Example: *Neki is continuing his fight with the Wyvern (Neki has his own means for flying). The two are 50' apart and the Wyvern is 30' higher than him. Initiatives are determined and the order is as follows: Neki then the Wyvern. Neki decides to hover and hold his attack until the Wyvern comes in. The Wyvern dives to attack Neki. The Wyvern has a flying movement rate of 20 so he can dive up to 40' in one round. The Wyvern closes to within 10'; since they started 50' apart, the Wyvern moved 40' closer.*

On the second round, the initiative order is the same: Neki then the Wyvern. Neki again decides to hold his action. The Wyvern continues his dive and attacks Neki as he flies by. The Wyvern receives a charge OB of +50 (traveled a total distance of 50' over two

turns). Since Neki held his action the attacks occur at the moment the Wyvern gets within weapon range. The Wyvern misses and Neki hits, causing 12 hits and stunning the Wyvern for 2 rounds. The stun causes the Wyvern to lose altitude.

At the end of the turn the Wyvern would have been 30' lower than Neki (after completing his dive movement of 40'). Using the Falling Distance Table, on the first round of stun the Wyvern falls an additional 30', so he is now 60' lower than Neki. On the second round of stun, the Wyvern falls an additional 90' and is now 150' lower than Neki. The next round the Wyvern can recover and stop falling. If this battle had taken place less than 150' off the ground, the Wyvern would have crashed and taken falling damage.

HOW TO RUN AN AMBUSH

The typical ambush takes place in an area where the ambushers have the advantages of terrain and position and can attack the party with little or no warning. Roads winding through narrow passages are favorites for bandits. Don't forget that an ambush can take place in a building or dungeon as well. The key to the ambush is position and concealment!

Normally, the group of ambushers should outnumber the party 2-to-1 in total levels. Without those minimum odds, the bandits will not attack the party unless they are the reckless type. If the ambushers have a spell caster, count that person twice when figuring the odds. Spell casters can quickly turn the tables on an unsuspecting party. The levels of the individual NPCs should be lower than the levels of the individual members of the party. A group of 5 1st level NPCs is more than a match for one 5th level character.



Ambushers also prefer to use missile type weapons for the surprise round of combat since they provide a lot of killing power and can be used from cover and concealment.

If the ambushers have a leader, he should be equal in level to the highest-level character in the party if the GM wants to provide a challenge for the group.

POSITION, POSITION, POSITION...

The position of the ambushers is critical. Usually, the ambushers will place themselves in a way so that they have the advantage of being able to see more of the surrounding area than the party is able to see. This can be accomplished by placing archers in elevated shooting positions. From those vantage points, they can see the party coming from a great distance and choose important targets as necessary once the combat has started.

When the time comes for the ambushers to attack the party with melee weapons, they will want to place themselves so that they can reach the party the fastest way possible. It's usually a good idea for the ambushers to be able to close with the party in one melee round or less so that surprise will work in their advantage. If the BMR of the ambushers is 12 ft/rnd, then they should conceal themselves 12 ft or less from the parties' travel path.

The ambushers can conceal themselves with their terrain quite easily. In heavily forested areas, there are usually shallow creek beds and depressions in the ground to hide in. In rocky mountains it's easy to hide behind boulders or at the openings of concealed cave entrances.

ATTACK!

Once the ambush has begun, the ambushers need to be selective with their targets. Missile weapons should concentrate on spell casters first. The spell casters are the artillery for the party and should be eliminated as quickly as possible.

Second, the archers should then concentrate on the party's archers. By nullifying the party's ability to attack at range, the ambushers can prevent any chance of escape and provide cover fire for their own people if necessary.

Finally, the rest of the party should be dealt with. With missile weapons and melee attacks the ambushers should concentrate first on the strongest warrior's in the party. It's much more effective to team up and overwhelm individual members of the party rather than spread out. It's much more effective to double or triple team a party member so that they are killed more quickly.

If a spell caster is among the ambushers, he should use buffing spells to augment the abilities of his teammates. By raising the strength of some of the warriors, he can effectively cause more damage to the party in the long run than saving the power points to cast a fireball. Also, the use of an invisibility spell cannot be overemphasized. What better position and concealment can an ambusher have than to hide in plain sight?

SOME SIMPLE MASS COMBAT GUIDELINES

An entire rules supplement could easily be filled with rules for running mass combats, however there are

situations that arise during the normal game play when a GM must handle the encounter of large numbers of participants.

INITIATIVE

Use the normal initiative determination rules as presented in the **HARP** Rulebook. The individual players would declare their actions and roll their initiatives normally. Any notable NPC's involved in the combat would also declare their actions and roll their initiatives the same as the PC's. Normally, the notable NPC's would consist of enemy leaders, commanders, or important allies.

The rest of the participants should be grouped in some manner. If a small army is attacking a stronghold that consists of archers, footman, and cavalry, then the initiative of each type of unit should be determined separately (i.e. all the archers will share one declared action and initiative, footman another, etc.). If the GM feels they can handle a large amount of realism, these groups could be broken down further into sub-units of ten members each.

Example: *The Orc leader Vazillian has formed a small army and begun a siege of a monastery that is rumored to have some powerful magic items hidden within. The monks living in the monastery have declined Vazillian's offer to turn over the items.*

The Orc army consists of 200 soldiers: 100 footmen, 50 archers, and 50 Wolf riders. There are also three lieutenants that serve directly under Vazillian. One lieutenant is in charge of the foot troops, another in charge of the archers, and another is responsible for the Wolf riders. Vazillian also has a wizard, Malox who acts as an advisor.

When declaring actions and determining initiative, the GM will determine individual initiatives for Vazillian, Malox and each of the lieutenants (5 NPC's total). Since the army is broken down into three distinct fighting units the GM has two options, he can declare actions and determine initiatives for each group (which would be 3 more initiatives to track) or break them down into smaller groups of ten for more realism (which would be 10 foot units, 5 archer units, and 5 Wolf rider units for a total of 20 initiatives to track).

ACTIONS

Because mass combats can involve large numbers of participants, the actions for mass combats should be kept as simple as possible. If a group of 20 Orcs are attacking a group of 10 Elves; the exact actions of every member of the melee is irrelevant in the grand scheme of resolving the combat. The fact that one Orc is going to parry with all his OB and another is not parrying at all has little effect on the overall outcome of an attack made by the entire unit. Essentially, the final result is the "average" of all the actions performed by the participants of the combat.

Only the actions of each player character and notable

NPC's should be specifically noted during the course of play.

The following is a list of simple actions that can be performed by a group or unit during a mass combat. This list is by no means conclusive. The GM and players can certainly expand upon as they see fit.

MASS COMBAT ACTIONS TABLE

Action

Half-movement and Attack

Attack

Movement Only

Change Formation

Half-Movement and Attack: The group can move half of its BMR and then attack any enemy within its weapon's range.

Attack: The unit makes an attack on any enemy within weapon's range. The offensive bonus for the unit is the average OB of all the members of the group. For example, if an individual Orc normally has an OB of 50, then a group of 10 orcs has an OB of 50 as well. If an NPC was with the group of Orcs as part of the unit and possesses an OB of 78, then the unit's OB is now 53 ($50 \times 10 + 78 / 11 = 52.5$ rounded up to 53).

Movement Only: The group moves a distance equal to its BMR and any pace multiplier.

Change Formation: The group can change its overall formation. During this formation change, the unit's defensive bonus is halved reflecting the temporary vulnerability of the unit. The following list shows the different formations that a unit can be in at any given time:

Offensive: The unit can move and attack normally. This is considered the default formation for all units unless otherwise specified. While moving, the unit can move at any pace greater than a Walk.



Defensive: The unit's DB is increased by 50%. This formation could reflect the unit interlocking shields and forming a shield wall or setting its spears/pikes in the ground to withstand a charge. During this formation, the unit cannot move.

Marching: The unit can move using a pace multiplier (up to a Fast Run) to increase their speed. While marching, the unit's defensive bonus is reduced by 25%.

Disengage: The unit breaks its tight formation and runs away! They can use a pace multiplier up to Dash. The unit's defensive bonus is reduced by 50% while disengaging.

Charge: The unit is using a massive charge to attack the enemy. The unit can move up to double its normal BMR and still execute an attack at the end of the movement, if they are within weapon's range. The unit's offensive bonus is increased by 20% as a result of the charge.

RESOLVING ATTACKS

Attacks from a unit are resolved for the entire unit or group as a whole. Treat the unit or group as a singular "entity" and resolve the attack normally (i.e. position bonuses etc.). Use the **HARP** Rulebook critical tables for mass battles instead of the tables presented in **Martial Law**, since hit location is irrelevant in large combats. The damage of the attack is applied to the unit. Stun, bleeding, and maneuver penalties are ignored, since they will only affect individual members of a unit and not the group as a whole. Remember, when fighting mass battles you are only concerned with the overall effect of the attack averaged across the group.

The damage result from the attack is multiplied by the number of members and then applied to the enemy unit, dropping all fractions.

Example: Lord Brockman is commanding a unit of Fyrdmen consisting of 10 soldiers. Brockman and his Fyrd brothers were visiting the monastery (from the above example) when the Orc army attacked and have decided to help defend it against the evil horde.

The Fyrdmen are defending the north gate when a group of 20 Orcs break through. The GM has split his orcs up into groups of 10 for melee purposes. Actions are declared and initiatives determined as follows: Fyrdmen, Orc group 1, and then finally Orc group 2.

Brockman and his men attack the Orcs in group 1. The OB for the unit is 101 (the average OBs of the ten Fyrdmen and Brockman). The DB for the Orcs is 95. They roll a 67 for a Total Attack Roll of 73 ($67 + 101 - 95 = 73$). This results in a hit and an Adjusted Attack Roll of 83 ($73 + 10 = 83$). Referring to the critical table this results in 19 hits of damage. The unit consists of 11 members so they deliver a total of 209 hits ($19 \times 11 = 209$).

Each Orc has 75 hits so 2 are killed during the attack (i.e. $209 / 75 = 2.7$). Orc group 1 now has only 8 members left.

Orc group 1 attacks back at the Fyrdmen with an Adjusted Attack Roll of 55, which results in 16 hits (medium slashing weapons). The total amount

of damage caused is 128 hits ($16 \times 8 = 128$). Each Fyrdman has 115 hits so 1 Fyrdman dies during the attack ($128 / 115 = 1.1$).

Orc group 2 attacks at the Fyrdmen with an Adjusted Attack Roll of 62, which results in 18 hits (medium slashing weapons). The total amount of damage caused is 180 hits ($18 \times 10 = 180$). Another Fyrdman dies ($180 / 115 = 1.5$) leaving Brockman and 8 Fyrd brothers left to defend the gate next round against the 18 Orcs.

COMPLETING THE MASS COMBAT

The combat rounds will continue until either one "army" withdraws or is dead. The GM can decide if the moral of a unit has deteriorated low enough during a combat to justify a retreat. Common sense should dictate when this should occur. Besides that, combat should continue using the same guidelines as normal melee fights.

"THE BETTER PART OF VALOR"—DIFFERENT WAYS OF DISENGAGING FROM COMBAT.

Sometimes the odds are against you and you really have no choice but to flee from a combat. Perhaps you are carrying a friend or ally away from danger? Perhaps your mission was to delay the enemy for as long as possible, not to defeat them? The reasons for leaving a combat are vast and varied. The method for resolving disengagement is not. **Martial Law** has created a simple method for a participant to disengage from combat.

A character is considered disengaged if ALL the following conditions apply:

1. Declared a disengagement as his combat action.
2. Beyond the melee weapons range of all enemies.
3. Beyond Range Increment 5 (RI 5) for the missile weapons of all enemies or they have no line-of-sight.
4. Outside the elemental or attack spell range of all enemies or they have no line-of-sight.
5. Outside the Base Movement Rate of all enemies.

Once a character is disengaged from the combat, they no longer have to roll initiative and are considered removed from the combat entirely. They may not re-enter the combat at a later time unless the GM approves the action. Why would you come back if you were running for your life?

DISENGAGING WHILE IN COMBAT

The character must announce his attempt to disengage during the initiative declaration phase. On his turn, the character determines the best route to leave the melee. The most intelligent path would be the one that is in the opposite direction of the fighting, but that is left up to the player to decide.

The character determines his pace (run, fast run, etc.) and the disengagement movement is completed. During the movement, the character cannot pass within the melee weapon's range of an enemy. Once the movement is completed, the GM can now determine if the character is disengaged. If all the disengagement conditions are met,

the character is disengaged and the combat continues for the remaining participants.

If the character cannot move without passing within the melee weapon's range of any enemy, then the disengagement has failed and condition #1 no longer applies and thus he cannot disengage this turn. This reflects the character wanting to leave the fight, but unable to because he might be surrounded. He will have to maneuver and try again next turn.

Example: *Collin has killed six Orcs already but is still facing five more Orcs. Two of them are using longswords and two are using pole-arms. The fifth Orc is using a shortbow. They are fighting in a heavily wooded area. Collin has lost most of his concussion hits and decides its time to disengage from the combat and live to fight another day. During the action declaration phase, he declares his disengagement and initiatives are determined. Collin gets to act first!*

Collin (BMR 12') decides to increase his pace to a Fast Run (12 x 3 = 36' movement rate) and attempt to disengage. Because of the way the Orcs are positioned he manages to move in a manner that avoids the attack ranges of the weapons and move away from the Orcs. He has moved his entire movement rate of 36' but since it involved zigzagging around the orcs weapons, he is only 18' from the nearest orc with a melee weapon and is still only 25' from the Orc with the bow. Checking the disengagement conditions:

#1: Yes, he declared a disengagement action and did not come within melee weapon range of any enemies.

#2: Yes, he is beyond the melee range of his nearest enemy.

#3: No, he is only at RI 0 for a short bow. He would need to be a minimum of 181' away (RI 6) or be out of the line-of-sight.

#4: Not applicable, since none of the Orcs cast spells.

#5: Yes, he is beyond the BMR of 16' for the nearest Orc.

The result is that Collin is not disengaged yet, because condition #3 is not met. He will have to try again on the next turn and hope he can either get far enough away from the Orc with the shortbow or the orc loses line-of-sight.

HOW TO DESIGN AN ENCOUNTER

Designing encounters takes up a lot of a GM's time and effort. Most adventures are really just a series of encounters designed to advance the story. Some of these encounters will involve combat and it's crucial that they are constructed in the correct manner.

If the encounter is too deadly, the party dies, the story ends and the players become frustrated. If the encounter is too easy, they players will feel there is no challenge in the game and will become bored and lose interest. It is important for a GM to remember that the game is not a competition between him and the players. He neither wins nor loses an encounter. Any GM can kill off a party with a dangerous encounter designed with overwhelming odds, but a master GM balances his encounters with intrigue and danger.

PARTY LEVEL AND PLAYER EXPERIENCE

When designing an encounter the first thing the GM must take into account is the level and experience of the party. Obviously, a party of 1st and 2nd level characters will

not be able to assault and kill a dragon, but can they handle a small group of goblins?

The experience of the players also plays a factor in what they can handle and what they cannot. A new group of players with little or no experience in role-playing games running their 1st level characters will behave differently than a 1st level party run by players with 10 years experience in RPGs.

The more experienced players will be able to deal with more dangerous encounters than the novice group. In a published adventure, the GM may need to adjust encounters to accommodate his group of players. Most adventures are written at the "middle of the road" type groups that have moderate experience with RPGs.

TYPE OF ENCOUNTER

There are really a limitless amount of encounters that a GM can create for his adventurers. Below is a list of some common types that a GM may decide to use and guidelines for implementing them.

AMBUSH

The party is walking into an ambush set up by the "bad guys." This can as simple as bandits making their money for the day or a group of assassins sent by the evil villain to stop the party from completing its mission. Regardless, of the situation the GM must first decide if the ambushers are making a dedicated effort to kill the party or just harass it a little. A ruthless GM can easily design a "no win" situation for the party, but then the game wouldn't last very long.

Refer to the earlier section for GM tips on designing ambushes.

DUEL

The group has encountered an individual who is testing his skill against any and all he meets. Sometimes this person is guarding a bridge or passageway and will not allow anyone to pass without first meeting him in a test of arms. Usually the most experienced and toughest warrior of the party will have to face them in single combat.

Fighting honorably may or may not be a factor in this encounter and is entirely dependent on the NPC. If he is the knight-in-shining-armor chances are he will insist on a combat of skill versus skill alone with no magical enhancements or tricks. Violating the rules of engagement can have dire consequences.

The level of the NPC should be equal to or only slightly higher than the warrior who is expected to face him in the duel.

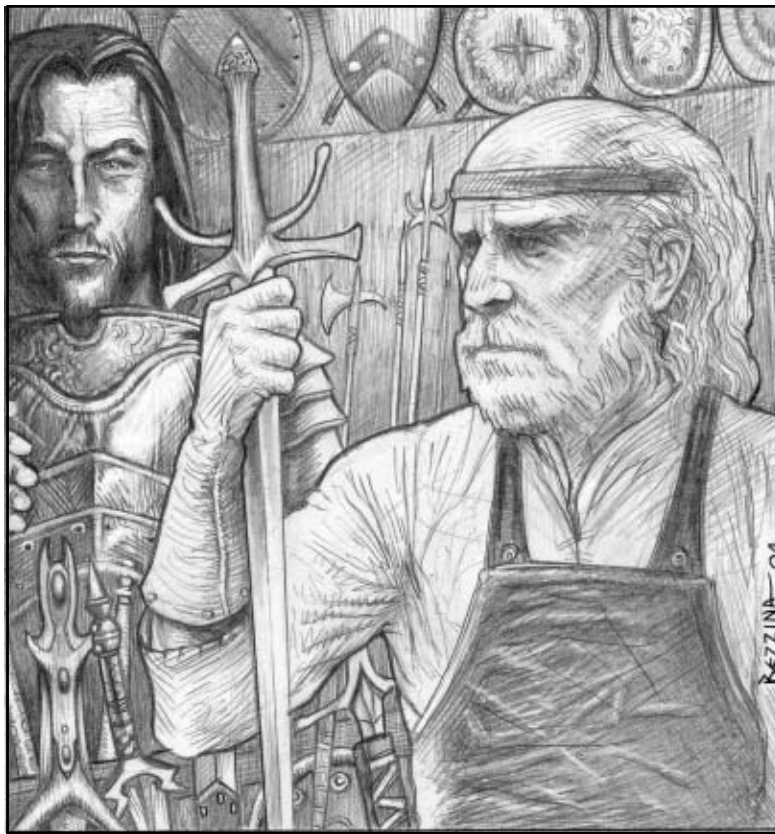
RESCUE

The party has encountered another group that has been ambushed and must rescue them from the bandits. This is basically the same as the ambush encounter discussed earlier, except someone else has already been ambushed and the party has arrived in the nick of time to save them. Use the same guidelines, as designing an ambush against the party, except you will need to take into account the size of the group that was attacked.

Sometimes the party will even have the opportunity to ambush the ambushers if they have arrived unnoticed.

WEAPONS & ARMOR

6



**wayfarer should not walk unarmed,
But have his weapons to hand:
He knows not when he may need a spear,
Or what menace meet on the road...."**

— The Havamal (W. H. Auden & P. B. Taylor Translation)

**"Then they set the steel shoes on his sturdy feet
And clad his calves about with comely greaves,...
Fair cuisses enclosed that were cunningly wrought,
His thick-thewed thighs, with thongs bound fast,
And massy chain-mail of many a steel ring,
He bore on his body,...
And all the goodly gear to grace him well...."**

— Sir Gawain and the Green Knight (translated by Marie Boroff)





Good gear and good sense—the two crucial elements necessary for your character to stay alive and thrive in any setting. All warriors should therefore take special care when choosing their weapons and armor. Select weapons and armor that suit your character's play style and that are appropriate to the campaign. If in doubt, check with the GM; he or she has the final say on all weapons and armors allowed in his or her campaign. Whatever you choose, you will discover, as many warriors before you, that there is no such thing as the perfect weapon or armor.

Martial Law includes a variety of equipment suitable to many campaign styles, but it is not intended to be a definitive book on weapons and armor. GMs should feel free to change, tweak, any gear they find in this section. They can also use the rules in this chapter to create new weapon and armor types.

Author's Note: Let's talk about historical accuracy. Every attempt has been made to ensure that the information presented here is historically accurate. The question then becomes: "Whose history are we representing?" Since your campaign is probably set in a fantasy world populated with humans, Elves, Dwarves, and Dragons, then the history you should represent in your weapons and armor should reflect this fantasy world. The weapons and armor discussed here will be presented as if they came from a fantasy world rich with its own history and development.

SWORDS

The sword has existed in a variety of forms for millennia. Experimentation and use have refined its shape and improved its lethality, making it a favorite weapon of many warriors. All swords share certain common characteristics: all have long, wide, straight, double-edged blades with a simple cross-guard (or hilt) and are designed for one or two-handed use. The typical sword is used in one hand for hacking, slashing, shearing cuts and for limited thrusting. Different races have developed different styles of swords based not only on functionality, but also as artistic expressions of their beliefs. Elvish swords tend to be longer and thinner than those made by the Great Men of the North who prefer heavy, wide two-handed swords. Also, Elvish weapons tend to be lighter but take longer to make than human weapons.

Often times the terminology used to describe the different types of swords and their components can get a little confusing. The following section will discuss and explain the different types of common swords and their pieces that comprise them.

SWORD PARTS

Hilt - The lower portion of a sword consisting of the cross-guard, handle/grip, and pommel.

Cross - The typically straight bar or "guard" of a sword, also called a "cross-guard". Another term for the straight or curved cross-guard was the quillions.

Fuller - A shallow central-groove or channel on a blade that lightens it as well as improves strength and flex.

Sometimes mistakenly called a "blood-run" or "blood-groove", it has nothing to do with blood flow, cutting power, or a blade sticking. A sword might have one, none, or several fullers running a portion of its length, on either one or both sides. The opposite of a fuller is a riser, which improves rigidity.

Grip - The handle of a sword, usually made of leather, wire, bone, horn, or ivory.

Pommel - Secures the hilt to the blade and allows the hand to either rest on it or grip it. Sometimes it includes a small rivet called a pommel nut, pommel bolt, or tang nut.

Ricasso - The dull portion of a blade just above the hilt. It is intended for wrapping the index finger around to give greater tip control (called "fingering"). Not all sword forms have a ricasso. They can be found on many Bastard-swords, most cut & thrust swords and rapiers. Those on Two-Handed swords are sometimes called a "false-grip", and usually allow the entire second hand to grip and hold on.

Shoulder - The corner portion of a sword separating the blade from the tang.

Tang - The un-edged hidden portion or "tongue" of a blade running through the handle and to which the pommel is attached. The place where the tang connects to the blade is called the "shoulder". A sword's tang is sometimes of a different temper than the blade itself.

Waisted-grip - A specially shaped handle on some bastard or hand-and-a-half swords, consisting of a slightly wider middle and tapering towards the pommel.

Finger-Ring: The small loops extending toward the blade from the quillions intended to protect a finger wrapped over the guard. They are common on cut & thrust swords and rapiers they and also small-swords.

Compound-Hilt/Complex-Guard: A term used for the various forms of hilt found on some swords. They consist typically of finger-rings, side-rings or ports, a knuckle-bar, and counter-guard or back-guard. Swept-hilts, ring-hilts, cage-hilts, and some basket-hilts are forms of complex-guard.

TYPICAL SWORDS

THE DAGGER

A common long dagger is a favored companion, carried with a sword or rapier as a backup weapon or even on its own. The dagger is lightweight, deadly, and elegant. Used primarily as a defensive weapon, dagger fighting is an art in itself. Typical length of the weapon ranges from 6" to 20" long.

THE SHORT SWORD

This type of sword is a design similar to the more traditional broadswords or longwords, but with a reduced length. Typically, used in conjunction with shields and designed for close-in fighting. Primarily used for thrusting,

but can be used to cut and slash. Most blades tend to be wider and thicker than broadswords and longswords. Typical length of the weapon ranges from 20" to 24" long.

THE BROADSWORD

A term often misapplied as a generic term for most swords with a long, wide military type blade. To be more accurate, the broadsword refers specifically to a single-handed sword with a long blade. Similar to a longsword, but not designed for use in both hands. In certain languages, such as Deep Dwarvish, the term "broad" is often translated as mean "sharp" or "large." Typical length of the weapon ranges from 24" to 40" long.

THE LONG SWORD

The various kinds of long bladed swords that had handles long enough to be used in two hands were deemed long-swords. Sometimes referred to as "war swords," they are characterized by having *both* a long grip and a long blade. They could be used on foot or mounted and sometimes even with a shield. Typically the blades are the same length as broadswords. Typical length of the weapon ranges from 24" to 46" long.

THE FALCHION

A more rare form of sword that is little more than a meat cleaver, possibly even a simple kitchen or barnyard tool adopted for war. Similar to the "scimitar," the falchion's wide, heavy blade weighted more towards the point can deliver tremendous blows. Several varieties are known, most all with single edges and rounded points. Typical length of the weapon ranges from 24" to 36" long.

THE RAPIER

The rapier is a dueling weapon whose form was developed from cut and thrust swords. Rapier blades range from flatter triangular blades to thicker, narrow hexagonal

ones. Rapier hilts range from swept styles, to dishes and cups. Typical length of the weapon ranges from 30" to 40" long.

THE BASTARD SWORD

Sometimes referred to as "hand-and-a-half sword." The term may derive not from the blade length, but because bastard-swords typically have longer handles with special "half-grips" which could be used by either one or both hands. In this sense they are neither a one-handed sword nor a true greatsword/two-handed sword, and thus not a member of either group of sword. Typical length of the weapon ranges from 46" to 72" long.

THE GREAT SWORD

Those blades long and weighty enough to demand the use of two hands are greatswords (sometimes referred to as "two-handed swords"). They are infantry swords which cannot be used in a single hand and are almost impossible to wield while mounted. Against plate armor they are handled with tighter movements that emphasize their thrusting points and allow for greater use of the hilt. Usually a minimum of 72" long.

OTHER WEAPONS

All weapons have one thing in common: they are designed to damage or kill an opponent. If they didn't, they wouldn't be very good weapons, would they? Weapon forms develop along cultural lines, and are subject to many influences including:

Fighting style: The best example of this the Roman gladius, which was the perfect weapon for the short Roman soldiers and their close formation fighting techniques.

Material availability: If iron or metal are not available, then people will turn to wood, stone, and bamboo as substitutes. In a fantasy setting other materials may also take the place of metal.

Technology and experimentation: Good weapon smiths are always striving to improve their products.





How war is being waged and whom you are fighting.

Fashion and cultural attitudes: Weapons go in and out of fashion over time. Cultures will also develop weapons that tend to suit their heroic ideals and their attitude to warfare.

Another consideration is that weapons of similar shapes and purpose act very alike when they cause damage to a target. The differences between a scimitar and a long sword when they hit an opponent are so small that they use the same critical table.

The following sections will detail certain different types of weapons and give brief descriptions of each and their basic use. Remember, these weapons originated from a fantasy world. Mundane historical equivalents are given in parenthesis next to the weapons name.

SLASHING WEAPONS

Bastard Axe - Large axe with a long grip which could be wielded with either one or two hands.

Dir-mac (Wakazashi) - Elvish short sword. Sometimes used in conjunction with a longer sword for two weapons fighting.

Gir-Mahta (No Dachi): - Long bladed and fearsome sword used by Elvish skirmish units. This blade is the common two-handed sword used by the Elves.

Kolran (Kama) - Sickle consisting of a tanged steel head fitted into a wooden handle; fighting style often utilizes two kolrans, one in each hand. Gnomish weapon.

Ti-kiri (Kryss) - A double-edged, wavy-bladed knife/short sword designed primarily for thrusting. Gryxian weapon.

CRUSHING WEAPONS

Boletta - This weapon is made of two short weighted cylinders with rounded edges attached by a short axle between the two halves. Attached to the axle is a short string or wire that is normally wrapped around the axle. The other end of the string is attached to a small ring. This weapon is used by swinging it and striking the foe with the weighted end. It will deliver a Small Crushing attack. Two or three Boletta may be hooked together by the ring; they are designed to snap together, and may be used as a Bola. This weapon is of Halfling design.

Gnorish - The Gnorish is a weapon that consists of a short, flexible haft with a weighted end. The flexibility of the haft allows the weapon to strike with more force than one would expect from such a weapon. This weapon is of Gnomish design.

MISSILE WEAPONS

Hand Crossbow - This small compact crossbow shoots small bolts with great accuracy at short distances. Often times the true effectiveness of the weapon is shown when the bolts are treated with poison.

Cormal (Chakram) - Flat steel ring with a sharpened outer edge used as a thrown missile; several were often carried on a person. Thrown like a plate or disc. Gryxian design.

POLE ARMS

Bardiche - This weapon is surprisingly easy to wield at both close range and at arms length. Devastating cutting action combined with a strong thrusting tip.

Beaked Axe - Polearm with a beak mounted opposite the blade

Fauchard - Developed from the common agricultural sickle or scythe, the fauchard consists of a long, curving blade with a large, pointed head and a small, curved hook. The head is mounted on a wooden pole about 8' long. Peasants can often change scythes into fauchards. The fauchard is similar to a glaive. It is not very good as a thrusting weapon, but is used mainly as a slashing weapon. It fulfils the need for a weapon that puts some distance between the wielder and his enemy.

Glaive - A weapon consisting of a large blade fixed on the end of a pole, whose edge was on the outside curve.

Guisarme - Mounted on a long shaft for maximum reach, this weapon is effective at repelling cavalry and footmen.

Halberd Axe - A headed polearm, usually with a rear and top spike. Consisted of an axe blade mounted on a pole with a point opposing it; the long thrusting point was part of the head so the weapon could be used to chop and thrust.

Kiri (Flamberge) Large two-handed sword with an undulating blade. Common among Gryxian soldiers.

Madu - The madu is basically a small spear (4' long) with a steel spike on both ends of the wooden shaft. In the center of the shaft is a small metal buckler where the character grips the weapon. This weapon allows for both parrying and thrusting attacks. The character receives a +10 DB when wielding this weapon and can still attack with it in the same round.

Mahta-mac (Naginata) - The Mahta-mac, the famed weapon of the Elvish elite fighting units is fearsome in the hands of a skilled combatant. Mounted on a long tang to better absorb the shock of a blow, the blade has a strong distal taper for balance and quickness. Similar to a glaive in general design, but with a much longer and heavier blade.

Man Catcher - A man-catcher is a pole arm with a special function: to capture an opponent without killing him. The weapon consists of a long pole with a set of spring-loaded, sharpened jaws at one end. The victim is caught between the jaws, which then snap shut.

Orcish Hammer (Lucerne Hammer) - Pole arm with a long spike mounted atop a hammer with a four-pronged face and a single-pronged claw.

Orcish Kalmar - Particularly brutal but effective weapon designed by the Orcs. This weapon is essentially one long, curved blade (crescent shaped) approximately 4 to 5' in length. The blade itself is extremely wide in the middle allowing for holes, which are used as handles for the blade. Each blade usually has 3 or 4 such places to grip

the weapon. The handles are usually covered in leather. This weapon is considered a Two Handed blade for weapon skills purposes, but it can be learned as a Double Weapon Combat Style, which would allow it to strike twice in one round.

Partisan - The partisan is a staff weapon consisting of a long, tapering, double-edged spear blade with two diagonally-set hooks at the base. The shaft is about seven or eight feet long. The partisan's hooks may be used to catch and break opponents' weapons, as well as hook and pull down shields.

Pick Hammer (Bec de Corbin) - Type of war-hammer used by the human cities in the west; pick-like head was fitted with a spear like point for thrusting; normally mounted on a wooden haft with metal reinforcing bands extending down from the head

Pike - Long spear with small iron head.

Pole Axe - A long-handled axe with a spike, hook, or hammer opposite the blade.

Ranseur - The ranseur resembles a partisan, except that the ranseur's hooks are longer, resulting in a three-pronged head. The hooks are, however, shorter than the

NEW WEAPON LIST

Item	Cost	Weight	Production Time	Attack Size/Type	Class	Wpn Group
Ball & Chain	5 sp	4-8 lbs	2 days	Medium Crush	1HC	Chains Plus
Bardiche	15 sp	6-12 lbs	2 days	Large Slash	PA	Pole Arms
Bastard Axe	20 sp	4-8 lbs	2 days	Medium Slash	1HE	Axes
				Large Slash	2H	Great Blades
Beaked Axe	20 sp	4-8 lbs	2 days	Large Slash	PA	Pole Arms
Boletta	10 sp	1-2 lbs	3 days	Small Crush	1HC	Chains Plus
Cormal	20 sp	1-2 lbs	3 days	Small Slash	T	Thrown Blades
Dir-mac	20 sp	1-2 lbs	3 days	Small Slash	1HE	Short Blades
Fauchard	15 sp	6-12 lbs	2 days	Large Slash	PA	Pole Arms
Gir-Mahta	20 sp	4-8 lbs	8 days	Large Slash	2H	Great Blades
Gnorish	15 sp	2-3 lbs	4 days	Medium Crush	1HC	Clubs
Glaive	20 sp	6-12 lbs	2 days	Large Slash	PA	Pole Arms
Guisarme	15 sp	4-8 lbs	2 days	Large Slash	PA	Pole Arms
Halberd	15 sp	6-12 lbs	2 days	Large Slash	PA	Pole Arms
Hand Crossbow	50 sp	2-3 lbs	10 days	Small Puncture	M	Crossbows
Kirier-mac	25 sp	4-9 lbs	8 days	Large Slash	2H	Great Blades
Kolran	20 sp	1-2 lbs	5 days	Small Slash	1HE	Short Blades
Mahta-mac	20 sp	3-7 lbs	8 days	Large Slash	2H	Great Blades
Madu	15 sp	4-7 lbs	3 days	Medium Puncture	1HE	Thrusting Blades
Man Catcher	20 sp	6-12 lbs	5 days	Small Puncture	PA	Pole Arms
Orcish Hammer	15 sp	6-10 lbs	2 days	Large Crush	PA	Pole Arms
Orcish Kalmar	20 sp	5-8 lbs	4 days	Medium Slash	2H	Great Blades
Partisan	15 sp	6-12 lbs	2 days	Large Puncture	PA	Pole Arms
Pick Hammer	20 sp	6-10 lbs	2 days	Large Crush	PA	Pole Arms
Pike	15 sp	6-12 lbs	2 days	Large Puncture	2H	Long Spikes
Pole Axe	20 sp	6-10 lbs	2 days	Large Crush	PA	Pole Arms
Raka	15 sp	1-2 lbs	3 days	Small Puncture	1HE	Thrusting Blades
Ranseur	15 sp	6-12 lbs	2 days	Large Puncture	PA	Pole Arms
Rope Dart	10 sp	1-2 lbs	1 day	Small Puncture	T	Thrown Projectiles
Spike Thrower	10 sp	2-4 lbs	2 days	Small Puncture	T	Thrown Projectiles
Ti-kiri	15 sp	1-2 lbs	3 days	Small Puncture	1HE	Thrusting Blades
Turya-raka	15 sp	2-3 lbs	4 days	Small Puncture	T	Thrown Blades
Twin Bladed Sword	50 sp	4-7 lbs	10 days	Medium Slash	2H	Great Blades
Voulge	15 sp	6-12 lbs	3 days	Large Slash	PA	Pole Arms

Attack Size/Type: The critical table and size modifier for the weapon.

Class: The weapon class for the weapon. 1HE=1 Handed Edge, 1HC=1 Handed Crushing, 2H=Two Handed, PA=Pole Arm, T=Thrown, M=Missile.

Wpn Group: The actual skill that the weapon is learned under.

Fumble: The fumble range for the weapon.

All weapons have an increment value of 5.

middle blade. Partisans are sturdier than ranseurs. The three prongs are large enough to puncture armor or trap a weapon and disarm the opponent.

Twin Bladed Sword - This weapon is a long shaft approximately 2 to 3' long with a sword bladed attached to each end. The blades themselves are 2 to 3' long. The weapon is wielded similar to a quarterstaff and can be very effective at delivering multiple blows in a short period of time. This weapon can be learned as a Two Handed Weapon skill (which would deliver one attack per round) or with the Double Weapon combat style. Elite Gryxian soldiers are known to carry this type of weapon.

Voulge - A pole arm weapon characterized by a broad axe-like blade with a single spike protrusion at the top, often attached to a wooden pole.

UNUSUAL WEAPONS

Raka (Jitte) - Gnomish parrying weapon consisting of an iron bar with a hook attached to one side; grip is often woven cord or leather. It is a versatile weapon that can be used to attack the neck and head of an opponent, but its primary use is as a sword catcher and deflector.

Rope Dart - Long rope, approximately 10 to 20' long, with a small, steel spear head on the end. Common monk weapon used for entangling an opponent's arms and legs while the spear head can be thrown to cause puncture damage. The weapons range is dependent on the length of rope, which is use to retrieve the thrusting head after an attack.

Spike Thrower (Akllys) - Wooden throwing stick with a spiked head; attached to user's arm with a strap, which enabled it to be retrieved after it had been thrown. Commonly used by Halflings.

Turya-raka (Kyotetsu-shoge) Elvish parrying weapon; a rope connects a metal ring and a forked knife, could also be used to aid in climbing; used with both hands

The weapons on the following list are available for purchase by the characters. This list only presents information on the new weapons listed in *Martial Law*.

CREATING & ADDING NEW WEAPONS

Adding new weapons to your *HARP* campaign is simple; just follow the steps below.

1. Decide what type of damage the weapon does: Slash, Crush or Puncture.
2. Assign a critical size: Tiny, Small, Medium or Large.
3. Use the table below to assign the weapon a class and a sub group, which also determines how it is used.

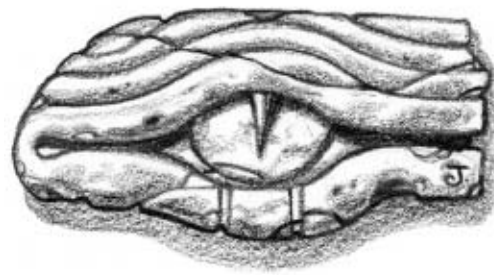
Write up a brief description of the weapon, including its' appearance, size, weight and fumble range.

Weapon Class	Weapon Group	Fumble Range
1 Handed Edged		
	Axes	(1-2)
	Long Blades	(1-3)
	Short Blades	(1-2)
	Thrusting Blades	(1-3)
1 Handed Concussion		
	Chains Plus	(1-5)
	Clubs	(1-2)
Thrown		
	Pole Arms Thrown	(1-4)
	Thrown Blades	(1-3)
	Thrown Projectiles	(1-5)
Missile		
	Bows	(1-3)
	Crossbows	(1-2)
	Slings	(1-4)
Pole Arms		
	Pole Arms	(1-4)
Two Handed		
	Great Blades	(1-4)
	Great Chains	(1-6)
	Long Spikes	(1-3)
	Staves	(1-4)

Example: While surfing the web, Brent comes across several images of Zulu war clubs, which look like the perfect low tech, but effective weapons for a local tribe of lizard men. The club appears to be a spherical rock mounted on a sturdy wooden shaft. Looking at the weapon, Brent decides that it does crushing damage, and that it does a Medium Critical. Looking over the categories and weapon subgroups, Brent decides that this weapon is a One-handed concussion weapon that falls into the club group. Brent dubs his version of the weapon "a Reptilian War Club." He decides that it is about 2' long and weighs about a pound and fumbles on a roll of a 01-02. He also decides at this time that while it is an effective weapon, it is crude and its market value is nil.

ARMOR

Armor protects characters from being severely damaged during combat. No non-magical armor can ever make someone invulnerable, but it can help prevent severe damage. The following table presents several new types of armor for use by characters and NPC's.



Armor Piece	DB	UF	MaxMP	UF	MinMP	MaxMP	MinMP	IV	CP	Weight	Prod	Cost
Aventail	8		24		4	12	1	1	1	5 -8	5 days	14 sp
Body Bracelet	6		20		4	10	2	0.5	1	9 -10	10 days	15 sp
Coif	12		36		6	18	3	1.5	2	8 -12	10 days	21 sp
Lamellar	18		60		12	30	6	1.5	3	15 -18	15 days	45 sp
Leather Mantle	9		3		1	12	1	1.5	1	1 -2	1 day	9 sp

Aventail - A piece of chain mail that is attached to the base of a helmet covering the neck and shoulders.

Body Bracelet - Worn in place of a cuirass. This is essentially the bottom half of a breastplate and is designed to cover the abdomen. This also protects against criticals to the lower back.

Coif - A chain mail coif covering the head, neck and shoulders.

Lamellar - Metal plates sewn together using leather strapping. Similar to scale armor except there is no leather backing. The plates are interlocking and overlap each other offering a wide amount of flexibility while still giving the protection of plate armor. The armor protects the torso, abdomen, and groin.

Leather Mantle - The leather equivalent of a chainmail coif. It covers the head, neck and shoulders.

CUSTOMIZED WEAPONS AND ARMOR

Characters will frequently customize their weapons and armor to give themselves an edge. The following section will detail some additions that could be used for armor and weapons.

Serrated Edge - The edge of the sword is jagged or serrated which will cause the weapon to tear open wounds rather than make a clean cut. This option can only be used on bladed weapons. The effect is to increase any bleeding critical effects by 1 hit/round (i.e. a bleed wound of 1 hit/rnd becomes 2 hits/rnd).

Spiked Armor - The armor is covered with large spikes, usually 1-2" in length. The spikes can be added to a specific piece of armor or an entire suit. This causes additional puncture wounds to any target the character damages in Hand-To-Hand combat. If the character attacks using a grapple, fist, MA Strike, or MA Sweep, the character receives a +5 OB modifier to his attack roll.

Full Helm - Normal helms in HARP are considered open faced unless otherwise noted. When a character specifies a full helm, the DB for the helm is increased by 1 (i.e. plate helm has DB of 6, but a full faced plate helm has a DB of 7). The face and upper neck of the character will now be covered by the front of the helm and help prevent damage. The Maximum Maneuver Penalties are increased by 2 pts (i.e. the MaxMPs for a plate helm is 20/10, but for a full-faced plate helm it is 22/12) due to the decreased vision. The Minimum Maneuver Penalties are unaffected (the character can become skilled and accustomed to using a full helm).

If the full helm is equipped with a visor, then the additional maneuver penalties are ignored if the visor is open during the maneuver, but then they give up the DB bonus.

Only helms made of rigid material (rigid leather, plate, etc.) can be full or visored helms. The cost for a full helm is 50% more than the basic helm and increases the weight by 25%. The cost for a visored full helm is double the cost of the base helm and increases the weight by 25%. If a base plate helm costs 10 sp, then the full plate helm would cost 15 sp, and the visored helm would be 20 sp.

Fluted Armor - Plate armor can have additional fluting done to enhance its appearance and durability. Fluting is a process where raised ridges are hammered into the armor from the underside (i.e. gothic armor). This can make the armor much more artistic but also stronger and able to withstand damage. If a piece of armor is fluted it can ignore the first critical effect that says, "Armor destroyed." In other words, it must be destroyed "twice" before becoming useless. The cost for fluting is double the base cost for the piece or suit of armor and adds no additional weight.

WEAPONS & ARMOR OF SUPERIOR MATERIALS AND WORKMANSHIP

As characters become a little wealthier and wiser, they will inevitably wish to improve the quality of their armor and weapons. Most players equate better weapons and armor with magic, however this need not be the case—high quality weapons and armor can improve a character's DB and OB substantially, without the hefty price tag of magical weapons and armor.

Martial Law gives character the option of buying weapons and armor of superior materials, workmanship or both.





SUPERIOR NON MAGICAL METAL AND LEATHER BONUSES

Metals	# of OB MB's	# of DB MB's	Cost X	Man Bonus
Black Alloy	2	4	20x	0
Superior Leather	NA	2	5x	0
Superior Steel	2	2	10x	0
White Alloy	3	4	20x	0

Material Bonus – The bonus multiplier for material or magical (or both) properties of a substance. This bonus is multiplied by the Increment Value of the item to determine the bonus of the item. There are two types of material bonuses: offensive and defensive. Offensive Material bonuses are used to determine the Offensive Bonus of a weapon made with that particular material. The Defensive Material Bonus is used to determine the **additional** Defensive Bonus of a piece of armor or a set of armor.

Example: A sword of black alloy would have an OB of +10. All weapons have in Increment Value of 5 so $5 \times 2 = 10$.

Example: A full set of chain mail made of white alloy would have a total DB of +60 ($40 + (5 \times 4) = +60$).

Example: A chain coif (helm) made of white alloy rings would have a total DB of +6 ($4 + (.5 \times 4) = +6$).

Cost X: This is the base cost multiplier for creating a weapon or armor from this type of substance.

Man Bonus (Maneuver Bonus): This bonus is used to offset armor maneuver penalties. The armor penalties are reduced by this amount (even below the minimums) before the character applies his armor skills bonus.

Black Alloy - A non-magical alloy of iron and meteoric metals.

White Alloy - A non-magical alloy of iron, carbon, and lighter metals.

Superior Leather - Leather treated with special substances to help with its durability. The creation of this type of leather is usually unique to an armorer and is a closely guarded secret.

Superior Steel - Steel created using advanced techniques, such as using special additives in the creation of the steel. The specific technique used to create this type of steel is unique to the creator and would be a secret process.

Note: All of the above materials are non-magical.

SUPERIOR WORKMANSHIP BONUSES

Technology advances even in fantasy environments. New processes for creating finely crafted weapons and armor come along every so often. Sometimes this type of

workmanship is strictly for the artistic side of metalworking, such as Damascus steel, but it can also result in superior functioning items, such as folding metal in the creation of blades. The Superior Workmanship Level Table shows the minimum skill ranks required to create an item of that level of workmanship. The effects of an item created with superior workmanship.

SUPERIOR WORKMANSHIP LEVEL TABLE

Craftsman Skill Ranks	Workmanship Level
1-19 Ranks	Regular or Typical
20-39 Ranks	Improved
40+ Ranks	Master

SUPERIOR WORKMANSHIP BONUSES TABLE

Level	# of OB WB's	# of DB WB's	Cost X	Man Bonus
Improved	1	1	5x	5
Master	2	2	10x	10

Workmanship Bonus – The bonus multiplier for workmanship properties of item. This bonus is multiplied by the Increment Value of the item to determine the bonus of the item. There are two types of workmanship bonuses: offensive and defensive. Offensive Workmanship bonuses are used to determine the Offensive Bonus of a weapon made with that particular material. The Defensive Workmanship Bonus is used to determine the **additional** Defensive Bonus of a piece of armor or a set of armor.

Cost X: This is the base cost multiplier for creating a weapon or armor from this type of substance.

Man Bonus (Maneuver Bonus): This bonus is used to offset armor maneuver penalties. The armor penalties are reduced by this amount (even below the minimums) before the character applies his armor skills bonus, i.e. a full suit of plate armor has a MiMP of -20, and if this armor was made of Advanced Workmanship, then the MiMP would be -10 ($-20 + 10 = -10$).

Author's Note: Whenever you are calculating the cost of a weapon or item with several cost multipliers, add all the multipliers together before calculating the cost. For example, if a set of armor were created using Black Alloy with Master Workmanship, the total cost multiplier would be 40 times the base cost ($20 + 10 = 30$).

MAGICAL AND SPECIAL MATERIALS

The world consists of a wide variety of magical and special alloys. Many races have developed methods of

utilizing these special materials in the construction of fine weapons and armor. Some races keep these construction recipes secret while others openly share them with neighbors and allies. The exceptional cost for constructing items from these types of materials reflects not only the rarity of the materials, but the extraordinary effort or special equipment necessary to mold them into the desired items.

Note: Any weapons or armor crafted from the materials listed below can only be made by master craftsmen. The bonuses from superior workmanship are built into the Material Bonuses.

The following is a list of special materials and alloys that can be used to design new weapons and armor.

MAGICAL METALS

Metals	# of OB MB's	# of DB MB's	Cost X	Man Bonus	Casting Modifier
Adamantine	7	10	65,000x	25	0.4
Arinyark	NA	6	65,000x	15	1
Dwarvish Steel	5	5	30,000x	20	0.5
Elven Steel	6	5	35,000x	25	0.5
Eog	6	6	45,000x	5	1.5
Ithloss	N/A	6	25,000x	60	0.7
Keron	4	3	50,000x	15	1
Laen	6	7	65,000x	15	0.6
Rularon	N/A	4	40,000x	20	0.5
Shaalk	N/A	3	30,000x	10	0.5
Titusinium	4	4	10,000x	10	0.8

N/A = Not Applicable. This material may not be used for weapons.

Man Bonus (Maneuver Bonus): This bonus is used to offset armor maneuver penalties. The armor penalties are reduced by this amount (even below the minimums) before the character applies his armor skills bonus, i.e. a full suit of plate armor has a MiMP of -20, and if this armor was made of Advanced Workmanship, then the MiMP would be -10 (-20 + 10 = -10).

Casting Modifier: This is a casting penalty modifier. This number is multiplied by the casting penalty for the armor or piece of armor. For example, if you have a chainmail shirt (normally a CP of 3 PP) made from Adamantine, it would have a final casting penalty of 1 PP (3 x 0.4 = 1.2 PP, rounded to 1 PP).

Adamantine – This metal is extremely hard and virtually indestructible. It can be used for weapons and armor. Each piece of adamantine armor worn confers a +2 bonus to Resistance Rolls and a +2 DB to all elemental attacks (up to a maximum of +20.)

Arinyark – A metal that absorbs and retains raw magic radiations. Working like a battery or capacitor, it is constantly absorbing ambient magic and can be tapped and utilized. It is bluish-green and can be polished to a dull luster. The absorptive qualities can be an effective defense as well.

Dwarvish Steel – Created by the master Dwarvish craftsmen, this metal is very hard and tough to damage. Each piece of dwarvish armor worn confers a +1 bonus to Resistance Rolls and a +1 DB against elemental attacks (up to a maximum of +10.)

Elven Steel: – Created by the Elves, this metal is lighter and stronger than normal steel. Each piece of Elvish armor worn confers a +1 bonus to Resistance Rolls and a +1 DB against elemental attacks (up to a maximum of +10.)

Eog – An extremely hard metal, it is brittle in its pure form, but when combined with certain other elements the resulting alloy can be used to make superior weapons and armor. It is enchanted and has a dull silvery luster. Some special pure types of Eog (White and Black) have the power to inhibit magic use. Each piece of white or black eog armor worn modifies spell casting rolls by -10 in addition to normal casting penalties..

Ithloss – A strong, but light and somewhat flexible metal. It is an enchanted alloy created by an unknown ancient race and its production method is currently unknown. Armor made of this material is of almost unequalled value because of the superior protective properties and its unencumbering lightness. Ithloss armor also provides the wearer an additional +20

DB versus Elemental spell attacks. In appearance it is a light golden color.

Keron – A black, very shiny alloy. The substance is strong but flexible and holds a keen edge. When polished it has a high luster that looks wet and oiled. It is not. Each piece of keron armor worn confers a +1 bonus to Resistance Rolls, up to a maximum of +10.

Laen – An extremely hard volcanic glass that can be forged into very keen-edged, almost indestructible, weapons. Laen can also be tinted and is naturally colored. It should be considered enchanted.

Rularon – A metal, dull silver in color, which in sufficient quantity has the ability to inhibit spells. It is soft, malleable, and enchanted. Each piece of Rularon armor worn confers a +10 bonus to all magic Resistance Rolls, up to a maximum of 100. However each piece of armor worn also modifies spell casting rolls by -10 in addition to normal casting penalties.



Shaalk – An enchanted material, very lightweight, pliable and resilient. Thinner sheets resemble the finest white paper but are glossier and almost indestructible. When exposed to extreme heat it melts, but normal fires do not harm it. Shaalk lock picks and similar tools have a +20 bonus to skill rolls.

Titusinium – Created by the Great Northmen, this metal is lighter than normal steel.

Dragonskin – Highly prized armor made from the

+1 DB versus cold and lightning based Elemental attacks, up to +10.

Shell/Chitin/Horn – Armor made from the shell of certain creatures such as Turtles or giant Snails, chitin of giant Beetles or Ants, or from the horns of magical creatures. Each piece of chitin/horn armor worn confers a +2 Magic Resistance Roll bonus (up to a maximum of +20) and a +1 DB versus Elemental attacks (up to a maximum of +10.)

Monster Bone – Constructed from the bone of large monsters such as Wyverns, giant animals, etc.

Spidersilk – Made from the processed spidersilk of giant Spiders. This type of armor is particularly sought after by monks and thieves who like lightweight but strong cloth armor.

Author's Note: If you were using ABTP rules, the Maneuver Bonus would reduce the overall MiMP. If there were multiple pieces of armor with different Maneuver Bonuses, then

UNUSUAL ORGANIC MATERIALS					
Organic Materials	# of OB MB's	# of DB MB's	Cost X	Man Bonus	Casting Mod
Dragonskin	N/A	10	50,000	10	0.5
Dragon Horn	10	N/A	25,000	--	1
Dragon Bone	10	N/A	25,000	--	1
Medium Monster Hide	N/A	3	20,000	5	1
Heavy Monster Hide	N/A	4	30,000	0	1
Trollskin	N/A	5	25,000	0	1
Shell/Chitin/Horn*	5	7	40,000	5	1
Monster Bone	6	N/A	15,000	--	1
Spidersilk*	N/A	10	30,000	30	0.5

*See description for more details
N/A = Not Applicable. This material cannot be used for this purpose.

skin or scales of a mature, adult Dragon, this armor grants a +80 bonus to DB and has no maneuver penalties associated with it at all. Unfortunately, Dragons and Drakes become enraged upon seeing such armor and will seek to slay the one who is wearing it. Each piece of Dragon skin armor worn confers a +3 Magic Resistance Roll bonus (up to a maximum of +30) and a +5 DB versus Elemental attacks (up to a maximum of +50.)

Dragon Horn – The horn of mature Dragons—prized for making bows and magical instruments.

Dragon Bone – Dragon Bone is used for making arrowheads, spearheads, and other projectile points.

Medium Monster Hide – Armor constructed from the hide of low-level magical creatures such as hydras, gorgons, etc. Each piece of medium monster hide armor confers a +1 DB to Elemental attacks, up to a maximum of +10.

Heavy Monster Hide – Armor from the hide of tougher monsters such as Demons, Wyverns, hatchling Dragons, etc. Each piece of heavy monster hide armor confers a +2 DB to Elemental attacks, up to a maximum of +20.

Trollskin – Armor made from the hide of Trolls. This armor has the unique attribute of actually regenerating itself. This armor ignores any critical effect that states, "Organic armor is destroyed." Instead the armor is only temporarily disabled and will actually regenerate completely within 1 hour of the damage. The only exception to this is fire damage, which the armor cannot regenerate. Each piece of Trollskin armor worn confers a +1 Magic Resistance Roll bonus (up to a maximum of +10) and a

only the highest one would be in effect.

CATCHING, KILLING & HARVESTING

The special hides and materials provided by certain creatures in the construction of weapons and armor are highly prized and sought after by warriors. Needless to say, these creatures are unlikely to surrender their hides readily since it's vital to their ability to live.

In general, the amount of material needed to create a full suit of armor varies depending on the size of the wearer. The following table explains the general amount of hide necessary to create a full suit of armor. Each column represents the number of full hides necessary to create a full set of armor for the wearer's size.



AMOUNT OF MATERIAL NEEDED FOR ARMOR CONSTRUCTION

Wearer Size	Creature Size			
	Small	Medium	Large	Huge
Small	2	1	1/2	1/4
Medium	4	2	1	1/2
Large	8	4	2	1
Huge	16	8	4	2

Example: A human (medium sized creature) wants to make some Dragonskin armor for himself. A typical adult dragon is a Huge creature and will provide enough material for 2 sets of armor, assuming 100% of the hide is recovered.

When attempting to gather these valuable resources the GM should take into consideration exactly how the materials were recovered.

If a warrior is attempting to capture the hide of a monster for the construction of armor, he must take great care in killing the creature in a manner that keeps the hide as intact as possible. If possible, the creature should be subdued using the sub dual rules. This would allow as much of the hide to be recovered as possible. The following table gives the amount of material recovered for use in the creation of items.

RECOVERY OF UNUSUAL ORGANIC MATERIALS

Creature Condition	% of Hide Recovered	Recovery Time
Subdued	100%	x1
Puncture	75%	x2
Krush	75%	x3
Slash	50%	x4
Hand-to-Hand	100%	x1
Fire	25%	x3
Cold	60%	x3
Electrical	50%	x3
Impact	75%	x2
Acid	10%	x4

Creature Condition: How the creature was killed or subdued. If several types of attacks were used to “kill” the creature, use the attack type that caused the most hit damage.

% of Hide Recovered: Shows how much of the hide was useable for the creation of items. The different attack types damage the hide and will make certain areas unusable.

Recovery Time: Modifier to the normal time required to harvest the hide or material. Due to certain attack types causing severe damage to the hide, the character will have to work around those areas to obtain good enough pieces for use.

Author's Note: The Amount of Material Needed Table is assuming that 100% of a hide from a certain size creature is recovered. In other words, if a medium sized character wants to make some armor from the hide of a medium sized creature, normally it would require 2 full (100%)

hides. If the creature was killed with a sword (slashing weapon) then only half (50%) of the hide of the creature was usable. The character has only one quarter of the amount of hide necessary to complete a full set of armor.

If the next creature of that type was also killed with a sword and he successfully recovered as much of the

hide as possible, he would have an additional 50% of usable hide. He now has the equivalent of 1 full hide (50% hide + 50% hide = 100% hide).

If he kills a third creature using a “subdual” technique, then he could recover 100% of that hide and now have enough to create armor for a medium sized character.

CREATING THE ARMOR

Finding an armorer or weaponsmith capable of creating the item after the raw materials have been harvested can be a feat unto itself. Your average craftsman has probably never worked with any of these special materials before. The following table will present guidelines for determining the difficulty level for a craftsman to create an item using a special material. Production time will remain the same as standard pieces. The cost for the craftsman is already taken into account with the item cost multiplier; however, if the character supplied the materials himself, he can reduce the total cost by 25%.

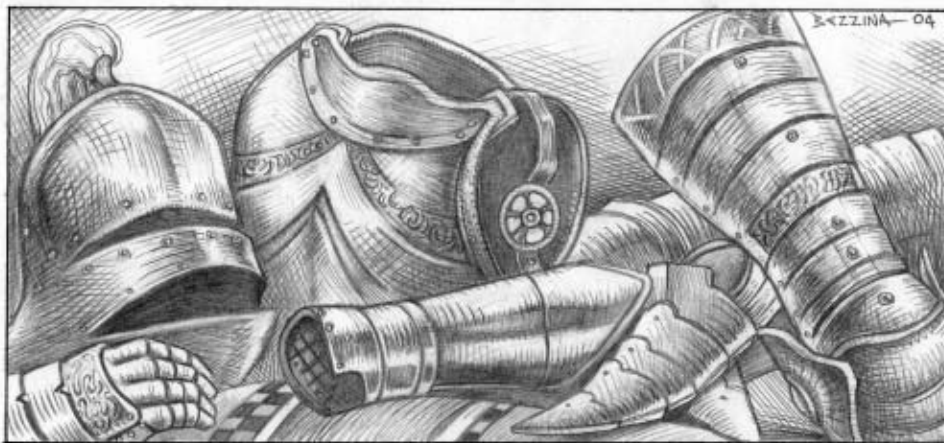


**BASIC ARMOR**

Soft Leather	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	20	-40	-10	-20	0	2	5	1 gp
Improved Full Set	25	-35	-5	-15	0	2	5	5 gp
Master Full Set	30	-30	0	-10	0	2	5	10 gp
Rigid Leather	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	30	-80	-10	-40	-5	4	5	3 gp
Improved Full Set	35	-75	-5	-35	0	4	5	15g
Master Full Set	40	-70	0	-30	0	4	5	25 gp
Chain Mail	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	40	-120	-20	-60	-10	6	5	6 gp
Improved Full Set	45	-115	-15	-55	-5	6	5	30 gp
Master Full Set	50	-110	-10	-50	0	6	5	65 gp
Plate/Chain	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	50	-160	-30	-80	-15	8	5	15 gp
Improved Full Set	55	-155	-25	-75	-10	8	5	75 gp
Master Full Set	60	-150	-20	-70	-5	8	5	150 gp
Plate	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	60	-200	-40	-100	-20	10	5	20 gp
Improved Full Set	65	-195	-35	-95	-15	10	5	100 gp
Master Full Set	70	-190	-30	-90	-10	10	5	200 gp

MAGICAL ORGANIC ARMOR

Dragonskin	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set (RL Base)	80	-70	0	-30	0	2	5	150,000 gp
Medium Monster Hide	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set (RL Base)	45	-75	-5	-35	0	4	5	60,000
Heavy Monster Hide	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set (RL Base)	50	-80	-10	-40	-5	4	5	90,000
Trollskin	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set (RL Base)	55	-80	-10	-40	-5	4	5	75,000
Shell/Chiton Horn	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set (RL Base)	65	-75	-5	-35	0	4	5	120,000
Spidersilk	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set (SL Base)	70	-10	0	0	0	1	5	30,000 gp



SUPERIOR LEATHER & METAL ARMOR

Superior Soft Leather	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	30	-40	-10	-20	0	2	5	5 gp
Improved Full Set	35	-35	-5	-15	0	2	5	10 gp
Master Full Set	40	-30	0	-10	0	2	5	15 gp
Superior Rigid Leather	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	40	-80	-10	-40	-5	4	5	15gp
Improved Full Set	45	-75	-5	-35	0	4	5	30 gp
Master Full Set	50	-70	0	-30	0	4	5	45 gp
Black Alloy Chain	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	60	-120	-20	-60	-10	6	5	120 gp
Improved Full Set	65	-115	-15	-55	-5	6	5	150 gp
Master Full Set	70	-110	-10	-50	0	6	5	180 gp
Black Alloy Plate/Chain	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	70	-160	-30	-80	-15	8	5	300 gp
Improved Full Set	75	-155	-25	-75	-10	8	5	375 gp
Master Full Set	80	-150	-20	-70	-5	8	5	450 gp
Black Alloy Plate	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Normal Full Set	80	-200	-40	-100	-20	10	5	400 gp
Improved Full Set	85	-195	-35	-95	-15	10	5	500 gp
Master Full Set	90	-190	-30	-90	-10	10	5	600 gp
Superior Steel Chain	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	50	-120	-20	-60	-10	6	5	60 gp
Improved Full Set	55	-115	-15	-55	-5	6	5	90 gp
Master Full Set	60	-110	-10	-50	0	6	5	120 gp
Superior Steel Plate/Chain	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	60	-160	-30	-80	-15	8	5	150 gp
Improved Full Set	65	-155	-25	-75	-10	8	5	225 gp
Master Full Set	70	-150	-20	-70	-5	8	5	300 gp
Superior Steel Plate	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	70	-200	-40	-100	-20	10	5	200 gp
Improved Full Set	75	-195	-35	-95	-15	10	5	300 gp
Master Full Set	80	-190	-30	-90	-10	10	5	400 gp
White Alloy Chain	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	60	-120	-20	-60	-10	6	5	120 gp
Improved Full Set	65	-115	-15	-55	-5	6	5	150 gp
Master Full Set	70	-110	-10	-50	0	6	5	180 gp
White Alloy Plate/Chain	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	70	-160	-30	-80	-15	8	5	300 gp
Improved Full Set	75	-155	-25	-75	-10	8	5	375 gp
Master Full Set	80	-150	-20	-70	-5	8	5	450 gp
White Alloy Plate	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Set	80	-200	-40	-100	-20	10	5	400 gp
Improved Full Set	85	-195	-35	-95	-15	10	5	500 gp
Master Full Set	90	-190	-30	-90	-10	10	5	600 gp



MAGICAL METAL ARMOR

Adamantine	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Chain	90	-95	0	-35	0	2	5	390,500 gp
Full Plate Chain	100	-135	-5	-55	0	3	5	975,000 gp
Full Plate	110	-175	-15	-75	0	4	5	1,300,000 gp
Arinyark	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Chain	70	-105	-5	-45	0	6	5	390,500 gp
Full Plate Chain	80	-145	-15	-65	0	8	5	975,000 gp
Full Plate	90	-185	-25	-85	-5	10	5	1,300,000 gp
Dwarven Steel	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Chain	65	-100	0	-40	0	3	5	180,000 gp
Full Plate Chain	75	-140	-10	-60	0	4	5	450,000 gp
Full Plate	85	-180	-20	-80	0	5	5	600,000 gp
Elven Steel	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Chain	70	-95	0	-35	0	3	5	210,500 gp
Full Plate Chain	80	-135	-5	-55	0	4	5	450,000 gp
Full Plate	90	-175	-15	-75	0	5	5	600,000 gp
Eog	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Chain	70	-115	-15	-55	-5	9	5	270,500 gp
Full Plate Chain	80	-155	-25	-75	-10	12	5	675,000 gp
Full Plate	90	-195	-35	-95	-15	15	5	900,000 gp
Ithloss	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Chain	70	-60	0	0	0	4	5	150,000 gp
Keron	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Chain	55	-105	-5	-45	0	6	5	300,000 gp
Full Plate Chain	65	-145	-15	-65	0	8	5	750,000 gp
Full Plate	75	-185	-25	-85	-5	10	5	1,000,000 gp
Laen	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Plate	95	-185	-25	-85	-5	6	5	1,300,000 gp
Rularon	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Chain	60	-100	0	-40	0	3	5	240,000 gp
Full Plate Chain	70	-140	-10	-60	0	4	5	600,000 gp
Full Plate	80	-180	-20	-80	0	5	5	800,000 gp
Shalk	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Chain	55	-110	-10	-50	0	3	5	180,000 gp
Titusinium	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV	Cost
Full Chain	60	-110	-10	-50	0	5	5	60,000gp
Full Plate Chain	70	-150	-20	-70	-5	6	5	150,000 gp
Full Plate	90	-190	-30	-90	-10	8	5	200,000 gp



ORDERS & ORGANIZATIONS



Chen the king stablished all his knights, and gave them that were of lands not rich, he gave them lands, and charged them never to do outrageousness nor murder, and always to flee treason; also by no means to be cruel, but to give mercy unto him that asketh mercy, upon pain of forfeiture of their worship and lordship of King Arthur for evermore; and always to ladies, damosels, and gentlewomen succor, upon pain of death. Also, that no man taketh no battles in wrongful quarrel for no law, ne for no worlds's goods. Unto this were all the knights sworn of the Table Round..."

— Sir Thomas Malory, *Le Morte D'Arthur*, vol 1.



Many adventurers prefer to work alone, or in small groups, living their lives, chasing their dreams and fighting their own battles. But after a while, this lifestyle can seem isolated, trivial and uninspired. The adventurers sometimes need something to belong to, to have some sort of support network. The world is filled with guilds and societies, some secret and others public, that an adventurer can join. Some join these societies to feel part of a community. Others join seeking a sense of devotion and belief. Some answer a call to power, while others join organizations to follow dreams of nobility and prestige.

TYPES OF ORDERS AND ORGANIZATIONS

Every organization falls into at least one of the seven categories presented below. Each category is unique and demonstrates a basic motivation of the group as a whole. It is not uncommon for an organization to qualify as part of two or more categories; however, there is always one particular mindset that seems to be the overwhelming drive for the group.

POLITICAL

Most *political* organizations tend to be founded by either a governing faction, or someone with ambitions to interfere in the governance of a society or realm. Whether it is the established ruling class or the group attempting to overthrow them, the political organization's ultimate goal is influence over a country or a people.

Example: *The Orc Revolutionary Committee (ORC for short) has decided it can run the world better than the Elves or humans and is bound and determined to conquer it! It is primarily a racial organization, but because it wants to rule as a government it can qualify as both.*

MISSION

The *mission*-based organization has been given a task to complete by either a deity or some other powerful figure. The group works to achieve this goal and turn all its resources towards this end. This goal, this holy crusade, is typically something of paramount importance and one that cannot be completed in a short period of time.

Example: *The Order of the Black Sash has one main purpose, to destroy vampires. It recruits from all races and cultures. It accepts fighters, mages, and especially good aligned clerics.*

RELIGIOUS

Possibly the oldest type of organization, *religious* orders are probably the most common. Founded on the worship of a particular deity, these groups will attract members from all types of races, socio-economic backgrounds, and places.

Example: *The Church of T^vVandor promotes honor and justice. They believe that all beings deserve equal treatment under the law and that the world*

can only survive when those laws are obeyed. Their clerics and paladins are well known for avenging those that have been wronged in some way.

MILITARY

Military organizations are single-minded, disciplined and martial. They usually serve a larger religious or political organization. Entry into this type of order is very exact in its requirements. They choose members who can serve the organization's military, political and territorial aims.

Example: *The Orders of the Iren-Fyrd and Iren-Hirth of the northern kingdoms are renowned for their military discipline. While all the members of both groups are great warriors in their own rights, their ability to function as a unit has made them feared and respected by all.*

RACIAL

A *racially* based order is an organization that is based on racial or hereditary ties. Racial orders are commonly sub-sets of other types of orders. For example, you will have a racial military order, or a racial political order. What makes them unique is that entry is restricted to a specific race.

Example: *The Walkers of the Woods are a group of Elven archers. They protect the forests from evil creatures and those that would burn or cut down the trees in a reckless manner. Only Elves are admitted into this organization.*

BUSINESS

Business driven organizations are concerned with making money, and protecting their methods of making money. Such an order may be legitimate (meaning that it is tolerated by the authorities) or illegitimate (meaning that it is not). Regardless of the status of the organization, their members share one common goal: to make as much money as possible. Money is power and the organization will use any means necessary in the business world to attain that goal (i.e. make lots of money). Often times, the legitimate business organizations have many "illegitimate" activities. An established city commerce guild can be just as ruthless as a thieves' guild. The only difference is that the Merchant's Guild has friends in high places, and the fragile aegis of legality to protect its activities.

Example: *The Merchants Guild of the barony has been in existence for centuries. All the legitimate businesses in town are members. They lobby for beneficial laws and to ensure that free trade is allowed to exist uninhibited throughout the region.*

IDEAL

These organizations are similar to the political orders in that they strive to promote the group's agenda. The major difference is that these groups do not wish for governmental control of a region or people, but rather to change people's way of thinking. Also similar to religious orders, these groups are founded on a particular doctrine

or philosophy; however the organizations are not tied to any particular deity.

Example: *The Honored Beast Society believes that animals should be treated with respect and not used or abused. It constantly appeals to the local lords and royalty to outlaw the abuse of animals in their cities. Their members have been known to sneak into the occasional wizard's tower and release captured animals, which brings down disdain from the magic community.*

KNOWLEDGE

This knowledge seeking organization strives to discover hidden or lost information. To this sort of group, knowledge is worth more than mere gold. Two types of these groups are common: those willing to share its knowledge and those wanting to keep its knowledge secret.

Those willing to share often have large libraries in major cities where anyone can enter, pay a small fee and be allowed access to the vast tomes of information they have discovered over the years. These types of groups believe in the betterment of society through sharing of information.

The other sort of knowledge driven organization usually works covertly to gather information and only use it for internal purposes. This information can be used to control governments or individuals through blackmail or other methods. Others believe the general public is incapable of understanding how important their information is and think it is restricted to only a special few people. Some seek knowledge to garner occult power with which they can implement their other agendas.

Example: *The Great Library is not just a building in the capital city, but an institution which employs more scholars than the city guard has soldiers. They believe that those who do not understand the past are doomed to repeat it and therefore believe that knowledge should be shared by all who seek it.*

CREATING THE ORDER

When creating an order it's worth keeping the following ideas in mind. We have provided a step-based system for creating your order, which makes your job easier.

Things to consider in the creation of an order or organization:

Step 1: Name

Step 2: Motto

Step 3: Goal and Purpose

Step 4: Candidate Requirements

Step 5: Acceptance into the Group

Step 6: Structure

Step 7: Advancement

Step 8: Expulsion

STEP 1: NAME

The first step towards creating an organization is to give it a name. The name will give you something to work with and may help to conceptualize the story behind the order or organization.

STEP 2: MOTTO

Most organizations will have some sort of motto, be it a secret code, or the message on the order's coat of arms. Creating a suitable motto will go a little bit further in helping you create a believable and fun order to help or hinder your PCs with.

STEP 3: GOAL AND PURPOSE

Just like a character or NPC, each organization must have a purpose. This is what motivates it and drives its actions. An order may have several lesser goals or purposes, but each other has one or two primary goals. The primary goals mark the organization philosophically and practically. Without a sense of purpose, the order will fall apart and disintegrate in a very short period of time.

Example: *The GM wishes to create an order of monks that a player character will belong to. This will play a major part in the ongoing campaign and will serve as the launching point for many important adventures for the character and his friends. The GM decides that this new order will be considered an Ideal and Mission driven organization.*

The organization will be called the Order of the Dragon's Way. Its purpose is two-fold: First, members strive to better themselves by understanding the inner strength and abilities that all sentient beings have. Through devotion and study, they hope to tap into the innermost secrets of the mind and body to reach the potential that all beings have within them. This, the GM decides, is the so-called Dragon's Way, a path to mental and physical perfection.

Their second and more secret goal is to protect an ancient artifact from being discovered by the powers of evil. The order has been given the Dragon Claw to protect at all costs. This magic item is a staff of unbelievable power that was created during the time of the Avatar Wars. Only the masters of the order are aware of its existence and of the true purpose of their order: Keep the Dragon Claw hidden. Keep it safe.

The GM decides that this combination of goals will drive several important plot elements of the campaign. It will also give the PC in question access to allies and training.

STEP 4: CANDIDATE REQUIREMENTS

Every order must have members. They must recruit and train others in the ways of the order if they want to expand and grow. For this reason, each order will have a set of perquisites that every prospective member must satisfy to even be considered for membership.

Below is a list of possible requirements that a given order might decide upon. This list is by no means exhaustive; the GM can create new requirements to fit their organization as necessary.

Race (human, Elvish, Dwarfish, etc.)

Gender

Age

Social class

Deity

Profession

Alignment

Place of birth

Current residency location

Family status (orphan, no siblings, etc.)

Past achievements (dragonslayer, vampire hunter, etc.)

Marital status/Sexual orientation

Example: *The Order of the Dragon's Way has several requirements for an initial candidate. It prefers to begin training when the candidate is as young as possible (age requirement) and it prefers individuals with no family ties (family status requirement – orphan). It has no preferences on race or gender.*

STEP 5: ACCEPTANCE INTO THE GROUP

After the candidate has met the basic entrance requirements, he will be accepted into the group. Each order will have its own unique and special way of weeding out the unworthy so the GM can devise his own method

for achieving this. It can be as simple as putting in an application to join the local political activist group, to completing a grueling test of combat between mages wielding powerful magic.

The important thing to remember is that the group will want to eliminate anyone that it does not see as a prospective long-term member. To recruit some for a short-term membership is a waste of time and effort.

Below is a list of possible application processes and tests.

Complete a small quest or mission (take a note to someone, kill a political figure).

Finish a test of skills (picking locks, make a suit of armor).

Interrogation (either an intense interview, or something far more violent).

Simple resume or written application.

Duel with another candidate, winner wins admission.

Duel with an existing member of the order.

Example: *Since the Order of the Dragon's Way recruits candidates at such a young age, members have a very simple test for admission. They take the blindfolded candidate to a secret chamber within the stronghold and place their right hand on the Dragon Claw itself. This is the only time anyone below the rank of master is ever anywhere near the artifact itself. One of the powers of the staff is to show the true soul of the person touching it. The staff will reveal the inner strength and soul of the candidate. If this shows them to be of good spirit and courage, they are accepted.*

STEP 6: STRUCTURE

Every order must have a structure. From the new candidate to the grand leader of the order, every organization will have its leadership, its management, and its followers. To decide the structure of the order, you should look back at the category of the group to help define the hierarchy.

In the case of a military or religious order, the group is usually controlled by one individual or a small group (two to five individuals). These leaders are often the final word in the decision making process of the order. These types of organizations tend to be the most efficient in making decisions because of this type of leadership. The downside is that the order can easily become monolithic and static, acting without wider consultation or outside input.

Political and ideal based organizations usually try to lead by committee, if for no



other reason than to give everyone a sense of contributing to the running of the group. These types of orders usually are the slowest to react to problems and issues and have a very long delay time in the decision making process.

Below is a list of possible leadership structures that an order could be controlled by.

- One person (dictator, elected official).
- Tribunal (usually three individuals).
- Council (four or more individuals).

Example: *The Order of the Dragon's Way is led by a Grandmaster. This person has the last word in the organization's deliberations, and tends to make all the important decisions for the group.*

Serving the leadership is the management of the organization. This level is the order in a micro version. Each arm of the order is represented at management level. Each order can have specific branches or arms of the organization, each with a special duty or responsibility (Recruitment, Training, Security, Research, etc.). Each branch is run by its management (this can be one person, tribunal, council, etc.).

Example: *The Order of the Dragon's Way has three Masters just below the Grandmaster in rank. Each Master has been assigned a special duty and a staff in which to complete their duties. One master is in charge of training and recruitment of members. The second is in charge of the security and well being of the stronghold. The third is in charge of the daily operations of the stronghold and its relations with the outside world.*

STEP 5: ADVANCEMENT

As the group grows, members will want to advance up the hierarchy of their particular order. For most beings, the feeling of achievement and success is just part of what makes them want to excel. Every organization must have rules for promotion.

As vacancies happen whether by voluntary (retirement) or involuntary (assassination or forced retirement) lower ranking members will want to compete for the open positions and earn a promotion. The organization will have a set of protocols for determining the best candidate to fill an open position.

For military, religious, or political orders there is usually a very specific and structured hierarchy of ranks. These positions make it very easy to determine who outranks who and which individuals may compete for an open position.

The GM should create a hierarchy structure for his order and decide the methods for promotion. These methods can be similar to the application process for incoming candidates, although more serious in nature.

Example: *The Order of the Dragon's Way uses a system of non-lethal combat to decide promotions within its group. As vacancies occur, the Grandmaster will oversee a tournament of the prospective applicants. The winner of the tournament earns the right to be promoted.*

STEP 6: EXPULSION

Every tree has a few bad apples. These apples must be cut from the tree and disposed of, or they will become more rotten and endanger the well being of the tree as a whole.

Every order or organization must at some time during its existence deal with the possibility of having to remove someone unwillingly from the order. First, it must be determined what rules must be violated in order to warrant such a drastic step.

Second, the exact method for removal must be determined by the GM. The GM should follow the category of the organization as a guideline. In military orders, it's usually a court martial and release from the group. Some religious orders simply eject the violator from their church. Certain covert business organizations will quickly and quietly kill a member who has violated some important rule.

Example: *The Order of the Dragon's Way believes in trial by combat. If a member is accused of a crime against the order and that accusation is in dispute, the member has the right to prove his innocence in a personal combat with his accuser. The Order believes that no one who is false can win in combat with one who is true. The loser of the combat is expelled from the order forever. All their possessions are taken from them and they are ejected from the stronghold.*



SAMPLE ORDERS AND ORGANIZATIONS

The following contains examples of several orders and organizations. Each listing will give information on the type of group, its goals, acceptance policies, etc. Several of the organizations are related. In many areas, membership to one group is often a stepping-stone to acceptance into another, more elite group.

GROUP NAME: The Temple of the Dragon's Way

TYPE: Ideal and Mission.

GOAL AND PURPOSE: This order has two goals: First, the monks and warriors of the Dragon's Way strive to better themselves by understanding the inner strength and abilities that all sentient beings have. Through devotion and study, they hope to tap into the innermost secrets of the mind and body to reach the potential that all beings have within. The mind can be a powerful tool, the masters say, if it is allowed to grow and expand. The body can achieve great goals if it can work with the mind to accomplish them.

Their second and more secret goal is to protect what is reputed to be an ancient artifact from discovery by the forces of evil. This item, the Dragon Claw must be protected at all costs. The Claw is a curved staff made of bleached white dragon bone, a thing said to be of unbelievable power. Old lore says that the thing was created during the time of the Avatar Wars. Only the masters of the order are even aware of its existence and of the true purpose of their order: Keep the Dragon Claw hidden. Some masters suspect, however, that the Claw is little more than a fraud, some low level magic item of little use to anyone. But if the secret gives the order a sense of purpose, then what of it?

CANDIDATE REQUIREMENTS: The candidate must be very young, 10 years old or younger in human years. The candidate must have no family ties outside the order (i.e. a set of twins could be accepted at the same time). They have no preferences on race or gender.

ACCEPTANCE INTO THE GROUP: Candidates must pass a very simple test for admission. The blindfolded candidate is taken to a secret chamber within the stronghold and must place their right hand on the Dragon Claw itself. This is the only time anyone below the rank of master ever approaches the artifact. One of the powers of the staff is said to show the true soul of the person touching it. The staff will reveal the inner strength and soul of the candidate. If this shows them to be of good spirit and courage, they are accepted.

STRUCTURE: The Order is headed by a single Grandmaster. Answering to him are three Masters. Each Master has been assigned a special duty and servants to help them complete their duties. One master is in charge of training and recruitment of members. The second is the castellan, in charge of the security and the well being of the stronghold. The third is in charge of the daily operations of the stronghold and its relations with the outside world.

ADVANCEMENT: The Order uses a system of non-lethal combat to decide promotions within its group. As

vacancies occur, the Grandmaster will oversee a tournament of the prospective applicants. The winner of the tournament earns the right to be promoted. Members of a rank are promoted for life. They can only be demoted by the Grandmaster for some form of misconduct.

EXPULSION: If a member is found to be in violation of the order's code of conduct, he is given an opportunity to defend himself, and his good name, through trial by combat. If the member wins, then officially his name has been cleared and his accused must atone for the crime (usually through payment, or acceptance of a particular mission.) If a member loses, he or she is immediately forced from the order and branded with a hot iron. This marks the accused as a traitor. The member also forfeits all his or her worldly possessions and is sent out into the world with only sackcloth clothes.

GROUP NAME: Order of the Iren-Fyrd (Fyrdmen)

TYPE: Military

MOTTO: "We are those who stand into the wind and the faces of the foe."

SIGIL: A mud blackened sword and shield.

GOAL AND PURPOSE: The Fyrdmen is a society of commoner infantrymen who have forged themselves into a professional brotherhood, sworn to defend the realm and the king. Named for an ancient warrior order that guarded the northern marches from Goblin invaders in ancient times, the Fyrdmen have a long and proud history. They live to defend the kingdom with honor. A Fyrdman will always support the other members of the order. And a Fyrdman swears to never leave a fallen comrade in battle. Though not knights, the Fyrdman's code separates them from the common rabble of mercenary foot soldiers and indentured peasants who fight alongside the professional knightly orders. The Fyrdmen are pioneers, and their loyalty and courage has forced a change in military thinking. The footmen are no longer just chaff on the battlefield. Footmen and infantrymen can be as loyal and useful to the kingdom as any knight.

CANDIDATE REQUIREMENTS: The candidate must prove proficiency with several weapons. They must demonstrate a high level of honor and courage on and off the battlefield. The Fyrdmen want men with a desire to serve the kingdom, beyond all consideration of gold or status.

ACCEPTANCE INTO THE GROUP: The group takes an internal vote after a candidate has presented himself. The decision is usually unanimous. Quite often the group will approach a prospective member. The acceptance must be approved by the King.

STRUCTURE: The Order is lead by a Captain. This captain is determined by a non-lethal tournament and is a lifetime appointment. The Captain may decide to step down voluntarily. This often happens if the individual is promoted to another order, such as the Huscarls.

ADVANCEMENT: The organization has no levels within itself except for the Captain. The group receives its orders from the King.

EXPULSION: Expulsion from the order can be ordered only by the Captain or the King himself. Usually this is

done only for some type of misconduct or incident involving moral turpitude. The Fyrdmen are meant to be above the common rabble, after all.

GROUP NAME: Order of the Iren-Hirth (Huscarls)

TYPE: Military

MOTTO: *We are brothers. The king is our father. The people are our children.*

SIGIL: A Spear on a red background

GOAL AND PURPOSE: The Huscarls are an order of commoners elevated to the knighthood. Free from the intrigues and dynastic squabbles of the landed nobility, the Huscarls exist to serve the king and the people. Typically drawn from the hard men of the northern marches, the Huscarls look for men who have shown skill and bravery in defending the kingdom. The Huscarls code demands that members defend the kingdom with honor. A Huscarl will always support the other members of the order. And a Huscarl knight will never show fear in the face of an enemy.

CANDIDATE REQUIREMENTS: Proficiency with every weapon skill. Demonstrate a level of honor and courage on and off the battlefield. The candidate must show a deep desire to serve the kingdom. The Huscarls also prefer the candidate to have membership in the Order of the Iren-Fyrd.

ACCEPTANCE INTO THE GROUP: The group takes an internal vote after a candidate has presented himself. The decision is usually unanimous. Quite often the group will approach a prospective member. The acceptance must be approved by the King.

STRUCTURE: The Order is lead by a General. Candidates for leadership face each other in a non-lethal tournament. The post is a lifetime appointment. The General may decide to step down voluntarily. This often happens if the individual is promoted to another order, such as one of the noble knighthoods.

ADVANCEMENT: The organization has no levels within itself except for the General. The group receives its orders from the King.

EXPULSION: Expulsion from the order can be by command of the General or the King himself. Usually this is done only for some breach of the Order's moral code.

GROUP NAME: The Orc Revolutionary Committee (ORC)

TYPE: Political and Racial

GOAL AND PURPOSE: To take over the world.

MOTTO: *Death! Death! Death to all!*

SIGIL: Usually something crude and sharp, held in an Orc's hand. This is useful, because you can always kill someone with it as well.

CANDIDATE REQUIREMENTS: You must be an orc. Willingness to join is not important.

ACCEPTANCE INTO THE GROUP: You must be alive and breathing. Sometimes desperate times may require the recruitment of dead orcs as well.

STRUCTURE: There is a leader. He is in charge of everything. He has lieutenants; they are in charge of everything else.

ADVANCEMENT: When the leader says so.

EXPULSION: If you don't do what the leader says, you die. If you disobey an order from the lieutenants, you die. If you fail a mission, you die. If you chicken out and run away from those stinking Elves, you die.

ANOTHER SORT OF GUILD...

GROUP NAME: The Friends of Otto, an adventurer's guild

TYPE: Political and Ideal

GOALS AND PURPOSE: Officially, to help young adventurers along in life.

MOTTO: *"We are always there."*

SIGIL: A broken piece of Orc or Goblin dagger

THE TALE: Named for one of the few adventurers to ever have died rich, surrounded by loved ones and in his own bed, "Otto's friends" came together to continue Otto's life's work. Otto, in his time, was a hero, a conman, a looter, a thief, a soldier and a nobleman. He lived for the thrill of exploring new places, and getting into new sorts of trouble. But his death revealed Otto's true vision. Otto's letters and writings revealed that he had ideas for the future of the realm. The sort of people, Otto wrote, who would ambush Orc raiders for the thrill of it, or storm some border lord's keep to rescue a poet's true love, or the sort of people who would crawl through centuries of dust and bones to find some forgotten treasure in a Troll haunted cave are the sort of people with the luck, intelligence, wits and bravery to become the leaders the land needs.

Taking Otto's generous bequest to his many friends, allies, enemies and acquaintances, his friends set up a network of safe houses and markets, fences and traders and investors to support those who would follow in Otto's footsteps. And so a guild, of sorts, was born.

The organization's primary aim is to make money by investing in young adventurer's expeditions, and also to look after aged adventurers and provide some legal protection and representation for adventurers who find themselves on the wrong side of the law (something that happens far too frequently). But the organization has another aim: to groom young adventurers into the sort of leaders that Otto dreamed of. These are the sort of leaders the realm needs, the friends say. Young warriors who would normally waste their youth fighting orcs in return for a few gold coins and a few cups of ale are steered towards royal commissions and service to the nobility. Young clerics can be eased into positions of power and influence in their churches. Young thieves and other such entrepreneurs can be groomed for high positions in the bigger merchant houses, or other mercantile guilds. Thus with financial, political and moral support, adventurers can turn their energies to more respectable and important pursuits. Eventually, the friends hope, enough of these adventurers can be seeded into positions of power and become a true political power in the realm.

No one knows to what end the friends really operate. The friends say that they are merely continuing Otto's legacy. Some say that Otto was privy to some terrible

threat looming in the future, a threat that the kingdom cannot face alone, or in its current state. Others say that the friends are little more than a glorified political conspiracy, a cheap attempt to steal power and wealth from the crown and concentrate it in the hands of such money grubbing, grave robbing and politically naive sorts as the adventurers. After all, the average adventurer is dumb enough to be lured into various forms of danger on the vague promise of wealth; what difference would it make if they were lured into political intrigue in return for vague promises of power?

CANDIDATE REQUIREMENTS: Candidates must prove that they “have what it takes.” This usually means that the young adventurers have looted a few dungeons, or have a few Orc scalps to their name. The “friends” are encouraged to watch likely candidates as they set out on their careers. If the adventurers show their luck (i.e. they keep coming back) the friend will approach the adventurer and offer to invest in the adventurer’s next expedition.

ACCEPTANCE INTO THE GROUP: Once the adventurer has made a threefold return on the investment (the friends usually look for a 33% cut of the goods per expedition, so usually after nine or ten successful adventures) the friends deem the adventurer “ready.” The adventurer is given the broken orc dagger sigil of the guild and given a letter of introduction to the head of the nearest guild chapter (there’s usually one in every medium sized city in the kingdom).

EXPULSION: the guild rarely expels members, but the guild will no longer support any adventurer deemed to be resting on his laurels. If the character is not out doing something daring, romantic or plain old foolhardy, he is seen as “getting on a bit” and the friends will no longer be quite so interested in furthering the character’s career. Thus an adventurer who sets up a shipping company and retires to a small manor in the hills, the friends will stop helping him. It doesn’t necessarily mean that the adventurer has to keep slaughtering Orcs. An adventurer who drops out of sight to translate the Damned Grimoire of the Servants of the Night, or sets about wooing the fairest princess of the land through poetry, song and the odd midnight dalliance, is obviously still at the top of his game, and still worthwhile to the friends. Even members who are sidelined are still seen as potentially useful assets. One never knows when a quiet, out of the way manor run by a respectable businessman might come in handy.

ADVANCEMENT: Adventurers’ success is judged by how much gold they contribute to the coffers of the guild. The guild demands a tithe of earnings, or shall we say, proceeds, (i.e., 5%) each year. The richer the adventurer, the more tithe he or she commits to the guild, the faster the adventurer advances. If the guild steers the established adventurer to a position of power, and the adventurer thrives, he or she will also advance. At higher levels of the guild hierarchy, exact chains of command are impossible to map. Position is based on an odd and nebulous pecking order based on contributions, respect and success in the “real world.” The friends are dominated by an inner circle of old adventurers, who are said to live in the king’s palace, working as his guardians and advisors.



USING THE FRIENDS OF OTTO IN YOUR CAMPAIGN:

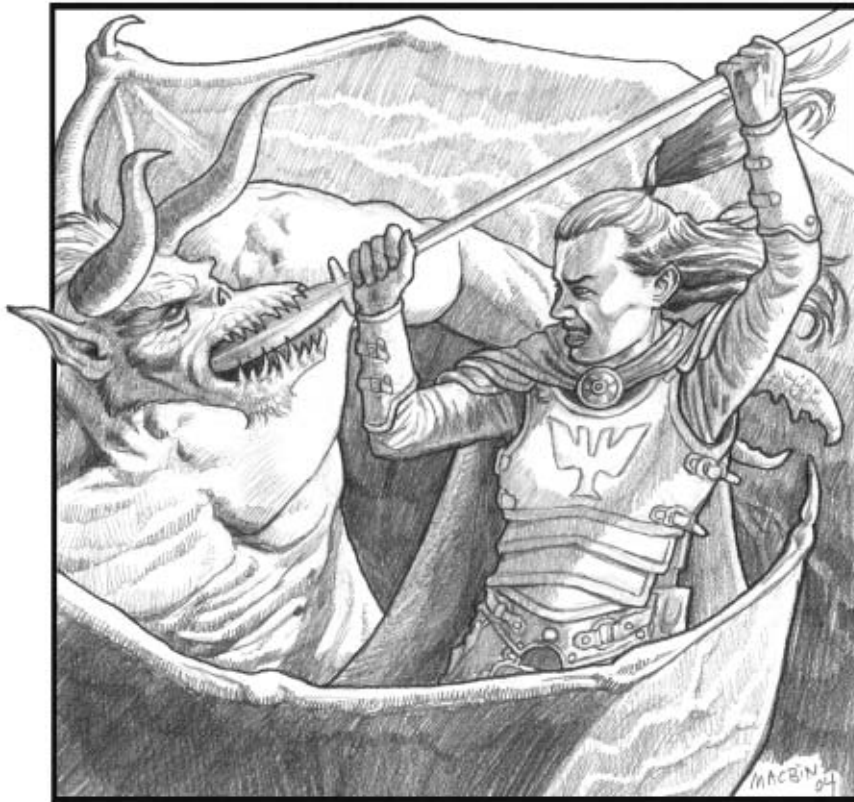
The friends are, depending on who you ask, a group of canny investors, a political conspiracy, or a glorified organised crime organization. It’s likely that the friends are, depending on place and circumstance, a mix of all three. Despite this, the friends are fiercely loyal to each other and, as they grow older, start to view the inevitable jockeying for positions of wealth, power and influence as a great game. If one friend outdoes another and scores a position with the royal guard, his rivals will concede him “the match” and look forward to future competitions. Even adventurers with vastly conflicting aim (a cleric serving the God of Light, and a warrior assassin who has ties to a dark cult) will treat each other with respect – and come to each other’s aid in times of need.

The friends are likely to be of most utility to a young player character, when he is starting out. With one or two expeditions under his or her belt, the adventurer might need access to a ready market for his or her strange goods, and perhaps equipping, healing or a quiet word in the ear of the right authority. The friends offer all of this, and more.

The friends can also help an adventurer in ferreting out information. They can fence goods “retrieved” from a dungeon or old castle. They can aid in re-equipping an adventurer after a hard journey. They can offer low interest loans to cover debts. They will even help an adventurer develop rare or unique skills, such as wielding exotic weapons, or learning certain martial arts.

For a small half tithe per year, a mere five percent of income, the friends can be very helpful to a young would-be hero. Very helpful, indeed.

CRITICAL TABLES



8



he Cat was there, somehow, clutching Wittgenstein in hand. Didn't even see her move.

'Wonder if salamanders can grow new heads?' she mused, hefting the lajatang.

The Cat's not given to idle speculations. She proceeded immediately with the experiment.

'You fruitcake!' howled Wittgenstein. Hissed I should say. It's hard to actually howl, when your head's no longer connected to your lungs.

Everybody was really howling now. With laughter, except for Magrit.

'You fruitcake!' 'You got any idea how hard it's going to be to fix him back up?'

The Cat shook her head. 'No. Can I watch?'

— Eric Flint, The Philosophical Strangler



The **HARP** rulebook introduced a simple, condensed critical hit system. The critical tables in this chapter now expand on that system by providing specific critical effects for hit locations. Each of the original charts has been expanded to five columns and an additional Acid Critical hit chart is now available. GMs and players should use whichever critical tables they feel most comfortable with.

READING THE CRITICAL HIT TABLES

Each entry on the critical tables has two parts: the description of the attack, and its effects.

The description is included purely for dramatic flavor, and GMs should feel free to modify the result to reflect the actual situation. For example, if a foe happens to be a wild boar, and the description mentions the foe's shield arm breaking, the result should instead be interpreted as one of the beast's legs shattering. Common sense should prevail, but have fun elaborating on the descriptions!

The second part of the attack description describes its effect. Some critical effects are conditional and are based on whether the target is wearing armor or has some type of protection (including magical) in that location. There is a short listing after each critical of the game effects. These are listed using the following manner:

#H #S #B #M

#H – Hits: This is damage that is subtracted from the target's total Concussion Hits. This represents minor damage, nicks, bruises, and the stress and strain of combat. You will notice if the description describes an instant death, it still lists an amount of concussion-hit damage. This damage represents the damage from wounds, and damage that must be healed should the individual be raised from the dead.

Example: *You roll a critical result of 110 on the Crush Critical table with the hit location of the Head and Neck. The result reads as follows: "Side of foe's head is completely crushed making him almost 2 dimensional. Foe stands motionless for 2 rounds then dies. 25 Hits." If your target is a giant amoeba and has no head to crush, the amoeba would still be dead—merely crushed into an unappetizing goo.*

#S – Stunned: Number of rounds the target is stunned. If a target stunned, he or she may not attack, although he or she may still parry using up to one half of their Offensive Bonus. Any other action requiring a Maneuver roll, receives a modifier of -50. Actions that do not require Maneuver rolls, such as eating a dose of an herb, do not suffer penalties.

#B – Bleeding: This represents serious bleeding and/or ongoing damage to the character. Such ongoing damage need not actually be bleeding or even visible damage, such as internal wounds. 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.

#M – Maneuver Modifier: These are modifiers on all Strength, Agility and Quickness Maneuvers (including OB). These **penalties** may reduce a character's DB, but only his Quickness bonus to their DB, not Defensive Bonuses received from other sources such as armor or magical protection. These penalties cannot reduce a character's Quickness bonus below zero. These negative modifiers are the result of damage, shock, and pain of the wounds. If a character is stunned, add both penalties together.

Death – Instantaneous or eventual.

All attack results are cumulative. For example, characters stunned and bleeding from two separate attacks have the negative effects combined!

RESOLVING COMBAT WITH THE NEW CRITICAL TABLES

Combat resolution is similar to skill resolution. Attacking characters make a percentile roll, adding their Offensive Bonus (OB), and then subtracting the target's Defensive Bonus (DB) from the total value. Results of zero or below are considered missed attacks, or ones without enough force to actually cause harm. Positive results are considered successful hits; the same value is then modified by the weapon's size and then applied to the proper critical table to determine the damage caused. For more information on weapon sizes, refer to table 8.4 in **HARP** or the Weapon Table in Chapter 6, Weapons & Armor.

The results of all attacks take effect immediately. Thus if a character with the initiative manages to instantly kill or incapacitate a foe, the target loses his or her attack.

WEAPON SIZES

Each weapon is has a specific size, ranging from Tiny to Large. The size of the weapon will modify critical results from a successful attack. This modifier is only applied **after** an attack has succeeded. This modifier is never applied to the attack roll. It only influences the damage done – not the success of an attack.

The table below gives modifiers for a weapon's size and its maximum result.

WEAPON SIZE MODIFIER TABLE		
Attack Size	Critical Modifier	Max Result
Tiny	-20	80
Small	-10	90
Medium	0	100
Large	+10	110
Huge	+20	120

Note: Huge attacks are restricted to creatures such as Giants or Trolls (who wield over-sized weapons) or other monsters, such as Dragons.

After determining the Adjusted Attack Roll, the players should refer to the following Critical Hit Location Table to determine which column should be used on the Critical Hit table. In determining the area, consult the “ones” die from the attack roll. If the result is open-ended then use the ones result of the final roll.

CRITICAL HIT LOCATION TABLE	
“Ones” die result	Hit Location
0-1	Hands and Arms
2-3	Legs and Feet
4-5	Abdomen and Groin*
6-7	Chest and Back**
8-9	Head and Neck

Note: An odd value on the “tens” results in a hit to the side of the body wielding the weapon; an even value strikes the off-hand side.

Note: If a character attacks a foe two or more sizes larger than the character, subtract 5 from the total of the one’s die (to a minimum result of 1).

* **ABTP Rule:** Includes the armor locations chest and back.

** **ABTP Rule:** Includes the armor location shoulders.

Example: Roger the Unwise has just shot an arrow at an ogre. He rolled a 58 on his percentile dice.

His arrow will strike the ogre in the Head and Neck location.

CALLED SHOTS

Characters may perform a “called shot,” hitting a specific part of the body. This can easily be accomplished, using the following option. Before the attack roll is made the character must announce the location he is attempting to hit (including the weapon or off-hand side of the target).

Characters making called shots must subtract 10 from their OB in order to adjust the location amount by +/-1 point. A character may reduce his OB by increments of 10 to gain a maximum of +/-5 points to indicate the desired location. When the Adjusted Attack Roll is calculated, the character can refer to the Critical Hit Location Table and adjust the result by the called shot modifier in the direction of the desired location.

Example: Darass Coldsteal is attempting to hit a dragon with his halberd. He is aiming a shot at the head of the dragon. He announces this as his target and decides to take a -40 penalty to his Offensive Bonus, which will give him a hit location adjustment of +/- 4 in his favor. The attack roll is a 61. He must get a result on the location table of an 8 or 9 to hit the head. The adjusted location is only a 5, so he strikes the Abdomen and Groin area instead.

DAMAGE ADJUSTMENT BY ARMOR

The revised critical system assumes that a character wearing some form of reinforced leather armor. When an attack results in a critical, the GM should modify the results as follows, according to the armor worn by the target of the attack. Please note that the following adjustments adjust what is already part of the critical and do not supply damage not indicated by the critical result (i.e., if a damage adjust says +1 round of stun, this gives the extra round only if the critical result says 1 or more



rounds of stun. If no stun is indicated, it will not cause the foe to be stunned).

No Armor – Foes wearing no armor take 10 Concussion Hits in addition to what is listed. They also receive 1 more round of stun than the critical reads. Penalties are increased by 10 (i.e. a -5 becomes a -15), bleeding is increased by 2 points per round. If the critical result is a death critical, then the time until death is reduced by 4 rounds. If this results in less than a single round, then the critical is treated as an Instant Death, and there is no time available for healing to prevent the death.

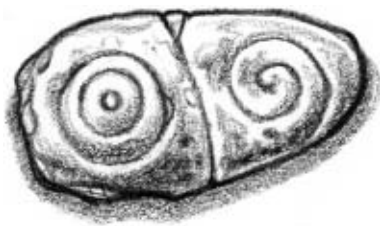
Soft Leather Armor – Foes wearing soft leather armor take 5 Concussion Hits in addition to what is listed. They also receive 1 more round of stun than the critical reads. Penalties are increased by 5 (i.e. a -5 becomes a -10), and bleeding is increased by 1 point per round. If the critical result is a death critical, the time to death is reduced by 2 rounds. If this results in death in less than a single round, then the critical is treated as an Instant Death, and there is no time available for healing to prevent the death.

Reinforced Leather Armor – Foes wearing this type of armor receive the damage on the critical tables exactly as written.

Chain Armor – Foes wearing this type of armor receive 5 hits less than the Concussion Hits listed in the critical result. This may reduce the Concussion Hit damage to zero. They receive no change to the value of stun received from the criticals. Penalties are reduced by 5 (i.e., a -5 becomes 0, and a -10 becomes -5), and bleeding is reduced by 1 point per round. If the result is a death critical, times until death are increased by 2 rounds. An instantaneous death will therefore occur in 1.5 rounds.

Reinforced Chain (Chain/Plate) – Foes wearing this type of armor receive 5 hits less than the Concussion Hits listed in the critical result. This may reduce the Concussion Hit damage to zero. They also receive 1 less round of stun for criticals that deliver stun. Penalties are reduced by 10 (i.e. a -15 becomes -5), and bleeding is reduced by 2 points per round. If the result is a death critical, times until death are increased by 4 rounds.

Plate Armor – Foes wearing this type of armor receives 10 hits less than the Concussion Hits listed in the critical result. This may reduce the Concussion Hit damage to zero. They also receive 2 less rounds of stun for criticals that deliver stun. Penalties are reduced by 15 (i.e. a -20 becomes -5), and bleeding is reduced by 3 points per round. If the result is a death critical, times until death are increased by 6 rounds.



DAMAGE DICE: A LIFE POINTS OPTION

HARP is about choices and about having the flexibility to customize the game in the manner you want. In the core rules for HARP there is an option called Life Points for those who would like a less lethal and less gritty game. When using this option, you do not use the critical tables given, instead damage is determined by your total roll, and is maxed out by the size of the attack. However, some may like a more random method of determining damage. That is where this option comes into play. Using the Damage Dice option, players will now roll a specific number of 10-sided dice to determine the damage done by their attacks. The total sum of all dice rolled plus the Strength Bonus of the attacker equals the number of Concussion Hit damage done to the foe, and other aspects of damage are based off this number.

Attack Size Damage Dice

Tiny	1d10 + Str
Small	2d10 + Str
Medium	3d10 + Str
Large	4d10 + Str
Huge	5d10 + Str

Life Point Damage: For every 5 points of damage rolled, you do one Life Point of damage to your target.

Stuns: For every 10 points of damage, the foe receives 1 round of stun. Follow the normal rules regarding stun, requiring the character to make a Stamina RR(150) for one round of stun, increasing the RR by 5 points for every round beyond the first received.

ARMOR

Armor aids in the protection of the character. Not only does it help prevent a character from being hit hard to be damaged, but it also reduces the amount of damage that the character will receive. The following table shows how much an attack is reduced due to armor. The number in the Damage Reduction column is subtracted directly from the amount of damage done. If this reduces the damage to 0 or below then the attack does no damage.

Armor	Damage Reduction
Soft Leather	5
Rigid Leather	10
Chain	15
Chain/Plate	20
Plate	25

CRUSH CRITICAL TABLE

Result	Hands and Arms (0 - 1)	Legs and Feet (2 - 3)	Abdomen and Groin (4 - 5)	Chest and Back (6 - 7)	Head and Neck (8 - 9)
(-19) - (-10)	Nice bruise. 1H	Side of the thigh bruised. 1H	Light! 1H	Tickle, tickle! 1H	Strike whistles past. 1H
(-9) - 0	Strike to the upper arm. 1H	Strike to the top of foe's foot. 1H	Close shot to the "vitals" makes foe wince. 2H	Kittens hit harder than that. 2H	Was that a feint? 1H
01 - 10	Pow! 2H	Ding! 3H	Baff! 3H	Oouffff! 4H	Whoosh! 1H
11 - 20	It's harder than it looks, huh? Concentrate. 3H	Light shot causes more pain than damage. 4H -5M	Good shot to the soft tissue. Some bruising. 5H	Are we there yet? You almost got him that time. 6H	You going for a Love tap? Try again. 2H
21 - 30	Bruise to the hand makes foe almost drop weapon. 4H -5M	Solid shot to the knee. He is going to feel that one! 5H	Well placed shot causes some internal damage. 6H 1S -5M	Hard shot causes some internal damage. 8H	Impressive, Not! Foe laughs at you. 3H
31 - 40	Strike to the hand breaks a finger. -5 on attack rolls. 5H	Strike breaks a toe. 6H -10M	Hard strike bruises muscles and soft tissue. 7H 1S	Hefty strike bruises ribs. 10H -5M	Solid hit to the temple. -5 on next initiative. 3H 1S -5M
41 - 50	Strike causes him to drop whatever he is holding. 6H -10M	Strike causes foe to stumble, but he manages to keep his balance. 7H	Hip shot knocks foe off balance, but he remains upright. 9H 2S -10M	Strike knocks the wind out of the foe. -10 to next initiative. 11H 1S	Shot rips off piece of an ear. 4H 1S
51 - 60	Thud! Foe drops whatever is in his hand. 7H 1S	Ouch! Foe drops to one knee. 9H 1S -15M	Snap! Crackle! Pop! That had to hurt. 10H 2S	Crunch! Broken rib. 13H 1S -10M	Crack! Foe has blurry vision. 5H 2S -10M
61 - 70	Upper arm wound. Blow right across the bicep muscle leaves a mark. 8H 1S -15M	Shot breaks bones in the lower leg. Movement cut by 50%. 10H 1S	Sound of organs being injured can be heard from 20' away. 12H 3S -15M	The sound of bones crunching is music to your ears. 15H 2S	Minor concussion. Head is bleeding and foe is disoriented. 6H 2S
71 - 80	Elbow damaged making arm use difficult. 9H 2S	Knee momentarily locks preventing movement for 2 rnds. Tough love. 11H 2S -20M	Foe gets the air knocked out with a solid strike. 13H 3S	Medium wound. Solid blow knocks some of the wind out of your foe. 17H 2S -15M	Ear crushed. Hearing reduced by 50%. 6H 3S -15M
81-85	Blow breaks some fingers. Foe drops everything in both hands. 10H 2S -20M	Thigh strike. Foe drops to the ground. Foe cannot stand. 12H 2S	Liver and kidneys injured. Foe stumbles back from the force of the blow. 15H 4S -20M	Bone fragments cause internal bleeding and damage. Foe gasps for air. 19H 3S	Moderate concussion causes foe to lose his bearings for a moment. 7H 3S 1B
86 - 90	Upper arm broken. Foe loses use of that arm. 11H 3S	Shin bone broken. Movement reduced by 50%. 14H 3S -25M	Muscles and tissue destroyed. Belt torn free and equipment falls. 16H 4S 1B	Two ribs broken. Foe turns his side away from you in fear of a repeat. 21H 3S -20M	Ear cut off, reducing hearing by 50%. 8H 4S 1B -20M
91-95	Blow makes arm useless for 1 rnd. He manages to hold onto his weapon. 12H 3S -25M	Blow stuns foe and causes him to fall to the ground. 15H 3S	Blow knocks the wind out of the foe causing him to gasp for air. 17H 5S 1B -25M	Blow staggers foe causing some severe internal damage. 23H 4S 1B	Foe is dazed for a brief moment with a blank look on his face. 8H 4S 1B
96 - 100	Arm is shattered. Foe loses use of that arm. 13H 4S 1B	Foot is crushed. Movement is reduced 50%. 16H 4S 1B -30M	Strong shot bends foe around your weapon. 19H 6S 1B	Powerful blow knocks foe down. 24H 4S 1B -25M	Concussion. Without helm, foe is unconscious for 1 day. 9H 5S 2B -25M
101 - 105	Blow breaks bone in arm. Foe loses use of that arm. 14H 4S 1B -30M	Strike shatters the knee dropping the foe to the ground. 17H 4S 1B	Foe doubles over your weapon from the blow. 20H 8S 2B -30M	Several broken ribs and internal bleeding. 26H 5S 1B	You hit his voice box. Foe loses his voice temporarily. 10H 6S 2B
106 - 110	Hand broken. Foe loses use of that arm. 15H 5S 1B	Good shot knocks opponent to the ground. 19H 5S 1B -40M	Shot crushes tissue. That's going to be a tender spot. 22H 9S 2B	Strike breaks sternum. Foe starts wheezing. 28H 6S 2B -30M	Foe can't believe how much that hurt. 11H 8S 3B -30M
111 - 115	Arm is broken Foe loses use of that arm. 16H 6S 2B -40M	Foe drops to the ground. Hairline fracture in the thigh is painful. 20H 6S 2B -50M	Internal bleeding causing foe to die in 6 rnds from the shock. 23H 6S 3B -40M	Bone fragments sever an artery. Foe dies in 6 inactive rounds of pain. 30H 6S 2B	Eye damaged. Foe loses sight in one eye. 11H 9S 3B -40
116 - 119	Arm crushed and almost torn from the body. Foe loses use of that arm. Foe dies in 3 rnds. 17H 3S 2B -50M	Leg broken. Foe falls to the ground then expires from the shock in 3 rnds. 21H 3S 2B -50M	Resounding blow knocks down to the ground. Internal damage kills foe in 3 rnds. 25H 3S 3B -50M	Devastating blow crushes vital organs and sends foe reeling to the ground! Foe dies in 3 rnds. 32H 3S 3B -40M	Skull fracture. Brain damaged. Foe dies in 3 rnds. Well done! 12H 3S 3B -40M
120	Arm torn off Instant death from major shock. 19H	Leg torn off. Foe dies instantly from the trauma. 23H	Instant Death. The abdomen is ripped open. 27H	Instant Death. Heart crushed. Move on. 35H	Head crushed. Brain destroyed. Instant death. 13H

PUNCTURE CRITICAL TABLE

Result	Hands and Arms (0 - 1)	Legs and Feet (2 - 3)	Abdomen and Groin (4 - 5)	Chest and Back (6 - 7)	Head and Neck (8 - 9)
(-19) - (-10)	Nice paper-cut on the back of the hand. 1H	Shot to the side of the thigh. 1H	Light! 1H	Trying to thread his shirt? 1H	Shot barely nicks foe on the cheek. 1H
(-9) - 0	Light shot to the upper arm. Not much there. 1H	Nice shot to foe's foot. A little harder next time. 1H	Close deflection shot to wince at the possibilities. 2H	Embarrassing. 2H	Was that a distraction for the real shot? 1H
01 - 10	Ouch! 2H	Ding! 2H	Thunk! 3H	Wzzzzzz! 4H	Zing! 1H
11 - 20	Badly aimed shot to the upper arm. 3H	Oh! What an impressive scratch! 4H	Getting better. Keep practicing. 4H	That was a warning, right? 6H	You sure you know how to work this weapon? 2H
21 - 30	It would be easier if he would stop moving, huh? 4H	Helpful hint! The pointy end goes into the foe. 5H	Good shot to the soft tissue. 6H	You're getting good at this. 7H	You're giving him a false sense of security, right? 3H
31 - 40	Good shot makes foe almost drop weapon. 5H	Well placed shot to the knee. Foe stumbles. 6H	Excellent shot causes some internal damage. 7H 1S	That will leave a scar. Looks worse than it is. 9H	Foe was not impressed! Try again. 3H
41 - 50	Shot to foe's hand causes him to drop his weapon. 6H	Shot slices open skin behind knee. 7H	Cut across abdomen. -10 to next initiative. 8H 1S	Small gash across the chest trickles blood. 11H	Shot cuts off piece of an ear. Boy, that's attractive. 4H 1S 1B
51 - 60	Minor arm wound. That might get infected. 7H	Minor leg wound. 8H -5M	Minor wound to the mid-section. Foe steps back. 9H 2S 1B	Minor chest wound makes foe scream 12H 1S	Slash to the forehead. 4H 1S 1B
61 - 70	Forearm wound. Foe drops weapon. 8H 1S -5M	Nice gash. Foe drops to ground. 9H 1S	Pierced intestine. Healing will be required. 11H 2S 1B -5M	Cut across shoulder and chest. 14H 1S 1B	Cut across cheek. Now he looks like a pirate. 5H 2S 1B
71 - 80	Moderate upper arm cut. Garment is cut open. 9H 1S 1B	Shot breaks a bone. Movement cut by half. 10H 1S 1B -10M	Stomach pierced. 12H 3S 1B	The bones stopped the shot from going too deep. 16H 2S 1B -5M	Cut across neck. Does he sound different to you? 6H 2S 2B -5M
81-85	Shot breaks some fingers. Foe drops everything in both hands. 9H 2S 1B -10M	Thigh strike. Foe drops to the ground. Foe cannot stand. 11H 2S 1B	Liver and kidneys damaged. Foe stumbles back. 13H 3S 2B -10M	Wound causes internal bleeding and damage. Foe gasps for air. 17H 2S 1B	Well placed shot causes foe to lose his bearings for a moment. 6H 3S 2B
86 - 90	Shot shatters bone in upper arm. Foe winces from the pain. 10H 2S 1B	Hard strike breaks shin bone. Movement reduced by 50%. 13H 2S 1B -15M	Nice hit destroys muscles and tissue. His armor is in need of repair. 15H 4S 2B	Good strike destroys muscle and tendon. You have his full attention. 19H 3S 2B -10M	Ear sliced off reducing hearing by 50%. Merde Occureth. 7H 3S 2B -10M
91-95	Shot strikes shoulder making arm hang useless for a 1 rnd. He manages to hold onto his weapon. 11H 3S 2B -15M	Shot stuns foe and causes him to fall to the ground. 14H 3S 2B	Shot make foe wince and bleed. 16H 4S 2B -15M	Show staggers foe causing some severe internal damage. 21H 3S 2B	Nice grazing shot across the cheek dazes foe for a brief moment. Ouch! That one really hurt him! 8H 4S 3B
96 - 100	Shot pierced elbow. Now that is going to really be painful to remove. 12H 3S 2B	Knee is destroyed making standing impossible. Foe falls in a prone position. 15H 3S 2B -20M	Optimal strike pierces intestines and stomach. 17H 5S 3B	Destructive strike destroys internal organs. 23H 4S 2B -15M	Shot to temple. If he has no helm he is knocked out for 1 hour. 8H 4S 3B -15M
101 - 105	Shot breaks the bones in the upper arm. Good thing he has two of them. 13H 4S 2B -20M	Critical shot shatters the knee dropping the foe to the ground. 16H 4S 2B	Well placed shot goes completely through soft tissue and out the back. 19H 6S 3B -20M	Shot breaks sternum. Foe starts wheezing and coughing up blood 24H 4S 3B	Nice shot to the neck causes some bleeding. Nice shot! 9H 5S 4B
106 - 110	Hand crushed. Foe drops anything in hand. 14H 4S 3B	Nice shot gives good damage. 17H 4S 3B -25M	Critical strike causes serious internal damage. 20H 7S 4B	Nasty shot pierces a lung. Foe has trouble breathing. 26H 5S 3B -20M	Nose pierced, but not in a good way! 10H 6S 4B -20M
111 - 115	Arm is broken and almost removed from the body. It now hangs useless. 15H 5S 3B -25M	Hairline fracture in the thigh. Foe drops to the ground. 18H 5S 3B -30M	Internal bleeding is fatal Foe dies in 6 rnds. 21H 6S 4B -25M	Vital organs are pierced causing severe blood loss. Foe dies in 6 rnds. 28H 6S 4B	Eye pierced and destroyed. His depth perception is off. 10H 7S 5B
116 - 119	Shot pierces arm and side. Foe dies in 3 rnds from the internal damage. 16H 3S 4B -30M	Femoral artery severed. Foe dies in 3 rnds from the shock and blood loss. 19H 3S 4B -30M	Several vital organs destroyed. Foe dies in 3 inactive rounds. 23H 3S 5B -30M	Lungs pierced making breathing difficult. Foe dies in 3 rnds. 29H 3S 4B -25M	Shot through the mouth kills foe in 3 rnds. 11H 3S 5B -25M
120	Shot through the hand and into the chest pierces heart. Foe dies instantly. 18H	Shot travels into the lower body destroying vital arteries. Foe dies instantly. 21H	You impale foe and he dies instantly. Your weapon is stuck until you free it. 25H	You impale foe and he dies instantly. Your weapon is stuck until you free it. 32H	Shot through eyes proves effective. Foe stands motionless for 2 rnds then dies. 12H 5B

SLASH CRITICAL TABLE

Result	Hands and Arms (0 - 1)	Legs and Feet (2 - 3)	Abdomen and Groin (4 - 5)	Chest and Back (6 - 7)	Head and Neck (8 - 9)
(-19) - (-10)	Nice bruise. 1H	Small cut to the thigh. 1H	Light! 1H	Tickle, tickle! 1H	Very small cut. 1H
(-9) - 0	Light strike to the upper arm. 1H	Nice strike to the top of foe's foot. 1H	Dangerous looking strike makes foe wince. 2H	You can do better than that! 2H	Just a shaving cut. 1H
01 - 10	Grazing strike to the lower arm. 2H	Soft slash to the knee. Try using the edge. 3H	User error. 3H	Perhaps your weapon needs sharpening? 4H	Foe feels the edge of the blade skip past his face. 1H
11 - 20	Slice! 3H	Swoosh! 4H	Pow! 5H	Zingggg! 6H	Saaawwiiiiinnnnnggg! 2H
21 - 30	Slash to the hand makes foe almost drop weapon. 4H	Solid slash to the knee. 5H -5M	You could do better. 6H	That would leave a scar if it weren't so pitiful. 8H	Unimpressive attempt to injure your opponent! 3H
31 - 40	Strike to foe's hand causes him to drop his weapon. 6H -5M	Foe stumbles as he avoids most of the attack. 7H	Hip slash knocks foe off balance. 8H -5M	Slash to the side. -10 to next initiative. 10H	Slash cuts a chunk out of the ear. 4H
41 - 50	Moderate upper arm wound. 7H	Foot wound cuts movement 50%. 8H -10M	You feel skin give way as you slash him open. 9H 1S	The sound of flesh tearing is music to your ears. 12H -5M	Nice cut across the cheek. Aim a little higher. 4H -5M
51 - 60	Elbow joint damaged. Foe winces from the pain. 8H -10M	Leg slashed causing foe to fall to one knee. 9H -15M	Foe gets sliced open in the mid-section delivering. 11H 1S -10M	Medium wound. Armor is going to need repairing. 14H	Neck wound. The wound bleeds all over his shirt. 5H 1S 1B
61 - 70	Slash cuts off several (1-5) fingers making the hand drop the weapon. 9H -15M	Muscles and tissue slashed open in the thigh. Foe drops to the ground. 11H	That's going to leave a mark. Are you trying to carve your initials? 13H 2S 1B -15M	Chest struck shattering several ribs. Foe grabs his side due to the pain. 16H 1S -10M	Slash across the face. No face protection: an eye is destroyed. 6H 1S 1B -10M
71 - 80	Vicious slash across the forearm makes foe drop anything in hand. 10H 1S	Ankle broken, foe falls to his knees and movement rate reduced by 50%. 12H 1S -20M	Well-placed slash causing internal damage. Blood stains his garments. 14H 2S 1B	Nice cut! The shot was perfectly placed; it just needed to be harder. 18H 1S 1B -15M	Ear cut off reducing hearing by 50%. It lands 10' away. 7H 2S 1B -15M
81-85	Arm broken below the shoulder. Foe can't hold anything in his hand. 11H 1S 1B -20M	Leg broken below the hip. Foe falls to the ground screaming. 13H 1S 1B	Deep wound & bleeding. Organic armor in that area is destroyed. 16H 3S 1B -20M	Bad cut across the chest destroys any organic armor. 20H 2S 1B	Deadly slash across face will leave a bad scar. 8H 2S 2B
86 - 90	Arm is slashed. Now he has a keepsake from you. 12H 2S 1B	Shin is slashed making standing impossible. 15H 2S 1B -25M	Well-placed strike damages internal organs. 17H 3S 2B	Cut opens chest and causes internal bleeding. 22H 2S 1B -20M	Vicious slash to the neck. That will leave a scar. 8H 3S 2B -20M
91-95	Hand is broken. Foe can still grip his weapon but it can't wield it effectively. 13H 2S 1B -25M	Foot is broken. Foe has difficulty standing. His movement is cut by 50%. 16H 2S 1B -30M	Hip broken and internal bleeding. Foe winces from the pain. 19H 4S 2B -25M	Several broken ribs and some internal bleeding. 24H 3S 2B	Slash to the neck cuts very, very deep. Bleeding results. 9H 3S 2B
96 - 100	Hand badly cut. Foe drops anything in hand. 14H 3S 2B -30M	Very nice slash knocks opponent to the ground. 17H 3S 2B	Your cut opens a vein in the groin area. 20H 5S 2B -30M	Sternum cracked. 26H 3S 2B -25M	Nice cut opens the skin to reveal tissue below. 10H 4S 3B -25M
101 - 105	Upper arm strike. Broken bone and bleeding result. 15H 3S 2B	Broken knee drops foe to the ground. 19H 3S 2B -35M	Groin shot! Foe is in intense agony. 22H 6S 3B	Strike breaks collar-bone. Foe drops weapon. 28H 4S 2B -30M	Foe's Jaw is broken and tongue is bitten off. 11H 5S 3B -30M
106 - 110	Arm is slashed damaging muscles and bone. 17H 4S 2B -35M	Leg is slashed causing muscle and bone damage. 20H 4S 2B -40M	Echoing blow knocks foe down to the ground. 23H 7S 3B -35M	Powerful blow sends foe reeling to the ground! 30H 5S 3B	Slash across the face exposes tissue and bone. 11H 6S 3B
111 - 115	Well-placed shot severs arm. Foe falls to the ground and dies in 6 rnds from blood loss. 18H 6S 3B -40M	Strike severs leg in mid-thigh. Foe immediately drops to the ground and dies in 6 rnds. 21H 6S 3B -45M	Slash opens abdomen spilling all the organs onto the ground. Foe dies in 6 rnds. 25H 6S 3B -40M	Strike severs the spine just below the neck. Paralyzed from the neck down permanently. 32H 3B	Half the foe's face sliced off. Eye, ear, and part of mouth are gone. Foe dies in 6 rnds. 12H 6S 4B -35M
116 - 119	Your slash opens a vein. Blood sprays all over you. Foe dies in 3 rnds. 19H 3S 3B -45M	Vicious strike exposes muscle and bone. Foe dies in 3 rnds from shock. 23H 3S 3B -45M	All hail the mighty Ginsu! Foe knocked down and expires in 3 rnds. 27H 3S 4B -45M	Slash opens the lungs and vital organs to the open air. Foe dies in 3 rnds. 34H 3S 3B -40M	Your blow drives the jaw-bone into the brain. Foe dies in 3 rnds. 13H 3S 4B -40M
120	Arm severed Foe dies instantly from pain and blood loss. 21H	Leg severed. Foe dies instantly from shock. 25H 7S 3B -45M	Instant Death. Foe falls to the ground is 3 separate, but equal pieces. 47H	Instant Death. Slash across chest rips several organs from the body. 37H	Head severed and lands on the ground 10' from you. Instant death. 14H

GRAPPLE CRITICAL TABLE

Result	Hands and Arms (0 - 1)	Legs and Feet (2 - 3)	Abdomen and Groin (4 - 5)	Chest and Back (6 - 7)	Head and Neck (8 - 9)
(-19) - (-10)	Foe frees himself. 1H	Foe escapes like the wind. 1H	Your fingernails cut deep. 1H	Your attack falls short. 1H	A little elbow. 1H
(-9) - 0	Almost get a grip on arm. 1H	Foe grabs, misses. 1H	Weak grip. 1H	Not a special moment. 1H	Your grip fails. 1H
01 - 10	You grip foe's shield arm. 2H	You impede foe's attack. 2H	He hurts himself evading. 2H	Small bruise. 2H	Foe gets free; weak grip. 2H
11 - 20	No shield: You pin arm for 6 rnds. 2H	Grab foe and give him a weak punch. 2H -5M	Push foe, unbalancing him. 2H	Foe recovers quickly. 3H	Lame attack. 1H
21 - 30	Painful grip on foe's hand. 2H -5M	Collide with foe. You push him away 5'. 3H -10M	Poor attack allows foe to escape your grasp. 3H -5M	Foe bounces back out of your grip. 4H	Grip fails, but bash does not. 1H
31 - 40	Grip to arm makes for a bruised bicep. 3H -10M	You and foe collide. He breaks your grip and stumbles away. 3H -15M	You grapple foe in a brutal way. Hold proves to be excellent. 4H -10M	Pull foe over, he breaks free. He is having trouble recovering. 5H -5M	Your attack is almost comical as you seek any little grip you can get. 2H -5M
41 - 50	Foe disarmed. You still have a hold. Routine Strength Maneuver for foe to break free. 3H -15M	Grip garment. You still have a hold. Routine Strength Maneuver for foe to break free. 4H	You still have a hold. Routine Strength Maneuver for foe to break free. 5H -15M	Not the best grip, but you still have a hold. Routine Strength Maneuver for foe to break free. 6H -10M	You still have a hold. Routine Strength Maneuver for foe to break free. 2H -10M
51 - 60	Grab foe's arm and make him drop weapon. 4H	Short fingers render thigh hold ineffectual. 5H -20M	Grip to lower back. Foe wards off your. 5H 1S	Grip foe's side and shake him. He is disoriented. 7H -15M	Foe spins away and come back to face you. 2H -15M
61 - 70	Pin arm. W/ shield: You pull it down. No shield: You immobilize his arm. 4H -20M	Grasp foe's leg, lifting it off the ground for a moment. 5H -25M	Grab foe's waist. 6H 1S -20M	Passing chest strike. Foe eludes grapple, keeps defensive stance. 8H	Grab foe, he falls down. 3H 1S
71 - 80	Entangle foe's arm. Your grip makes it impossible to for foe to use his shield. 5H -25M	Entangle foe's leg. Foe is knocked down. Foe lands on his arm. 6H	Slipping grasp around foe's waist is weak. He breaks your grip. 7H 2S -25M	You get foe so tangled up he drops anything he is holding. 9H 1S -20M	Grip foe's head. With helm: You twist it. 3H 1S -20M
81-85	Entangle foe's arm. Foe hangs onto his weapon, but arm is immobilized. 5H 1S	Entangle foe's leg and send him down. He pulls a muscle in his leg. 6H 1S -30M	Grapple breaks a few bones. 8H 2S	Foe evades your grasp by falling to the ground. Smile at your good luck. 10H 1S -25M	Crushing grip around foe's neck. With no neck armor, foe will pass out in 5 rnds. 4H 2S -25M
86 - 90	Entangle foe's arm. His weapon is held immobile. 6H 1S -30M	Trip foe. He goes down, dropping his weapon. 7H 1S -35M	Grip foe's waist. He begins to break free. 8H 3S -30M	Foe thrown 5' in a random direction. 11H 2S	Strong passing blow near foe's head. 4H 2S
91-95	Grip foe's arm. Foe is disarmed. 6H 2S -35M	Foe tripped to ground. You fall on top of him. 8H 2S	Good hold around the waist crushes foe. 9H 3S -35M	Grab foe in a full nelson around the chest. 12H 2S -30M	Strangling hold. Foe flails legs in desperation. 4H 3S -30M
96 - 100	You almost disarm foe and trip him. Hard Strength maneuver for foe to break free. 7H 2S	Attack to upper leg. Foe spins to break free. Hard Strength maneuver for foe to break free. 8H 2S -40M	Bear hug around foe. Both his arms are pinned. Hard Strength maneuver for foe to break free. 10H 4S	Your skill shines through as foe is entangled. Hard Strength maneuver for foe to break free. 13H 3S -35M	Grip foe's neck. Hard Strength maneuver for foe to break free. 5H 3S 1B -35M
101 - 105	Tie up both of foe's arms. He drops anything he is holding and cannot attack next round. 7H 3S -40M	Foe tumbles to the ground spraining an ankle. Movement cut 50%. 9H 3S -45M	You do not know your own strength. Your grip leaves him with multiple shattered bones. 11H 4S 1B -40M	Elbow to the chest knocks the wind out of the foe and stuns him for a short time. 14H 3S	Grip foe's head and neck. You get +10 to your next Grappling Maneuver. 5H 4S 1B
106 - 110	You find yourself on foe's shield side with a vicious arm lock. 8H 3S -45M	Grab leg and flip foe to ground, pinning him for 2 rnds. 10H 3S	Good hold around foe's waist pulls him to the ground. 11H 5S 1B -45M	You send foe flying in a spin to land 5' away. His hip is broken. 15H 4S 1B -40M	Grasp foe around neck. He passes out for 1d10 hours. 5H 2B -40M
111 - 115	Arm is painfully immobilized. Foe is thinking about surrender. 8H 4S 1B	Entangle foe's legs. You send for to the ground. He is knocked out. 10H 4S 1B -50M	You send him flying 10 feet, knocking him out for 1d10 hours. 12H 2B -45M	Ride foe down to the ground. Organs crushed and foe dies in 6 rnds. 16H 6S 1B -45M	His skull is fractured. Without a helm, he dies in 6 rnds. 6H 6S 2B -45M
116 - 119	Arm broken sending splinters through arteries. Foe dies in 3 rnds. 9H 3S 1B -50M	Leg and hip broken. Bone fragments cut artery killing foe in 3 rnds. 11H 3S 1B -50M	Spine broken. Foe dies in 3 rnds from the shock. 13H 3S 2B -50M	Is it supposed to bend in that direction? Foe dies in 3 rnds. 17H 3S 2B	Grip foe's neck. Foe dies in 3 rnds from the lack of oxygen to the brain. 6H 3S 2B
120	Arm torn off Instant death. 10H	Leg torn off Instant death. 12H	Internal organs crushed. Instant death. 14H	Bear hug crushes ribs and bursts heart Instant death. 18H	Pull the head from his body. Instant death. 7H

HEAT CRITICAL TABLE

Result	Hands and Arms (0 - 1)	Legs and Feet (2 - 3)	Abdomen and Groin (4 - 5)	Chest and Back (6 - 7)	Head and Neck (8 - 9)
(-19) - (-10)	Attack boils nearby water. 1H	Smoke in foe's eyes. 1H	Foe avoids the blast. 1H	Foe evades the flames. 1H	The air shimmers. 1H
(-9) - 0	Singe foe's exposed skin. Foe is not impressed. 1H	Sparks and smoke dance all over foe. 2H	Sweltering heat reaches out for foe. 2H	Flames surround foe. 3H	Hot wind makes foe uncomfortable. 1H
01 - 10	Zing! 2H	Eeeeeoowww! 3H	Humphhfffff! 4H	Oouffff! 5H	Whoosh! 2H
11 - 20	Foe simmers in his clothes. 4H	Foe suspects that he is on fire. He is wrong. 4H -5M	Flash unbalances foe and causes some damage. 5H	Foe is enshrouded by smoke. 7H	Foe covers his face and leaps aside. 2H
21 - 30	Blast stings foe's hands and arms. 5H -5M	Blast to the knee causes some tissue damage. 6H	Skin damage around the waist. 7H 1S -5M	Strong heat gives a light burn to the chest 9H	Assault blinds foe for a moment. 3H
31 - 40	Foe's arm swathed in fire. Shield combusts. 6H	Heat catches foe in lower leg. 7H -10M	Abdomen entangled in flames. 8H 2S	Foe's garments smolder from assault. 11H -5M	Hair and bowstrings are singled. 4H 1S -5M
41 - 50	Strike burns arm and clothing. 7H -10M	Strong blast hits foe in legs. He recoils 5 ft. 9H -15M	Flames burst against foe's side. 10H 3S -10M	Equipment crackles as it burns and falls clear. 13H 1S	Hot winds dance around foe. 5H 2S
51 - 60	Blaze consumes garments. 8H 1S -15M	Concentrated strike burns through clothing. 10H 1S	Flame spreads up foe's side. 12H 4S -15M	The wound is grave and infection will follow. 15H 2S -10M	Moderate burns to face and mouth. 6H 3S 1B -10M
61 - 70	Any organic armor is destroyed. 9H 2S	Foe falls down. One leg is on fire. 11H 2S -20M	Strike ignites foe's cloak and pack. 13H 5S 1B	Flames send him stumbling back 5'. 17H 3S -15M	Flames dance around foe's head. 6H 4S 1B -15M
71 - 80	Moderate burns. 11H 3S -20M	Clothing is set on fire. Small flames still burning. 13H 3S -25M	He falls on his back. He is prone for 1 rnd. 15H 5S 1B -20M	Heat blast burns garments and clothing. 20H 4S 1B	Garments over foe's neck and head are set on fire. 7H 5S 2B
81 - 85	He makes a supreme effort to pull his arm away. 12H 4S 1B -25M	Flame spreads to both legs causing foe to drop to the ground. 14H 4S 1B	Blast engulfs lower half of foe's body. 17H 6S 2B -25M	Chest and arm have serious burns. If he has a shield, it is destroyed. 22H 5S 1B -20M	Flames burn into foe's throat. 8H 5S 2B -20M
86 - 90	Wooden weapons are destroyed and metal ones are too hot to hold. 13H 5S 1B	Searing strike to foe's legs. Exposed skin and muscle is burned. 16H 5S 1B -30M	Foe's lower body is badly burned. 18H 6S 2B	Organic chest armor destroyed and engulfs any wood on foe. 24H 5S 2B -25M	Fire lands alongside foe's face. His hair, cheek, and ear are engulfed. 9H 6S 3B -25M
91 - 95	Blast burns foe's arm and continues up to the neck. 14H 5S 2B -30M	Foe legs are burned severely. Armor is destroyed. 17H 5S 2B -35M	Garments and equipment on the waist are destroyed. 20H 7S 3B -30M	Chest armor destroyed. Foe has severe burns on the neck. 26H 6S 2B	Severe burns on the face and head. All hair is destroyed. 10H 6S 3B
96 - 100	If foe has a shield, it is on fire. 15H 6S 2B -35M	Lower leg and foot severely burned. 19H 6S 2B	Foe drops to one knee and then rises again. 22H 7S 3B -35M	Foe knocked down. Chest armor destroyed. 28H 6S 3B -30M	Foe's face. Foe is having trouble opening his eyes. 11H 7S 4B -30M
101 - 105	Foe's arm is severely burned. 17H 6S 3B	Armor is destroyed. Severe burns. 20H 6S 3B -40M	Severe burns destroys garments and skin. 23H 8S 4B	Garments and armor fused to the skin. 30H 7S 3B -35M	Blow to foe's head. Head covering on fire. 11H 7S 4B -35M
106 - 110	Foe's arm is a conflagration. Hand and arm are useless. 18H 7S 3B -40M	Flames burn away skin and muscle from the thigh. 21H 7S 3B -45M	Cover foe with a flash fire, exposed skin burns. The flames bite deep. 25H 8S 4B -40M	Foe's side is ignited by your strike and the wounds are deep. 32H 7S 4B	Fire consumes garments and hair. Blinding smoke keeps foe at bay. 12H 8S 5B
111 - 115	Arm and lower side burned to ashes. Foe dies from the shock in 6 rnds. 19H 6S 4B -45M	Trapped in your blast. He is unconscious and dies in 6 rnds. 23H 6S 4B	Every part of foe is ablaze. He dies in 6 rnds, making terrifying noises. 27H 6S 5B -45M	Foe turned into a torch. He runs a short distance, then dies in 6 rnds. 35H 6S 4B -40M	Brain broiled. With helm: he dies in 6 rnds. Without helm: he dies instantly. 13H 6S 5B -40M
116 - 119	Foe's hand burned away without mercy. Hand is useless. Foe dies in 3 rnds from the shock. 20H 3S 4B -50M	Blast knocks foe to the ground 10' backward. Foe breaks neck and dies in 3 rnds. Foe is inactive. 24H 8S 4B	Foe is consumed by a hellfire in 3 rnds. Foe is inactive 28H 3S 5B	Blast lands on foe's chest Foe dies in 3 painful rnds of screaming. Foe is inactive. 37H 3S 4B	Smoke and flame blind foe. Foe dies in 3 rnds as the fire consumes his head. Foe is inactive. 14H 3S
120	Intense heat fuses metal, cloth and skin Instant death. 22H	Foe's legs are burned away. Instant death. 27H	Fire devours foe's abdominal region. Instant death. 31H 9S 5B -50M	Flames assault upper body. Major organs burned to ashes. Instant death. 40H	Head implodes from the fiery blast. Instant death. 15H



COLD CRITICAL TABLE

Result	Hands and Arms (0 - 1)	Legs and Feet (2 - 3)	Abdomen and Groin (4 - 5)	Chest and Back (6 - 7)	Head and Neck (8 - 9)
(-19) - (-10)	Poorly directed. 1H	Cold causes mild damage. 1H	A brief climate change. 1H	Bitter arctic wind. 1H	Cold breeze. 1H
(-9) - 0	Foe dodges your attack with too much effort. 1H	Foe evades frantically. He is still chilled. 1H	Your blast looks good, works poorly. 2H	Encrust foe with ice. 2H	Sharp and cold air assaults foe's skin. 1H
01 - 10	Foe shields himself. Your attack misses most of its mark. 2H	Light frosting leaves foe unsteady. You must hit him again. 3H	Foe is covered in a light frost. 3H	Foe is covered by the blast. All extremities are damaged. 4H	Burst of cold to the face sends foe stumbling back. 1H
11 - 20	Strike slams into foe's arm. 3H	Numbing whirlwind encircles foe. 4H -5M	Light blast chills foe. 5H	Scatter your attack all over foe's chest. 6H	Assault blinds foe for a moment. 2H
21 - 30	Foe's hand frozen shut for 1 rnd. 4H -5M	Foe failed in his efforts to avoid your attack. 5H -10M	Chilling strike gets foe's attention. 6H 1S -5M	Strike freezes on an exposed area. 8H	You give foe's cheeks a rosy hue. 3H
31 - 40	Mild frostbite. 6H -10M	Ice up the ground and foe's feet. 7H	Foe seems mildly annoyed with you. 8H 2S -10M	Frigid strike to foe's chest and face 10H -5M	Foe is fearful of your assault. 4H 1S -5M
41 - 50	Any leather & cloth on arm freezes and shatters. 7H	Disorient foe with a tricky shot. 8H -15M	For screams from the frigid air. 9H 3S	Burst of cold sends him to the ground hard. 12H 1S -10M	Foe feebly tries to parry the attack. 4H 2S -10M
51 - 60	Foe is unable to protect himself. 8H 1S -15M	Metal armor freezes in position. 9H 1S -20M	Chilly blast injures foe. 11H 4S -15M	Cold penetrates foe's chest. 14H 2S	Foe attempts to evade. You try not to laugh. 5H 3S
61 - 70	Skin and nerve damage causes foe pain. 9H 2S -20M	Foe ices up; exposed skin freezes. 11H 2S	Foe feels the icy touch of death trying to reach out to him. 13H 5S -20M	Foe turns and exposes his back. All organic items on his back become frozen. 16H 3S -15M	With a burst of white, you shower foe with ice crystals. 6H 4S 1B -15M
71 - 80	Your blast engulfs foe's arm and climbs toward his torso. 10H 3S	Your attack freezes legs' metal items. 12H 3S -25M	Blast sends foe spinning. 14H 5S 1B	Blast hits foe's chest and scatters. The cold stings all exposed skin. 18H 4S -20M	Freeze foe's hair and scalp. If foe has long hair, it breaks off! 7H 5S 1B -20M
81 - 85	If he has no shield, his arm is useless for 10 rnds from the bitter cold. 11H 4S -25M	Catch foe in lower leg. Foe is knocked to the ground. 13H 4S -30M	Strike to foe's waist. All equipment on belt freezes and breaks if foe moves. 16H 6S 1B -25M	Polar wind pierces deep into chest. Foe faces the wrong way. 20H 5S 1B	Without helm, both ears lost and severe frostbite to the nose and mouth. 8H 5S 2B
86 - 90	Freeze foe's arm. It is useless until it is warmed up. (5 rnds). 12H 5S 1B -30M	Strike lands on foe's legs. The pain and shock cause him to falter. 15H 5S 1B	Freezing shot disables foe. 17H 6S 2B -30M	Blast freeze-dries organic material on foe's back. 22H 5S 1B -25M	Foe drops anything he is holding and blocks his throat from the cold. 8H 6S 2B -25M
91 - 95	Bitter arctic blast spreads up his arm. If he has a shield, it is destroyed. 13H 5S 1B	Foe falls. If no armor, the foot is frozen with frostbite. 16H 5S 1B -35M	Hip is fractured. Skin and muscles are frostbitten. Foe falls down. 19H 7S 2B	Bitter cold freezes tissue and garments. Foe's body temperature drops. 24H 6S 2B -30M	Blast freezes foe's eyes, mouth, and neck causing severe frostbite. 9H 6S 3B -30M
96 - 100	The hand is frozen closed holding anything in hand. 14H 6S 2B -35M	Foe recoils 5 feet away from your assault. 17H 6S 2B -40M	Blast partially freezes foe. 20H 7S 3B -35M	Chest strike sends foe over hard. 26H 6S 2B	Frigid onslaught fills foe's eyes and mouth with ice. 10H 7S 3B
101 - 105	Blast freezes the arm to the body still holding its weapon. 15H 6S 2B -40M	Blast freezes the knee in a locked position causing foe to fall to the ground. 19H 6S 2B	Foe is knocked down from the bitter blast of cold air. 22H 8S 3B -40M	Foe feels the bitter hand of death slowly closing in on him. 28H 7S 3B -35M	Ice and bitter air freezes one eye shut and foe's hair to his head. 11H 7S 4B -35M
106 - 110	Any metal armor freezes in position. 17H 7S 3B	Cold makes foe struggle to remain standing. 20H 7S 3B -45M	Strong unbalancing blast. 23H 8S 4B	Hypothermia is the least of foe's worries. 30H 7S 3B -40M	Spray foe's face with a powerful chill. 11H 8S 4B -40M
111 - 115	Blast freezes weapon hand and shoulder. Foe dies in 6 rnds of agony. 18H 6S 3B -45M	Your tempest steals the warmth from his body. He drops and dies in 6 rnds. 21H 6S 3B -50M	Foe freezes and dies in 6 rnds as a well-preserved lifeless frozen statue. Store in a cool dry place. 25H 6S 4B -45M	Foe's heart and lungs are frozen by your arctic blast. Foe is finished in 6 rnds. 32H 6S 4B	Head frozen solid. Foe remains standing for a moment then dies in 6 rnds. 12H 6S 5B
116 - 119	Arm frozen to the body. Foe dies in 3 rnds from shock and loss of heat. 19H 3S 4B -50M	Both legs are frozen solid. Foe dies in 3 rnds from shock. 23H 3S 4B -50M	Blast freezes foe's lower extremities. Foe dies in 3 rnds from shock. 27H 3S 5B -50M	Foe dies in 3 rnds from the block of ice that has formed around him. 34H 3S 4B -45M	Body fluids are frozen killing foe in 3 rnds. 13H 3S 5B -45M
120	The blood in foe's extremities is frozen. Instant death. 21H 8S 4B -50M	Blood frozen in thigh. A clot moves to his heart killing him. Instant death. 25H 8S 4B -50M	Foe freezes solid. Instant death. 29H 9S 5B -50M	Body frozen completely. If knocked over he will shatter. Instant death 37H 9S 5B -50M	Blast to foe's neck and collarbone. Neck freezes solid. Instant death. 14H

ELECTRICAL CRITICAL TABLE

Result	Hands and Arms (0 - 1)	Legs and Feet (2 - 3)	Abdomen and Groin (4 - 5)	Chest and Back (6 - 7)	Head and Neck (8 - 9)
(-19) - (-10)	Energy dissipates. 1H	Bright flash. 1H	Not much flash. 1H	Foe avoids blast. 1H	Strike grounds out. 1H
(-9) - 0	Mild jolt. 1H	Foe steps back. 1H	Foe giggles. 1H	Lots of sparks and smoke. 1H	Foe recoils from blast. 1H
01 - 10	Blast grounds into foe's arm. 3H	Foe heats up and goes on the defensive. 3H -5M	Look at the sparks fly! 4H	The thunderous crack of your attack panics foe. 5H	Foe is jerked off balance by the strike. 2H
11 - 20	Strike connects with foe's arm. 4H -5M	Bolt jumps between legs and then into the ground. 5H -10M	Bolt jumps from foe's weapon into the ground. 6H 1S -5M	Boom! Foe's skeleton crackles with the impact. 8H	Foe flinches from the static in the air. 3H
21 - 30	Foe's side and back are singed by the blast. 5H -10M	Foe strikes out at the blast to protect himself. 6H	Foe's hair stands on end. Frightening! 8H 2S -10M	Electrical energy chase around foe's body. 10H -5M	Foe sees spots. 4H 1S -5M
31 - 40	Strike slams into foe's arm. 7H	Your attack jolts foe, he steps back. 8H -15M	Blast leaves foe smoldering. 9H 3S	Clothes smoke, then burn. Foe flails his arms. 12H 1S -10M	Foe fails to avoid the attack and almost falls. 4H 2S -10M
41 - 50	Blast to foe's shoulder. Foe's arm ignites. 8H 1S -15M	The blast of light and heat daunts foe. 10H 1S -20M	Foe just had a revelation about his own mortality. 11H 4S -15M	Foe's equipment is fused by the blast. 15H 2S	Foe is magnetized for a moment. 5H 3S
51 - 60	Blast climbs up foe's arm, sending him back 5'. 9H 2S -20M	Flashes of light and sharp cracks. Foe's impressed. 11H 2S -25M	How did you get it to stand on end? 13H 5S -20M	Entangle foe in deadly blue light. 17H 3S -15M	Flying debris obstructs foe's vision. 6H 4S -15M
61 - 70	Any metal armor on arm is fused, pinning foe's arm. 11H 3S -25M	Strong blast hits foe low. His legs almost give from the pain. Foe recoils. 13H 3S	Foe looks uncomfortable as the energy ripples over his body. 15H 5S -25M	Direct hit illuminates foe. Some of the energy remains for an instant. 19H 4S -20M	Blast heats up metal on foe, causing painful burns. 7H 5S -20M
71 - 80	Strike lands on arm and streaks up shoulder. Foe steps backward. 12H 4S	Strike is low and pours into ground. A stray bolt arches into foe's leg. 14H 4S -30M	Foe is making funny noises. His tongue is not working correctly. 17H 6S	Disrupt the beating of foe's heart for a moment. Reflexes strain muscles. 22H 5S -25M	Foe's reflexes are numbed by blast. He is dazed and slow. 8H 5S 1B -25M
81 - 85	Electrify foe's arm. 13H 5S -30M	Bolt passes through foe's leg before grounding. Foe suffers. 16H 5S -35M	Foe is knocked sideways and almost falls from the power of the blast. 19H 7S 1B -30M	Foe's heart stops for an instant then starts beating again. 24H 5S	Jolt blinds foe for 2 days and sends him crashing to the ground. 9H 6S 1B -30
86 - 90	His arm and any shield are on fire. Metal is fused. 14H 5S -35M	Fused metal causes foe to fall. One leg is paralyzed if metal greaves are worn. 17H 5S	Blast to foe's waist. He stumbles and twitches for the next hour. 20H 7S 1B -35M	Foe smells own hair burning. Organic armor destroyed. 26H 6S 1B -30M	Blast reaches out with hateful resolve. Foe's neck and back are engulfed. 10H 7S 2B -30M
91 - 95	Nerves in foe's elbow are damaged; arm is useless. He drops his weapon on his foot. 16H 6S 1B	Blast causes severe damage to legs. Foe falls to the ground in convulsions for 1 rnd. 19H 6S 1B -40M	Strike knocks foe backwards 10'. He lands on the ground in a heap of light and sound. 22H 8S 2B	Foe loses consciousness temporarily. His convulsions keep him standing for 1 rnd. 29H 7S 1B -35M	Nervous system overloaded. Foe has trouble talking for one week. 11H 7S 2B -35M
96 - 100	Hand and arm are useless. Skin, muscles, and nerves are damaged. 17H 7S 1B -40M	Strike to hip. Garments catch fire. Shock and nerve damage inflicted. 21H 7S 1B -45M	You hit hard; foe's abdomen is hammered. He steps back 5 feet. 24H 8S 2B -40M	Chest blast. Organic armor is destroyed. Metal armor is scalding hot. 31H 7S 2B	Electrical energy dances all over your foe. He recovers slowly. 12H 8S 3B
101 - 105	Blast spreads up the arm and to the neck causing severe burns. 18H 7S 2B -45M	Both legs caught in the blast. Foe falls to the ground. 22H 7S 2B	Foe loses control of his bodily functions for 1 rnd. 26H 9S 3B -45M	Strike savages foe. Foe's convulsions resemble a dance. 34H 8S 2B -40M	Foe's head is ablaze. Severe electrical burns all over the face. 13H 8S 3B -40M
106 - 110	Bright flash illuminates foe and jolts every muscle in his body. 20H 8S 2B	Simple leg fracture if he wears armor, a compound fracture if not. 24H 8S 2B -50M	The shock of the assault inhibits foe's spine. He has trouble standing. 28H 9S 3B	Web of incandescent energy engulfs foe as he writhes in agony. 36H 8S 3B -45M	Foe is overcome by the flash. He falls. 14H 9S 4B -45M
111 - 115	Nerve damage, shock, and a broken arm spell death in 6 rnds. 21H 6S 3B -50M	Titanic blast cuts legs off at the hip. Foe dies in 6 rnds, of course. 25H 6S 3B -55M	Foe's body is surrounded by smoke and ozone. He then dies in 6 rnds. 30H 6S 4B -50M	Metal on foe fuses to his body, damaging nerves. Foe dies in 6 rnds. 38H 6S 3B	Foe's brain fries. He slips to ground and dies in 6 rnds. 15H 6S 4B
116 - 119	Blast turns the arm and shoulder into a lightning rod. Foe dies in 3 rnds. 22H 3S 3B -55M	Legs are completely burned to cinders. Foe dies in 3 rnds from shock. 27H 3S 3B -55M	You just invented the x-ray. Foe dies in 3 rnds. 32H 3S 4B -55M	Blast envelopes foe in coruscating energies. Foe dies in 3 rnds. 41H 3S 4B -50M	Foe's neck absorbs the attack. Foe dies in 3 rnds from the overload. 16H 3S 4B -50M
120	Strike seeks out the shoulder and then his spine. Instant death. 25H	Havoc reigns around foe. Instant death. 30H	Foe's insides heat up and burn, destroying nerves and organs alike. Foe drops and dies instantly. 35H	Electrify foe's body. Muscles & tendons tear in convulsions. Extra crispy dead guy. Instant death. 45H	Head is burned to a cinder. Instant death. 17H



IMPACT CRITICAL TABLE

Result	Hands and Arms (0 - 1)	Legs and Feet (2 - 3)	Abdomen and Groin (4 - 5)	Chest and Back (6 - 7)	Head and Neck (8 - 9)
(-19) - (-10)	Bruise his elbow. 1H	Strike glances off foe. 1H	Foe evades the blow. 1H	Very little force. 1H	Foe rolls with the blow. 1H
(-9) - 0	Foe can only manage some wild swings. 1H	Firm strike causes foe to step back. 1H	Foe staggers back and trips. 2H	Foe is unbalanced. 2H	With great effort, foe evades the damage. 1H
01 - 10	Wild assault to shoulder falls to connect with foe. 2H	Foe abandons any hope and falls back. 3H -5M	Firm strike causes foe to stumble. 3H	Foe starts stepping away from the assault. 4H	Spin foe sideways. He recovers quickly. 1H
11 - 20	Any shield is destroyed. Foe's arm is bruised. 3H -5M	Foe turns to evade and gets hit in the thigh. 4H -10M	A solid shot unnerves foe. 5H 1S -5M	Foe is knocked down. He drops his weapon. 6H	It looks solid, but foe is not hindered. 2H
21 - 30	Hammer foe in shoulder. 4H -10M	Foe fails to avoid some of the attack. 5H	Sweep foe onto his back. 6H 2S -10M	Blast knocks foe down. 8H -5M	Blow to head brings foe to knees. 3H 1S -5M
31 - 40	Arm is slammed into his chest; weapon falls loose. 5H	Foe loses his balance. 6H -15M	Strike sends foe reeling back 10'. 7H 3S	Foe is shaken and steps back 5'. 10H 1S -10M	Strike seeks foe's head. 3H 2S -10M
41 - 50	Foe's arm is roughed up. Foe puts his guard up. 6H 1S -15M	Impact unnerves foe and knocks him down. 7H 1S -20M	Foe looks thoroughly abused by your treatment. 9H 4S -15M	Blow almost sends foe down. 11H 2S	Corrupt foe's sense of balance. 4H 3S
51 - 60	The strike slams his arm into his side and pins it for the moment. 7H 2S -20M	Concussive blow bashes foe. 9H 2S -25M	Moderate hit to midsection. 10H 5S -20M	Strike to chest is not hard but it is well placed. Foe steps back 5'. 13H 3S -15M	Your irresistible blow stuns foe. He drops his weapon. 5H 4S -15M
61 - 70	Well-placed strike slams into foe's arm. 8H 3S -25M	Foe loses footing before being struck. 10H 3S	Whack! He most definitely felt that one! 12H 6S -25M	Boom! Foe is hammered by an effective strike to his back. 15H 4S -20M	Foe's response is quick enough to avoid serious damage. 6H 5S -20M
71 - 80	Fingers are entangled in the impact and broken. 9H 4S	Pitiless blow to foe's lower leg. 11H 4S -30M	Medium blast staggers foe. 13H 6S	Blow crashes into foe's chest. 17H 5S -25M	Bump foe in the chest. 6H 6S -25M
81 - 85	Solid strike to shoulder numbs foe's senses and bruises muscles. 10H 5S -30M	Strike at foe's legs. Foe wisely leaps back from the strike. 12H 5S -35M	Foe is knocked down and stunned. He grips his stomach in pain. 15H 7S -30M	Foe is knocked down. Chest armor is destroyed. Ribs are broken. 19H 6S	Severe concussion. Any helmet worn is bent around his head. 7H 6S
86 - 90	Strike lands hard against foe's shield side. He almost loses his footing. 11H 6S -35M	His knee is pressed backwards, damaging muscles and tendons. 14H 6S	Foe reels from this strike. He avoids death but not damage. 16H 7S -35M	Foe's evasion attempt exposes back and side. 21H 6S -30M	Foe must give ground or fall. He steps back 5' and goes low to avoid falling. 8H 7S -30M
91 - 95	Crashing blow to foe's shoulder sends him over. 12H 6S	Muscles are bruised and tendons are torn. Foe remains standing. 15H 6S -40M	Organs are damaged and foe throws up blood. 17H 8S	Two ribs protrude from his side. Foe now respects your abilities. 23H 7S -35M	Foe is knocked backwards from the blast 10'. 8H 7S 1B -35M
96 - 100	Blast breaks shield arm. He falls on his arm and breaks his wrist. 13H 7S -40M	Strong bash hits foe low. His legs almost give with the pain. 16H 7S -45M	Foe is lifted off the ground and thrown back 5'. 19H 8S 1B -40M	A piece of solid equipment is jammed into foe's chest. 24H 7S	Your strike hurts foe's sense of balance and he crashes to the ground. 9H 8S 1B
101 - 105	Strike breaks his shoulder and collar-bone. One arm is useless. 14H 7S -45M	Blow fractures foe's thigh. Foe does not fall down, but he cannot walk. 17H 7S	Foe is knocked over and to the ground. Foe has trouble standing up. 20H 9S 1B -45M	Savage impact ruptures internal organs. Medic! Medic! 26H 8S 1B -40M	Foe's face, jaw and neck are broken. Eating will be difficult. 10H 8S 1B -40M
106 - 110	Lay waste to foe's arm. Shield is destroyed by impact. 15H 8S 1B	Foe's leg is twisted and his foot is broken. 19H 8S 1B -50M	Modest strike provides some excellent openings. 22H 9S 1B	Concussion bruises skin and batters ribs 28H 8S 1B -45M	Snap foe's head back. Foe is unconscious 1d10 minutes. 11H 2B -45M
111 - 115	Bones are broken by the concussion. Foe goes into shock, and dies in 6 rnds. 16H 6S 1B -50M	The bone is fractured and foe falls down. Foe dies in 6 rnds from shock. 20H 6S 1B -55M	His spine is broken. Blood pours from his mouth. He dies in 6 rnds. 23H 6S 2B -50M	His rib cage is fractured. Foe dies in 6 rnds from internal bleeding. 30H 6S 1B	Foe's neck broken. He cannot breath. He dies after a 6 rnd struggle. 11H 6S 2B
116 - 119	Fold up foe's arm and snap it like a twig. Foe dies in 3 rnds from shock. 17H 3S 1B -55M	Pelvis is broken. Foe dies in 3 rnds from internal damage. 21H 3S 1B -55M	Vital internal organs destroyed. Foe dies in 3 inactive rounds. 25H 2B	Chest caved in from the blast. Foe dies in 3 rnds from internal bleeding. 32H 3S 2B -50M	Side of foe's head is crushed. Foe dies in 3 inactive rnds. 12H 3S 2B -50M
120	The shoulder blade contacts foe's spine. Foe is paralyzed then dies. 19H	Impact breaks both legs and pelvis. Foe instantly. 23H	Blast breaks thirty bones in foe's skeleton. Foe dies instantly. 27H 10S 2B -55M	Crush foe's lungs and heart. Foe dies instantly. 35H 10S 2B -55M	Foe dies instantly. His skull is crushed. 13H

MARTIAL ARTS STRIKES CRITICAL TABLE

Results	Hands and Arms (0 - 1)	Legs and Feet (2 - 3)	Abdomen and Groin (4 - 5)	Chest and Back (6 - 7)	Head and Neck (8 - 9)
(-19) - (-10)	Fancy, but little damage. 1H	Blow made a weird noise. 1H	How did you botch that? 1H	Nice form. 1H	Strike loses its power. 1H
(-9) - 0	Your master would upset. 1H	Not so solid a strike. 1H	Weak spear hand. 1H	Foe avoids your attack. 2H	Strike slows to a tap. 1H
01 - 10	Poorly aimed strike forces foe to defend himself. 1H	Forceful. Foe steps back. 2H	Glancing kick to foe's back. 2H	Glancing strike makes foe respect you. 3H	You maneuver for a better position. 1H
11 - 20	Good shot! 2H	Hard strike. 3H -5M	Shot to foe's stomach. 3H	Your strike unbalances foe. 4H	Light, well placed strike. 1H
21 - 30	Wheel kick sends foe 10' in a desired direction. 3H -5M	He falls back to recover from your onslaught. 4H -10M	Grab foe and bring your knee into his ribs. 4H -5M	Blow to shoulder. 6H	Foe is confused by your attack. 2H
31 - 40	Wheel kick knocks foe flat. 4H -10M	Your form was perfect, now let's use some power! 4H -15M	A step to the side and catch foe in his back. 5H 1S -10M	Kick foe's side. He stumbles out of the way. 7H -5M	Knife hand, spear hand combination. 2H -5M
41 - 50	You take an open shot to foe's side. 4H -15M	Foe falls back from the blow trying to recover. 5H	Snappy double shot to ribs. Ribs are fractured. 6H 1S -15M	A solid punch. Foe is rattled a little. 8H -10M	Elbow and fist combo to head bloodies nose. 3H 1S -10M
51 - 60	Shoulder strike. Foe is badly unbalanced. 5H	Blow on top of foe's foot is slightly misplaced. 6H -20M	Side strike jars foe's kidneys. 7H 2S	He can see your next strike coming. 9H 1S -15M	Next time, let's try to impress foe as well. 3H 1S -15M
61 - 70	Knife hand strike breaks foe's arm, leaving it useless. 6H 1S -20M	Strike Achilles tendon. Foe almost falls. He recovers his balance. 7H 1S -25M	Back strike. Foe attempts to flee and then changes his mind. 8H 2S -20M	Chest strike. Foe makes a strange noise on impact. He blocks and recovers. 11H 1S	Solid kick makes foe take you seriously. 4H 2S
71 - 80	Strong knife hand to upper arm, breaking it. 6H 1S -25M	Kick in back of foe's leg. He stumbles. 8H 1S	Strike is solid and turns foe around. 9H 3S -25M	Your strike is light and fast. Bruise foe's chest. 12H 2S -20M	You slip inside his guard to deliver a solid blow. 4H 2S -20M
81 - 85	You turn a block into a strike to foe's arm. Foe is disarmed. Strike damages cartilage. 7H 2S	Brutal strike to upper leg. The bruise is deep. The pain makes it hard for foe to stand on the leg. 9H 2S -30M	Press your attack under the bottom of foe's ribcage. Knock the wind out of foe. 10H 4S	Blow to chest. Use your forehead in a brutal way to subdue foe. 13H 2S -25M	Gooseneck strike. Foe's inner ear ruptured. Follow-up strike knocks him out for 3 rounds! 5H 3S -25M
86 - 90	Hammer foe's arm as it passes near you. The bruise is deep. 8H 2S -30M	Blow strikes a nerve in foe's upper leg. His leg is numb. 9H 2S -35M	Elbow to solar plexus and back of fist to foe's face. Foe drops. 11H 4S -30M	Foe falls forward onto one knee in front of you. 14H 3S	Solid blow spins foe to face the opposite direction. 5H 4S
91 - 95	Firm flat palm strike to foe's upper arm. Bone is broken. It hurts him to raise his arm. 9H 3S -35M	Strike to nerve in foe's leg. Foe's leg buckles. He does not fall; he crouches down in pain. 10H 3S	Round-house kick drops foe to his knees. 12H 5S -35M	Solid chest strike. The impact confuses foe greatly. His ribs are fractured. 16H 4S -30M	Jab to eyes blinds him temporarily. Crescent kick sends foe 10' in the direction you select. 6H 4S 1B -30M
96 - 100	Dislocate the arm and then break it. 9H 4S	You find an opening and strike the back of foe's knee. 11H 4S -40M	Front kick to midsection doubles foe over. 13H 6S 1B	Draw down foe's defenses with a feint and then hammer him in chest. 17H 4S -35M	Crunch! You heard bones break. 6H 5S 1B -35M
101 - 105	Strike to foe's elbow shatters joint. Foe drops anything in hand. 10H 4S -40M	Strike to back of lower leg. He is unable to defend himself. 12H 4S -45M	Strike to abdomen ruptures spleen. 14H 6S 1B -40M	Roundhouse kick knocks foe out and fractures collarbone. 18H 5S 1B	Open-handed blow to foe's Adam's apple stuns foe. 7H 6S 2B
106 - 110	If foe has a shield, it is broken. If foe has no shield, his arm is broken. 11H 5S 1B -45M	Strike area behind foe's knee. Tendon and cartilage damage. 13H 5S 1B	Side strike knocks foe down. Foe hits hard and loses his direction. 15H 7S 2B -45M	Spear hand strike to chest. Elbow shot to foe's side. 20H 6S 1B -40M	Strike foe in forehead. The shock sprains neck and fractures foe's jaw. 7H 6S 2B -40M
111 - 115	Arm lock breaks upper arm then the neck. 11H 6S 1B	Kick knock's foe down and breaks both legs. 14H 6S 1B -50M	Foe drops to the ground, spitting blood. 16H 6S 2B	Flying kick to foe's back. 21H 6S 2B -45M	Round-house kick breaks foe's nose and jawbone. 8H 6S 2B -45M
116 - 119	Kick breaks arm and drives rib into heart. Foe dies in 3 rnds. 12H 3S 2B -50M	Kick to hip sends bone splinters through an artery. Foe dies in 3 rnds. 15H 3S 2B -50M	Kick to solar plexus ruptures liver and spleen. Foe dies in 3 rnds. 17H 3S 2B -50M	Back strike severs spine then kills foe in 3 painful agonizing rounds. 22H 3S 2B -50	Palm strike to both of foe's ears crushes skull. Foe dies in 3 rnds. 8H 3S 2B -50
120	You disarm foe & use his weapon to kill him. Foe instantly dies. 13H	Precise combination leaves foe in a mangled heap. Instant death. 16H	Spear hand pierces solar plexus & ruptures heart. Instant death 18H	Heel strike to foe's sternum crushes ribcage. Foe dies instantly. 24H	Strike to foe's nose drives bone into brain. Foe dies instantly. 9H

MARTIAL ARTS SWEEPS/UNBALANCING CRITICAL TABLE

Results	Hands and Arms (0 - 1)	Legs and Feet (2 - 3)	Abdomen and Groin (4 - 5)	Chest and Back (6 - 7)	Head and Neck (8 - 9)
(-19) - (-10)	It looked...interesting. 1H	Clever strike. 1H	Looking good. 1H	You forget your moves. 1H	Acrobatic, but not else. 1H
(-9) - 0	Your attack is little more than a clumsy grip. 1H	You slip in a punch, after failing your sweep. 1H	Knee to thigh. Unbalance foe. 1H	It looks like you're sparring. 1H	Rip your pants and miss an opportunity. 1H
01 - 10	Your attack is deflected. 1H	Your form confuses foe. 1H	Foe stumbles slightly. 2H	Foe evades your assault. 2H	Nice move! 1H
11 - 20	Throw dislocates foe's shoulder. 2H	Foe fights back and pushes you clear. 2H	A soft strike and a hard punch causes damage. 2H	Your attack causes foe to strike himself lightly. 3H	You make your sensei blush with shame. 1H
21 - 30	Foe breaks his fall with his hand. He sprains two fingers when landing. 2H	Solid strike is not a sweep. Your foe stands listless for a moment and recovers. 3H	Sweep foe over. He spends some time trying to recover his balance. 3H 1S	Sweep almost takes foe off his feet. He drops down on one knee. 4H	Foe leaps back. He needs some time to recover. 1H
31 - 40	Base your grip on a garment that tears off. 3H	Sweep foe over. He does not fall. 3H	Foe knocked to the ground. 4H 1S	Foe's feet come out from under him. He recovers. 5H	Sweep is little more than a threatening kick. 2H 1S
41 - 50	You grip foe's arm, pulling and twisting it. 3H	Your attack breaks foe's guard down. 4H -5M	Your teacher would be so proud of you! 5H 2S	Sweep nearly knocks foe down. 6H 1S	Your sweep is effective. Foe is sent reeling. 2H 1S
51 - 60	Your sweep results in an attempt at throwing foe's arm. He is disarmed. 4H 1S -5M	Hard, but less than smooth throw attempt. Foe is unbalanced. 5H 1S	Sweep takes foe down on one knee. He breaks free and stands in pain. 5H 3S -5M	Sweep strikes foe's calf. Foe does not fall, but the bruise is heavy. 7H 1S	Foe jumps over your assault. He strikes out at you in defense. 2H 2S
61 - 70	You almost disarm foe. He bends down to recover his weapon. 4H 1S	Fall bruises foe's thigh. He gets back to his feet instantly. 5H 1S -10M	Your sweep pushes foe to the side. 6H 4S	Strong throw. Foe is left a second behind you and confused. 8H 2S -5M	You try to throw foe, but he breaks free. Foe is unbalanced. 3H 3S -5M
71 - 80	Excellent throw sends foe falling on his arm. He is disarmed. 5H 2S -10M	Sweep bruises foe's leg. Foe limps clear of your attack. 6H 2S	Grip foe's waist and throw him down. 7H 5S -10M	You impress foe with your prowess by knocking him to the ground. 9H 3S	You almost connect your grapple with the force of a kick. 3H 4S
81 - 85	Nifty throw. You have foe pinned, on his face, and in an arm lock. 5H 3S	You throw foe down, but he gets up quickly. Your killing blow misses him. 6H 3S -15M	You sweep foe over. Foe falls and breaks his hip. 8H 6S	Perfect throw lands him however you want him to, within 10'. 10H 4S -10M	Snazzy throw sends foe 15' away. He's out like a light for 1D10 minutes. 4H 5S -10M
86 - 90	Foe falls on his side. If he has a shield, it is broken. 6H 4S -15M	Sweep to foe's legs. Foe jumps over some of your assault, but not all of it. 7H 4S	Sweep sends foe to the ground hard. He fractures a few bones in the fall. 8H 6S -15M	You attempt a throw. Foe avoids your main attack, but you steal his weapon. 11H 5S	Excellent shoulder throw lands foe on the ground 4H 6S
91 - 95	You throw foe down on his shoulder. Break collar bone and arm. 6H 5S	Strike sweeps his legs up and behind him. Both are broken. 8H 5S -20M	Perfect toss sends foe flying 10' away. 9H 7S	Well done throw knocks foe out for 1 rnd. Foe has wind knocked out of him. 12H 6S -15M	Severe concussion stuns foe temporarily. Nose is also broken. 4H 6S -15M
96 - 100	You knock foe over and ride him down. 7H 6S -20M	Fall from throw tears ligaments in foe's leg. 8H 6S	You spring back to your feet after a roll with foe. 10H 7S -20M	Foe lands on his back. He rolls over and stands up. 13H 6S	Foe breaks his nose. He is down and confused. 5H 7S 1B
101 - 105	You immobilize him in an arm lock. Arm broken and useless. 7H 6S	You sweep foe down and break his leg on impact. 9H 6S -25M	Upon landing 5' away, foe has several broken ribs. 11H 8S 1B	Foe lands on his back. Back broken. Foe is paralyzed. 14H 7S -20M	Fabulous throw sends foe flying. Foe almost breaks his neck when he lands. 5H 7S 1B -20M
106 - 110	Foe lands on arm. Shield and arm are broken and useless. 8H 7S -25M	You assist foe in falling very hard. Foe's leg is fractured. 10H 7S -30M	Foe is flipped over backwards and sent stumbling away. 11H 8S 1B -25M	You send foe over backwards. He stumbles 10'. 15H 7S 1B	You throw foe down hard as you land on top of him. 5H 8S 2B
111 - 115	Sly, rolling throw sends foe into air. Arm broken and useless. 8H 7S 1B -30M	Leg sweep sends foe to the ground. Leg broken and movement cut by half. 10H 7S 1B -35M	Nice throw! You drive a broken bone through his spleen. 12H 9S 2B -30M	Throw sends foe flying 10' away. 16H 8S 1B -25M	If he has a helm, he is knocked out. If no helm, foe is paralyzed. 6H 8S 2B -25M
116 - 119	Fall breaks arm and cuts off circulation 9H 8S 1B -35M	Sweep downs foe & you put him in a leg-breaking hold. 11H 8S 1B -35M	You send foe through the air to land in a twisted heap. 13H 9S 2B -35M	Throw breaks ribs which penetrate the lungs. . 17H 8S 2B -30M	Fall to face breaks bones. 6H 9S 2B -30M
120	With one throw, you disarm foe, knock him out, and break his back. 10H 8S 2B -35M	Bring foe down with your knee sweep. You break his back and paralyze him. 12H 8S 2B -35M	You use a rolling throw. Foe dies instantly. 14H	A brutal grapple from below breaks foe's back. He is paralyzed. 18H 9S 2B -35M	Foe is smashed against several objects. Instant death. 7H

LARGE CRITICAL TABLE

Result	Hands and Arms (0 - 1)	Legs and Feet (2 - 3)	Abdomen and Groin (4 - 5)	Chest and Back (6 - 7)	Head and Neck (8 - 9)
(-19) - (-10)	Nice bruise. Weapon is broken on impact. 1H	Strike to the thigh. You break your weapon. 1H	Light! You break your weapon. 1H	Tickle, tickle! You break your weapon. 1H	Foe is tougher than you originally thought. 1H
(-9) - 0	Light strike. 1H	Nice strike to foot. 1H	Close shot. 1H	Kittens hit harder. 2H	Nice fake? 1H
01 - 10	Grazing strike to the lower arm. 2H	Soft shot to the knee. 2H	Didn't quite get the angle on that one. 3H	Shot looked good, but that's about it. 4H	So much enemy, so little time. 1H
11 - 20	Pow! 3H	Ding! 3H	Baff! 4H	Oouffff! 5H	Whoosh! 2H
21 - 30	Sloppy shot to the elbow. 4H	Don't play with your food. 5H	Getting better. 5H	Are you just being polite? 7H	Are you playing or what? 2H
31 - 40	It's harder than it looks, huh? 5H	Shot to the leg causes more pain than damage. 6H	Good shot to the soft tissue. 7H	Are we there yet? 9H	You going for a Love Tap? 3H
41 - 50	Well-placed shot in the armpit. 6H	Heavy bruise to the thigh. 7H	Good shot to the abs/kidneys. 8H	Nice shot to the sternum/spine. 10H	Good bruise on the forehead. 4H
51 - 60	Good shot to the hand makes foe drop weapon. 6H	Solid shot to the knee. 8H -5M	Well-placed shot causes some internal damage. 9H	Hard shot causes some internal damage. 12H	You were impressed, but that's about it. 4H
61 - 70	Hard strike to the hand breaks a finger. 7H -5M	Good strike breaks foe's leg. 9H -10M	Hard strike bruises muscles. 11H -5M	Hefty strike bruises ribs. 14H	Solid hit to the temple. Foe is at -5 on next initiative. 5H
71 - 80	Painful causes him to drop whatever they are holding. 8H -10M	Strike behind knee causes foe to stumble. 10H	Hip shot knocks foe off balance and bruises bone. 12H 1S -10M	Strike to the side knocks the wind out of the foe and damages tissue. 15H -5M	Shot cuts off piece of an ear. 6H -5M
81 - 85	Hit to upper arm bruises muscle and bone. 9H	Hit to lower leg causes minor fracture. Movement cut by 25%. 11H -15M	Shot stomach/kidneys causes internal damage. 13H 1S	Your blow convinces foe you may be small but you demand respect. 17H -10M	Strike to neck opens a vein. Foe begins to bleed all over himself. 6H 1S 1B -10M
86 - 90	Minor arm wound. 10H -15M	Minor leg wound. 12H -20M	Minor wound to the mid-section. 14H 1S 1B -15M	Minor chest/back wound. 19H 1S	Minor head wound. 7H 1S 1B
91 - 95	Thud! Arm broken and hand sprained. 11H 1S -20M	Ouch! Leg broken and ankle sprained. 13H 1S	The bigger they are... 16H 2S 1B -20M	Crunch! Broken ribs and internal damage. 20H 1S 1B -15M	Crack! Nose and cheek broken. 8H 1S 1B -15M
96 - 100	Moderate upper arm wound. 12H 1S 1B	Foot broken. Movement cut by 50%. 14H 1S 1B -25M	Sound of organs being crushed can be heard. 17H 2S 1B	Ribs and sternum broken. 22H 1S 1B -20M	Minor concussion. 8H 2S 2B -20M
101 - 105	Arm broken. Foe drops his weapon. 13H 1S 1B -25M	Leg broken. Movement cut by 50%. Foe falls to the ground. 16H 1S 1B	Groin shot stuns foe and makes him scream in terrible pain. Cheap shot! 18H 3S 2B -25M	Precision strike causes massive internal damage and pain. 24H 2S 1B	Neck wound makes for messy bleeding! 9H 2S 2B
106 - 110	Crushing blow breaks the hand making it useless. 14H 2S 1B	Thigh broken in half. Foe drops to the ground. 17H 2S 1B -30M	Well-placed strike causing internal damage. 20H 3S 2B	Blow breaks several ribs and skin. 25H 2S 2B -25M	Eye is destroyed. 10H 3S 2B -25M
111 - 115	Shot goes through the arm and into the torso. 15H 2S 2B -30M	Strike goes through the leg and into the pelvis. 18H 2S 2B -30M	Liver and kidneys destroyed causing massive hemorrhaging. 21H 4S 2B -30M	Nasty strike to the lungs is taking its toll. 27H 3S 2B -30	Nasty strike sends bone fragments through carotid artery. 10H 3S 3B
116 - 119	Arm cut off at the elbow. Foe dies in 3 rnds from the shock and blood loss. 16H 3S 2B -30M	Leg severed. Foe dies in 3 rnds from the massive blood loss. 19H 3S 2B -30M	Guts ripped open. Foe trips over his intestines then dies in 3 rnds. 22H 4S 3B -30M	Blow to chest destroys major organs. Foe dies in 3 painful, inactive rnds. 29H 3S 2B	Side of head cut off. Foe dies as the air touches his exposed brain in 3 rnds. 11H 3S 3B -30M
120	Blow cuts off both arms by traveling through the chest. Instant death. 17H	Crushing blow breaks hip sending splinters through several vital organs. Instant death. 21H	Crushing blow destroys the heart. Instant death. 24H	Crushing blow staggers foe and sends bone through a major artery. Instant death. 31H	Crushing blow breaks skull and scrambles brain. Instant death. 12H

HUGE CRITICAL TABLE

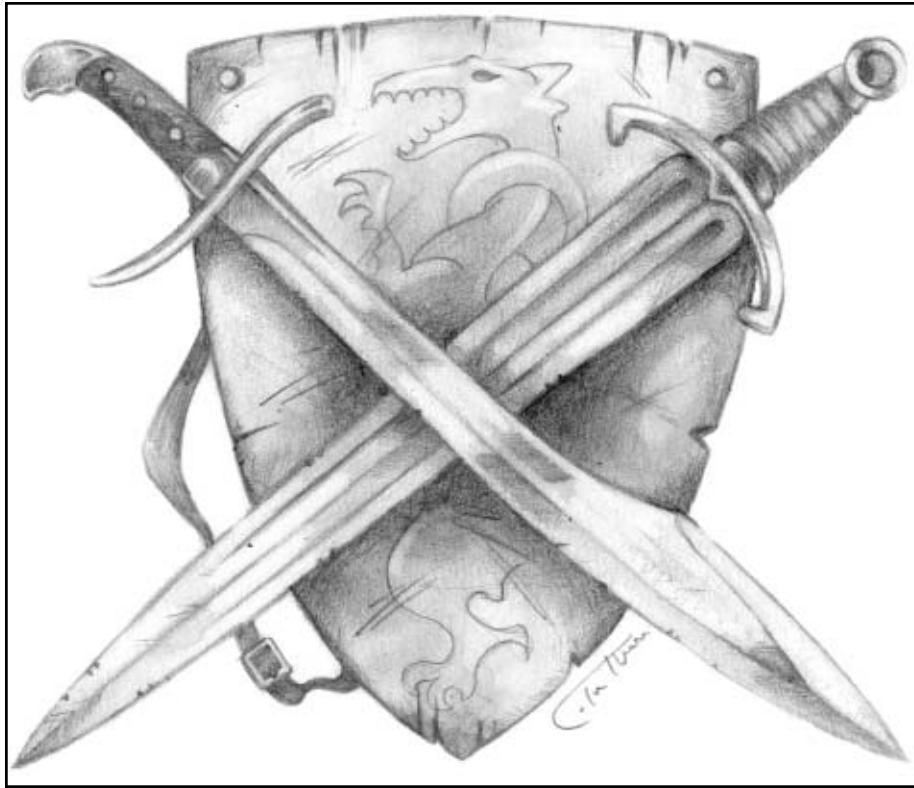
Result	Hands and Arms (0 - 1)	Legs and Feet (2 - 3)	Abdomen and Groin (4 - 5)	Chest and Back (6 - 7)	Head and Neck (8 - 9)
(-19) - (-10)	Weapon is knocked from your hand then breaks. 1H	Your strike is powerful. Weapon breaks. 1H	You do some damage. Your weapon breaks. 1H	Roll a fumble for yourself. Weapon breaks. 1H	You strike hard. Weapon breaks. 1H
(-9) - 0	Blow to foe's upper arm. Get it together. 1H	You are distracted and swing weakly. 1H	You may have scratched foe's hide; it's hard to tell. 1H	Glancing blow bounces across beast's hide. 2H	Bad angle on the attack yields little damage. 1H
01 - 10	Your attack lands poorly. 1H	This terrible creature's hide deflects the blow. 2H	You can hear bones break. 2H	Solid, but nowhere near a vital spot. 3H	Your blow was deflected. 1H
11 - 20	Blow foe's arm. Ready for a better strike. 2H	Graceful assault knocks down foe's defenses. 2H	Blow is placed solidly against foe's side. 3H	To make this strike land well. 4H	Close shot delivers some damage. 1H
21 - 30	Two light and quick shots to foe's forearm. 3H	Incredible strike across foe's calf trips him. 3H	Solid strike to foes side. Hide not penetrated. 4H	Hard glancing strike crosses foe's chest. 5H	Glancing blow to the head. 2H
31 - 40	The beast used its forearm for defense. 3H	Acceptable strike to foe's leg. 4H	The ring of steel echoes through your ears. 5H	Blow to back. 6H	Foe has noticed you. 2H
41 - 50	Your blow lands against foe's shoulder. 4H	You deal out a sharp and hard strike. Foe steps back to look at his leg. 5H	A decoration pops off your weapon with impact to foes side. 6H	The recoil of your strike to foes chest sends you stumbling back. 8H	Nothing seems to faze foe, not even the fact that you are attacking him. 3H
51 - 60	Brutal strike to foe's forearm. 5H	Solid strike on foe's leg. You move quickly away to avoid the retaliation. 6H	You step under his assault and strike him hard in the abdomen. 7H	Back strike. Weapon seems to damage by touch only. 9H	Foe reaches down scratch an itch. Oops, that is not an itch; it was your attack. 3H
61 - 70	Blow to foe's arm joint lands poorly. 5H	Catch foe in his exposed leg. 6H -5M	Rip hair, horn and scale with a glancing blow. 8H	You strike the fell titan in the chest. 10H	Solid strike to foe's head just bounces off. 4H
71 - 80	A little bird shows you the flaw in foe's armor. Your strike plunges deep. 6H -5M	Blow injures foe's upper leg. 7H	Unexpected weak spot found with your strike to foe's side. 8H -5M	Blow to foe's back. Foe's hide is tough there. You need more strength. 11H	You are a mighty warrior. Your strike hits foe's neck. 4H
81 - 85	You are able to cut foe and make him scream. 7H	Strike to foe's leg makes him hop from the pain. 8H -10M	You step into the right spot and cut open foe's side. 9H 1S	You came close to piercing the heart. Try again! 12H -5M	Your strike lands against foe's neck. 4H -5M
86 - 90	Strike lands on foe's horn. The vibration has some effect. 7H -10M	Next time, try hitting a vital spot. 9H	Glancing strike to foe's abdomen loses much of the impact on foe's hide. 10H 1S -10M	Wound foe along his side with an excellent strike. 13H	Slash at foe's neck fails to land very hard. 5H 1S 1B
91 - 95	He is insulted by the blow, but not hurt badly. 8H	Shin strike. Skin is torn open and bone is bruised. This one hurts. 10H -15M	Lucky shot to foe's throat leaves him gasping for air. He is not happy. 11H 1S 1B	He is stunned and has difficulty maneuvering. 15H 1S -10M	Foe stumbles from the effects of the shot. 5H 1S 1B -10M
96 - 100	You step under foe's lunge and use the force against him. 9H 1S -15M	Hammering foe's thigh gets you some respect. 10H 1S	Strike to foe's abdomen. Foe has the biggest bruise you have ever seen. 12H 2S 1B -15M	When your strike lands on foes back, bones crackle and pop. 16H 1S 1B	Foe presents a weak spot and you strike. Blow lands on the neck. 6H 1S 1B
101 - 105	Nice blow to arm opens a very good wound and causes some bleeding. 9H 1S 1B	Sparks fly as your weapon strikes solidly on the thigh. 11H 1S 1B -20M	Foe steps right into your swing. 13H 2S 1B	Surprise! You found a vital spot! 17H 1S 1B -15M	Vicious blow to forehead. 6H 2S 2B -15M
106 - 110	Violent strike to foe's forearm. 10H 1S 1B -20M	Boom! Solid without question. 12H 1S 1B	You rip him open. His blood gets all over you. 14H 2S 2B -20M	Messy strike leaves you covered in blood. 18H 2S 1B	Strike to foe injures an eye. 7H 2S 2B
111 - 115	Arm is shattered. 11H 2S 1B	Shattered thigh. 13H 2S 1B -25M	Strike to side injures organs. 15H 3S 2B	6 broken ribs. 19H 2S 2B -20M	His neck and back are badly injured. 7H 2S 3B -20M
116 - 119	Arm severed at shoulder. He dies in 3 rnds. 11H 2S 2B -25M	Leg severed at the hip. Foe dies in 3 rnds. 14H 2S 2B -25M	Rip open foe's abdomen. Foe dies in 3 rnds. 16H 3S 3B -25M	Strike breaks bone and damages vital organs. Foe dies in 3 rnds. 21H 2S 2B -25	Weapon bites into foes skull. Foe dies in 3 rnds. 8H 3S 3B -25
120	Sever arm and torso. Instant death. 12H	Your weapon cuts off both legs Instant death. 15H	Your mighty blow is the stuff epics are made of. Instant death. 17H	Awe-inspiring strike drives bone through both lungs. Instant death. 22H	You catch him in the ear. Blow collapses skull. Instant death. 8H

ACID CRITICAL TABLE

Result	Hands and Arms (0 - 1)	Legs and Feet (2 - 3)	Abdomen and Groin (4 - 5)	Chest and Back (6 - 7)	Head and Neck (8 - 9)
(-19) - (-10)	Fizzle. 1H	Ouch. 1H	Foe dodges. 1H	Attack barely hits him. 1H	Lots of splash! 1H
(-9) - 0	Foe is singed by the acid. 1H	A few extra drops startle foe. 2H -5M	Foe dodges, but loses ground. 2H	Foe must have acid repellant on! 3H	Acid flows over foe. 1H
01 - 10	Foe is shaken by the force of your attack. 3H -5M	Foe is impressed, but you know better. 3H -10M	The quick flash of acid makes foe cautious. 4H -5M	Foe is completely surrounded by acid. 5H	Just a little splash. 2H
11 - 20	Foe cannot evade. 4H -10M	Foe gets an unusual burn 5H	Foe is taken aback by your fierce expression. 6H 1S -10M	Foe disoriented from the attack and recoils! 8H -5M	Foe felt that one. 3H -5M
21 - 30	Foe's arm smokes for a moment. 5H	The burning and smoke makes foe wary of you. 6H -15M	You force foe back, but he is not seriously damaged. 8H 1S	Good attack causes foe to stagger. 10H -10M	Foe's gear begins to melt from the assault! 4H 1S -10M
31 - 40	Foe's shield is damaged from the attack. 7H -15M	Foe's legs get weak from the burning of the attack. 8H -20M	Something on foe's belt seems to attract the acid. 9H 2S -15M	A wave of acid washes over foe. 12H 1S	Raw acid ripples over foe's exposed skin. 4H 1S
41 - 50	Foe dodges most of the attack, but not all of it. 8H 1S -20M	All exposed skin suffers from a mild acid burn. 10H 1S	Acid damages armor and clothing. 11H 2S -20M	Foe is surprised by the pain from your attack. 15H 1S -15M	Foe's helm is damaged. 5H 2S 1B -15M
51 - 60	Jarring pain rips across target's arm. 9H 1S	Acid burns foe's leg and damages any armor. 11H 1S -25M	The acid is seeking foe's abdomen. 13H 3S 1B	Chest armor damaged. 17H 2S -20M	Foe ducks, but the attack hits his neck. 6H 2S 1B -20M
61 - 70	He falls forward, but keeps hold of his weapon. 11H 2S -25M	Foe turns to avoid the attack and takes the full force on his leg. 13H 2S -30M	Target doubles over from burning pain. 15H 3S 1B -25M	Good attack. Armor bypassed and skin burned. 19H 2S 1B	Some of foe's hair is burned away! 7H 3S 1B
71 - 80	Target is staggered from the sudden pain. 12H 2S 1B -30M	Strong attack to foe's legs knocks him back 5'. 14H 2S 1B	Blast hits foe's stomach. Armor destroyed. 17H 4S 1B -30M	Foe staggers to get clear of the attack! 22H 3S 1B -25M	Acid engulfs foe completely. 8H 3S 2B -25M
81 - 85	Focused attack melts foe's arm armor. Armor is now gone. 13H 3S 1B	Acid completely covers foe. He almost loses his footing. 16H 3S 1B -35M	Target suffers some agonizing pain as some of his skin is dissolved. 19H 4S 2B	The acid seems to cling to foe, making him smoke for a while. 24H 3S 1B -30M	Foe's face is hit. 9H 4S 2B -30M
86 - 90	Foe moves to the side, but the attack hits him anyway. 14H 3S 1B -35M	Attack burn's foe's feet. 17H 3S 1B -40M	Foe will smoke for d10 hours. 20H 5S 2B -35M	Target loses a large patch of skin and flesh underneath. 26H 4S 2B	Acid completely engulfs head, making him stumble backwards. 10H 4S 2B
91 - 95	Foe cannot evade the strike. Armor and clothing is dissolved completely. 16H 4S 2B -40M	Foe attempts to dodge the attack, but trips. He drops to one knee, lower leg armor dissolved. 19H 4S 2B	The attack completely destroyed anything organic on the foe's waist. 22H 6S 2B -40M	Target is in extreme pain as his flesh melts. 29H 4S 2B -35M	Attack hits him in the eyes and nose. 11H 5S 3B -35M
96 - 100	Armor and skin melts. 17H 4S 2B	Armor destroyed. 21H 4S 2B -45M	Clothing and gear melted. 24H 7S 3B	Chest covering destroyed. 31H 5S 2B -40M	Some skin melts away. 12H 6S 3B -40M
101 - 105	Foe's arm and shoulder armor and clothing destroyed. 18H 5S 2B -45M	Both legs burned badly. Armor and clothing are melted away. 22H 5S 2B -50M	It takes 6 rnds for the armor and clothing to dissolve. 26H 8S 3B -45M	Chest armor and clothing is destroyed. Foe burned very badly. 34H 6S 3B	Foe's neck and lower jaw burned badly. 13H 7S 3B
106 - 110	Forceful attack knocks foe down. 20H 6S 3B -50M	Massive attack destroys all organic covering. 24H 6S 3B	Target screams like he is in agonizing pain. 28H 9S 3B -50M	Blast grabs foe around the chest. Armor is destroyed. 36H 7S 3B -45M	Foe ducks to avoid the attack. 14H 8S 4B -45M
111 - 115	Arm melted away. Shock causes foe to die in 6 rnds of pain and agony. 21H 6S 3B	Legs destroyed and melted away. Vital organs spill out. Foe dies in 6 painful rounds. 25H 6S 3B -55M	Entire mid-section melted. Top half falls to ground in the puddle. Foe lingers then dies in 6 rnds. 30H 6S 4B	Targets' flesh melts and sloughs off in large chunks. He dies in 6 agonizing rounds. 38H 6S 3B -50M	Back of foe's head is melted away making life very difficult. Foe dies in 6 rnds. 15H 6S 4B -50M
116 - 119	Arm and shoulder dissolved. Foe dies in 3 rnds from the shock. 22H 3S 3B -55M	Strike makes him collapse. His only release, is death in 3 rnds. 27H 3S 3B -55M	Foe smokes intensely then dies in 3 rnds. Nothing left but a glowing puddle. 32H 3S 4B -55M	Target is surrounded by acrid smoke as his flesh melts. Foe dies in 3 rnds. 41H 39S 4B -55	Foe takes the strike right in the head. Foe dies in 3 rnds from tissue loss. 16H 3S 4B
120	The attack melts away clothing and skin. Foe falls into a coma for d10 weeks, then dies. 25H	Massive acid attack melts foe starting with the legs. Instant death. 30H	Foe is completely covered by acid. Instant death. 35H	Internal organs are melted and blood evaporates. Instant death. 45H	Acid fills foe until his eyes glow. He dies in a pool of his own flesh. Instant death. 17H



MAGICAL ITEMS



As she gazed at it, blazing coldly in the moonlight, her eyes were suddenly opened, and she saw, as in a dream, the faces of many kings and warriors, and blood red on blue steel. She saw the dwarfs busy over their forge in a great cave, vivid in the orange light of the forge, and heard the sound of their hammers, the hiss as the hot metal was tempered, the scrape of whetstones as the edge was laid. She saw a tall dark figure muffled in a cloak, who watched the work, and added to the skill of the smiths the power of wind, tide, and lightning. She saw him take the blade in his hands, as she was doing now, and look down it to make sure that it was straight and true..."

— Tom Holt, *Who's Afraid of Beowulf?*



No world would be complete without magical weapons and armor to help add color to the surroundings. Whether it's the family heirloom handed down through generations or the object of a quest, magical items are the compass by which many adventurers navigate.

The following chapter details some magical weapons, armor, and miscellaneous magic items. Some of which have special abilities and others that are evil and cursed. Any item marked with an asterisk (*) is a unique item with only one known to be in existence. The GM is free to modify these items as necessary to fit into their campaign. Some of the more general magical swords do not specify a make of sword (such as longsword or short sword), only the general type, so it is left up to the GM to decide this when he uses the item in his campaign.

Some magical weapons cause additional criticals, such as Heat and Cold, when they hit a target. To resolve these effects, refer to the appropriate secondary critical table and add the effects to the weapons original critical. The criticals will occur in the same hit location.

Example: *Aiden is wielding a Flamewyrd sword which causes an additional Heat critical upon a successful hit. If the Adjusted Attack Roll for the Slashing critical was 67, then he would also get an equivalent 67 result from Heat critical table. The Slash critical effect would be combined with the effects of the 67 result from the Heat critical table.*

MAGICAL WEAPONS

Aiden's Great Mace*: This weapon resembles a large round metal cylinder on the end of a long wooden shaft (2' head, 4' shaft). The cylinder is covered with spikes and is a very intimidating weapon to wield. The weapon grants a +15 OB and increases the character's Frenzy skill by +10 ranks.

Weight: 10 lbs. **Skill:** 2 Handed

Attack: Large Crush **Fumble:** 01-05

Asad's Madu of Speed*: This madu was created for the knight Sir Asad Udin. It gives the wielder a +5 initiative bonus and a +20 OB bonus when attacking.

Weight: 5 lbs. **Skill:** 1 Handed Edge

Attack: Medium Puncture **Fumble:** 01-04

Bleeding Wounds Sword: These swords have a +10 OB and cause additional bleeding. Whenever a hit causes more than 5 points of concussion hits damage, a bleeding wound of 1 hit per round is also inflicted. If the critical rolled indicates a bleeding wound effect, increase the damage per round by 1 hit.

Weight: 4 lbs. **Skill:** 1 Handed Edge

Attack: Medium Slash **Fumble:** 01-04

Bloodmoore*: Wielded by the renowned fighter Lady Agatha the Fearless, this scimitar grants a +15 OB

bonus. The weapon also adds +5 to the Adjusted Attack roll (for more severe criticals) which reflects the deadly nature of the weapon.

Weight: 4 lbs. **Skill:** 1 Handed Edge

Attack: Large Slash **Fumble:** 01-04

Coldsteel*: Named after its creator, Lord Daras Coldsteel, this halberd has a magical +15 OB bonus. It also protects the wearer from fire-based attacks by providing a magical +25 DB bonus against heat and magical fire. In addition, if the weapon is being held the user is completely immune to normal fires including torches, bonfires, and even lava.

Weight: 10 lbs. **Skill:** Pole Arms

Attack: Large Slash **Fumble:** 01-05

Defender of the Heartland*: This spear is wielded by the Captain of Fyrdman and is handed off to each captain in succession. It is considered a weapon of office. The Fyrdmen are a group of warriors from the northern kingdoms (same area as the Huscarls). This spear was a gift to the Order of the Iren-Fyrd after the first captain was killed defending a Dwarvish keep from attacking Orcs. The Dwarves decided his sacrifice was so noble that several of their best weaponsmiths spent weeks working on the creation of the weapon. His spear has a +20 OB bonus and ignores all range penalties out to its maximum range.

Weight: 5 lbs. **Skill:** Pole Arm

Attack: Large Puncture **Fumble:** 01-04

Dragonslayer: This blade is specially magicked so as to be +25 OB against dragons; against other opponents it grants a +10 OB.

Weight: 5 lbs. **Skill:** 1 Handed Edge

Attack: Medium Slash **Fumble:** 01-04

Flamewyrd: These magical blades give an additional +15 OB to attacks. It causes an equivalent Heat critical in addition to the Slash critical when it hits. They also help protect the wielder from cold-based attacks. When held, they grant the wielder a -20 to the Adjusted Attack Roll (thus reducing the critical result) against all cold-based attacks. Upon command, they will also burst into flames providing a light source (equivalent to a large torch).

Weight: 4 lbs. **Skill:** 1 Handed Edge

Attack: Medium Slash **Fumble:** 01-04

Foebiter, Axe of the Huscarls*: The legendary long-axe first wielded by Halvgrimr Adálraradson. This axe gives a +25 OB bonus and provides a magical aura of protection (+15 DB bonus) when held. The Huscarls are a group of warriors among the northern kingdoms, known for their great courage and skill at arms. This weapon has become an icon of leadership among the Huscarls.

Weight: 5 lbs.**Skill:** Two-Handed**Attack:** Large Slash**Fumble:** 01-04

Frostfang: These magical blades give an additional +15 OB to attacks. It causes an equivalent Cold critical in addition to the Slash critical when it hits. They also help protect the wielder from fire-based attacks. When held, they grant the wielder a -20 to the Adjusted Attack Roll (thus reducing the critical result) against all fire-based attacks.

Weight: 4 lbs.**Skill:** 1 Handed Edge**Attack:** Medium Slash**Fumble:** 01-04

Roger's Piercing Arrows: These specially enchanted arrows are designed by the Archmage Roger the Unwise. He was taunted and heckled so often by warriors wearing plate armor that he decided to show them that magic is the great equalizer. He designed these arrows to penetrate armor. They ignore all defensive bonuses granted from the type of armor worn. Any magical bonuses the armor has still apply, but the base DB from the armor type is not used. For example, magical chainmail +15 would only give a +15 DB bonus and not the additional +40 you would receive from the basic chainmail itself. The arrows are produced in batches of 20. The attack size is dependent on what type of bow fired the arrow. These arrows cannot be used by crossbows.

Weight: 3 lbs.**Skill:** Missile**Attack:** Special**Fumble:** Special

Quickshot Bow: These bows will automatically load and ready an arrow from the quiver automatically. The

wielder simply uses a mental command to ready the arrow and it magically appears knocked and ready on the bowstring. He only has to draw back and release. The user can mentally select any arrow available in his quiver, such as a silver tipped arrow, magical arrow, or a special slaying type arrow. This allows the bow to be fired each round.

Weight: 3 lbs.**Skill:** Missile**Attack:** Medium Puncture **Fumble:** 01-05

Soulseeker*: This Elven bow was created eons ago and has been passed down through the ages. The longbow has a magical +20 OB bonus. The bow magically readies any arrow of choice from the user's quiver by mental command instantly (no reload time).

Weight: 3 lbs.**Skill:** Missile**Attack:** Medium Puncture **Fumble:** 01-05

Vindicator*: Created for the warrior mage Neki Stormweaver, this weapon gives a magical +20 OB bonus. On command, the blade and handle can change length and become any size sword the wielder chooses. Essentially, the possessor can use the sword as a short sword, longsword, bastard sword, or great sword.

Weight: 4 lbs.**Skill:** Special**Attack:** Special**Fumble:** 01-03

ARMOR AND SHIELDS

Armor of Protection: This set of plate armor provides a magical DB bonus of +10 and reduces the Adjusted Attack Roll by -10 whenever a critical is struck.

Blackthorne's Defender*: This shield was created by the master Elven armorsmiths for Paladin-Lord Christopher Blackthorne. This paladin was renowned for always putting the safety of his allies before his own, often risking injury or death in the defense of others.

This normal sized shield provides the possessor an additional magical protection +25 DB bonus. On any given round the user can lend some of the magical bonus to any target within a 10' radius.

Bracers of the Serpent: These magical leather bracers make the wearer immune to animal poison effects.

Brockman's Shield of Deflection*: This round target sized shield provides the user with a magical +15 DB. Three times a day, the user can activate a Deflections (Aim Untrue) spell, which causes any missile attack made within 100 ft to automatically miss.



Elven Chainmail: This armor is constructed of Elven steel that provides an additional +10 DB and weighs only 10 lbs. for a complete suit. This suit includes a coif and full shirt with sleeves.

Gauntlets of Strength: These metal gauntlets grant the wearer a strength of 100 (stat bonus +10). They magically adjust their size to accommodate the user.

Helm of Farsight: This visored plate helmet allows the character to see great distances. With the visor down, the wearer can see up to 1 mile away clearly and with detail.

Helm of Protection: Open-faced plate helm that grants an additional +15 DB to the wearer.

Ikthalian's Armor of Invulnerability: This full set of rigid leather armor is constructed out of enchanted rhino hide. It grants the wearer invulnerability against all non-magical attacks. Normal weapons that do not have a magical enchantment cannot damage the wearer.

Skeen's Boots of Speed: These leather boots give the wearer double their BMR. They also allow the character to walk across liquid or soft surfaces as if it was solid ground, such as water, quicksand, or mud.

MISCELLANEOUS ITEMS

Agotha's War Paint: This paint can be used to paint magical shapes and symbols onto a person's skin. Each set of designs grants the character a combat enhancement. Only one design from each color can be used at any given time and will wear off in 5-10 hours. If the character is covered in water (i.e. diving into a pool of water, being struck by a water bolt spell, etc.), the paint immediately dissolves and the bonuses are lost.

Black - Double Concussion Hit damage caused when attacking. Every successful attack by the character delivers twice the normal hit damage (i.e. 10 hits become 20 hits).

White - Reduce Concussion Hit damage taken by 50%. Every successful hit on the character has the damage reduced by half (i.e. 14 hits becomes 7 hits).

Red - Reduce bleeding effects by 50%. For every critical result that causes a bleeding effect, the bleeding is reduced by half (i.e. bleed 4 hits/rnd becomes bleed 2 hits/rnd).

Orange - Range penalties for missile weapons are reduced by 50%.

Yellow - Flank and rear positional bonuses do not apply against the character. They are aware of all attacks against them and can use their full DB.

Green - Character regenerates 2 hits per melee round and can even regenerate lost limbs or organs.

Blue - Character is immune to breath weapons, including Dragons.

Purple - Character is immune to poisons and their effects.

Dani's Magical Ink: This ink is enchanted and is used for tattoos. Depending on the shapes and runes used in the tattoo design, different character stats can be enhanced. Each tattoo set grants an additional +5 stat modifier. A character can only have one tattoo set of a given type (i.e. one strength tattoo set, one quickness tattoo set, etc.). The exact design of the tattoo is left up to the GM and player to decide.

***Example:** Lady Agotha has acquired some of Dani's Magical Paint, enough for one set of tattoos. She decides to place a tattoo set on her arms to give her greater strength. She now has a strength modifier of +5.*

Fyrdman Medallion: These medallions are given to new members when they are accepted into the order of the Iren-Fyrd. The medallion gives the wearer a magical aura of protection which gives them a +5 DB. The medallion also reduces the effect of all bleeding wounds by 1 pt/rnd (i.e. bleed 2 pts/rnd becomes bleed 1 pt/rnd, bleed 1 pt/rnd has no effect).

Gold Bracer of Healing: This metal bracer is made of gold with silver inlaid dragons. Once per day, the character can completely heal all of their damage and remove any critical effects (i.e. broken bones, bleeding, stun effects, etc.). This item cannot regenerate lost limbs or organs, but it can repair any damage done to an existing limb or organ.

Gorget of Sustenance: This leather gorget protects the neck as rigid leather and conveys an additional +5 magical protection. It also means the wearer has no need for food, water, or air.

Huscarl Medallion: These medallions are given to new members when they are accepted into the order of the Iren-Hirth. The new Huscarl must surrender his Fyrdman medallion before receiving the Huscarl medallion. This medallion grants the wearer a magical aura of protection that gives them a +10 DB. The medallion also reduces the effect of all bleeding wounds by 1 pt/rnd (i.e. bleed 2 pts/rnd becomes bleed 1 pt/rnd, bleed 1 pt/rnd has no effect).

Ring of Healing: This magical ring automatically heals the wearer 5 hits every round. The healing power is continuous and can even help regenerate lost limbs over time.

Silver Bracer of Protection: This metal bracer is made of silver with gold inlaid dragons. It makes the wearer totally invulnerable to all breath weapon attacks.

Sir Asad's Lexicon of Fighting Techniques: This magical tome was written by the venerable and skilled Sir Asad Udin. The reader gains a +20 to all combat skill

categories after the book is read. Reading the book takes approximately 1 month to complete.

CURSED ITEMS

Armor of Bleeding: This armor comes in a variety of styles; soft leather, chainmail, and even plate sets have been encountered. The armor appears as magical armor that provides a +10 DB. However, when the wearer is given a bleeding wound, the cursed nature of the armor becomes readily apparent. Any bleeding wounds sustained by the wearer have their bleeding effects increased by 1 Hit per round (i.e. bleed 1 Hit/rnd become 2 Hits/rnd, etc.).

Conner's Gauntlets of Fighting: These leather gauntlets provide the wearer with a magical +10 OB for all melee attacks. The gauntlets were created for a human fighter, Conner, who had a dislike for archery. He felt that attacking someone from a distance was a dishonorable act; therefore, whenever the wearer attempts to use a missile weapon while wearing the gauntlets, he will automatically fumble.

Faylenn's Scimitar*: Originally wielded by the druidess Faylenn the sword was a weapon forged to defend nature against all enemies. The druidess was led astray from the path of good and began a destructive campaign against all she once held sacred. Eventually, the darkness destroyed her leaving the sword cursed. It is rumored that part of the dark soul that once consumed Faylenn has become part of the weapon itself and explains its now vile nature. Any vegetation or plant the weapon comes in contact with will wither and die upon the mental command of the wielder. The scimitar gives a +10 OB bonus, but its truly cursed nature doesn't present itself until a fumble is rolled. When a fumble occurs the weapon automatically hits the nearest friend or ally instead of rolling on the Fumble Table. When fighting animals or plant-based creatures, the weapon gives a +20 OB bonus.

Weight: 5 lbs. **Skill:** 1 Handed Edge

Attack: Large Slash **Fumble:** 01-07

Helm of Attraction: This plate helm provides a magical +10 DB. Whenever any missile travels within 20' of the wearer, it is automatically redirected towards the user (the shooter makes a normal attack roll against the wearer). This helm was created and given to an Elven lord the night before a battle by his own court wizard, Eligon. The reason for the betrayal has never been known. The Elven lord was killed in the opening moments of the battle by his own archers when he was struck by several dozen arrows at once.

Sword of the Banshee: This cursed sword provides the user with a +10 OB. It does possess a hidden power that the wielder will not be aware of until he fights with the weapon for the first time. After the first round of combat, the weapon causes the user to go into a frenzy.

The wielder is considered to have 15 ranks in the skill Frenzy and will automatically attempt to begin his frenzied attack after the combat begins. If the user already has ranks in the skill, add the 15 ranks to his existing skill level. While in the frenzied state, the wielder will scream as loud as possible.

Weight: 5 lbs. **Skill:** 1 Handed Edge

Attack: Medium Slash **Fumble:** 01-04

Sword of Fumbling: These swords come in all sizes and types (i.e. longwords, scimitars, two-handed sword, etc.). They have a magical +10 OB, but also have double the normal fumbling range (range of 01-04 becomes 01-08). If the weapon does fumble during an attack, the fumble roll is modified by an additional +10.



CREATING NPCs



10

hey waited, in the rain. Six travelers, road weary and cold; they were waiting for a man named Karl The Mad. He was a thug and a killer and a knight of the realm. They came to warn him. They came seeking aid from him. The man came out of nowhere, a shadow born of the rain. His face had been handsome once, now blurred by age and scarred by war. He wore a fur cape, leather

breaches and a woolen tunic. A worn, frayed leather belt was wrapped loosely around his waist; a scabbard hung from there. The scabbard was plain leather, unadorned, but it showed no sign of wear and tear. His right hand leaned on that scabbard, a few inches from the black leather of his sword hilt. It was his eyes that were most distinctive. Cool eyes, hard eyes, dark grey and impassive. Those eyes sat coiled in his face, watching them, staring at each one, as if memorizing their faces. His left hand twitched. He coughed, cleared his throat, and made ready to speak. They waited. As one, they swallowed, fidgeted. He almost smiled.

“So,” he asked, “what is this information you have that is so important?”

— Gavin Bennett



NON-PLAYER CHARACTERS (NPCs)

NPCs are the bit players, the supporting cast and the villains of your saga. They are characters in their own right, though their detailing and importance varies depending on the needs of your adventure. NPCs are villains, allies, helpers and victims. The sort of character you wish to create will have a direct bearing on how you go about constructing the NPC. How detailed do you wish your NPC background to be? A minor character, such as the stick-thin war veteran turned inn keeper who warns our heroes that the Black Prince's men are lying in wait for them does not need much detailing. A more important character, such as the innkeepers' ugly daughter who is in love with one of the Black Prince's men and will betray our heroes, will require more detailing. Simple characters are just a few lines of description and some stats. Important NPC creation is a similar process to creating a Player Character. To help you along we have created a quick and simple process. You can skip any step in the process that you feel offers more detail than is necessary for the NPC. Don't worry if you under-estimate the character's importance: you can always add more details later.

GM TIP

If you need an NPC fast, head for <http://www.HARPHQ.com>. Check out the NPCs posted in the **HARP** community. These are NPCs created by other GMs and players. You can customize these to suit your campaign. You can also use the free **HARP** character generator available at the website to create NPCs quickly.

STEP ONE - PURPOSE AND PERSONALITY

First decide the NPC's importance. If the NPC you are creating is merely an Orc warband leader, then he is obviously not going to require much detailing beyond how many Hits he has. If the NPC is destined for greater things, more detail is required: creating such an NPC will be similar to the creation of a player-character.

The strength of the motivation will affect how the NPC behaves. A trivial motivation will not affect the NPC on a regular basis, but can play a part in the NPC's overall behavior. An average motivation will probably affect a NPC on a regular basis, perhaps every few days. A strong motivation will be encountered every other day at the least. An obsessive motivation is something the NPC will pursue every day and will possibly be the driving force behind their activities.

If you are having difficulty deciding on a basic personality for the NPC, roll on the following tables to determine one randomly. First, roll Trait Strength table to determine how much the trait will affect the NPC, then roll on the Personality Table to determine the trait.

HOW MANY TRAITS SHOULD THE NPC HAVE?

The NPC should have as many, or as few, traits as the story needs. However, if you are stuck, and need the dice to make these decisions, use the following quick and dirty method.

Roll two ten-sided dice. Add the result together (Get a result of 6 and 8 and the result is 14).

Roll

01-03	One Trait
04-06	Two Traits
07-09	Three Traits
10-12	Four Traits
13-15	Five Traits
16-18	Six Traits
19-20	Seven Traits

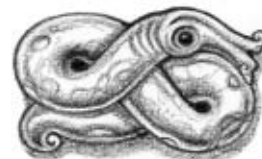
Obviously if you roll high, you are going to end up with a rather complicated and rather well developed character. If you roll too high, kill off the extra traits you don't need. If you roll too low, roll again, or add another trait or two. These rolls are just labor saving devices – they are not legally binding all-important elements of the **HARP** rules.

NON-PLAYER CHARACTER - TRAIT STRENGTH TABLE

Roll	Trait Strength
01-25	Trivial
26-50	Average
51-75	Strong
76-00	Obsessive

NON-PLAYER CHARACTER - PERSONALITY TABLE

01-05	Curious: inquisitive, playful, seeking information.
06-10	Hedonist: pleasure is the ruling feeling and the driving force in life.
11-15	Mysterious: unknown motives and alliances.
16-20	Talkative: will talk about anything and everything.
21-25	Quiet: rarely talks.
26-30	Anal Retentive: precise about everything they do.
31-35	Foppish: nice clothes, well dressed, hates to get dirty.
36-40	Dirty: clothes unkempt, torn, and smells bad.
41-45	Immature: doesn't act their age.
46-50	Violent: prone to fits of rage.
51-55	Impulsive: acts before thinking.
56-60	Amoral: rules of right and wrong do not apply to them.
61-65	Money Hungry: will do anything for money.
66-70	Logical: very calculating and precise.
71-75	Chaotic: reckless and free.
76-80	Egomaniac: egotistical and vain.
81-85	Courageous: valiant and able to lead.
86-90	Chivalrous: honorable and good.
91-95	Manipulative: uses others to achieve their goals.
96-00	Liar: compulsive liar that never tells the truth.



STEP TWO – CHOOSE A PROFESSION

Based on the character's basic outline, consider what profession they might be. For simple, or minor, characters, choose an obvious profession. The highwayman robber who attacks the PCs on the long road to the Holy City would simply be a Rogue. The obsessive but valiant knight who rules the lands the PCs must trek through would be a Fighter, and the cutpurse who steals the PC Cleric's holiest item is simply a Thief.

For slightly more complex characters, consider the following questions. Each profession has been given a quick questionnaire. If you answer yes to more than two of these questions, then you've likely found a fitting profession. If you answer yes to two of more of these questions in more than one category, consider giving the character multiple professions.

However, for important characters that are the fulcrum for the story you are telling, feel free to contradict these rules. Perhaps the noble ranger of the wilderness, the one who was raised by the Grey Elves to love nature is secretly enamored of the teachings of a strange deity, or perhaps the mighty warrior has a dark past – a past that is reaching out of the shadows to get him...

We are giving you the framework to hang your imagination on. But your imagination is so much more important than the framework.

Cleric:

- Does he follow the teachings of a specific deity?
- Does he cast support and healing spells?
- Are his spell castings of a divine nature?
- Could he be some sort of leader in his community?

Monk:

- Does the character use open-handed martial arts?
- Does the character not want to use armor or prefers light armor?
- Does the character seek the answers to complex philosophical riddles?
- Is he a loner, or an ascetic?

Rogue:

- Does the character prefer to work covertly?
- Does the character have an "unsettled" background?
- Does the character use stealth and subterfuge?
- Is he or she a possible assassin?

Fighter:

- Does the character fight with melee or missile weapons?
- Is he in service to his lord or in a military organization?
- Does the character use armor, especially plate and chain armor?
- Is he the sort of mad lunatic who isn't afraid to be the first to charge into a fight?

Ranger:

- Does the character come from a rustic background?
- Is he used to working alone or in small groups?

- Does he use weapons such as a bow or spear and use leather armor?
- Does he have skills dealing with the outdoors?
- Does he have some ability at casting nature related spells?

Warrior Mage:

- **Is the character competent at fighting with** melee or missile weapons (especially rare or magical ones)?
- Does the character have some spellcasting ability?
- Is the character's spellcasting of an arcane nature?
- Is the character just more violent and physical than the stereotypical Mage?

STEP THREE – GENERATE STATISTICS

Every NPC has statistics just like a player character. Probably the quickest way to generate the statistics is to use the following formula presented in the **HARP** Rulebook for average/layman NPCs ($40 + 2d10$) for each stat and then assign the numbers to fit each stat based on the type of profession for the NPC. Below is a quick list of the professions and their key stats. It is recommended that each key stat have the highest numbers, since they are the most important for the NPC. Of course you might want to create an odd character such as the Harpist who is a brilliant poet but no stage presence (a low presence score), a Mage who has access to power, but not the intellect to use it (a low reasoning score) or the failing Monk with no Self Discipline.

Non-Player Character Profession Table

Profession	Key Stats
Cleric	Insight, Reasoning
Fighter	Strength, Agility, Constitution, Quickness
Harper	Reasoning, Insight, Presence
Mage	Reasoning, Insight
Monk	Insight, Self Discipline, Quickness
Ranger	Insight, Strength, Agility
Rogue	Insight, Strength, Agility
Thief	Insight, Strength, Agility
Warrior Mage	Reasoning, Strength, Agility

Author's Note: Many NPC's will be as exceptional as the player characters themselves and should have their stats modified as the GM feels is necessary. Obviously the Guildmaster of the local thieves' guild would have a higher Agility score than 60 or they wouldn't be the Guildmaster.

STEP FOUR – CHOOSE A RACE AND CULTURE

The next step is to select the race and culture for the NPC; again this is identical to creating a player character. You can use any of the races presented in the **HARP** Rulebook. The GM can always create new races if he likes to introduce a new type of culture into the world.

STEP FIVE - SKILLS AND TALENTS

Having skills and talents for an NPC is probably the most complicated step in the process. When trying to create a game version of a fictional character the GM should consider the important skills that he feels make the NPC who he is. For example, if a character has been represented fighting with two swords in his stories, it would stand to reason that he possesses the Combat Style: Two Weapon Combo. The GM should be very familiar with the skills list so that he can choose the appropriate skills.

When creating a new NPC from scratch for use in a campaign, the GM can use the following Non-Player Character Table for a brief listing of statistics for NPCs of

varying levels. All the professions from the HARP Rulebook are included here, even the non-warrior types, for completeness. These statistics are for average NPC's. Since most player characters are usually considered exceptional in their abilities, these NPC's skills will be slightly different than the PC's of equal level. If you want, you can increase these abilities for more challenging encounters or lower them as necessary.

Several parameters are used that the GM should be aware of:

1. The NPC's are Human and use an Endurance Bonus of +30.
2. The NPC's, being Human, use an Power Point Bonus of +30.
3. Each NPC profession developed ranks for Hits, Power Points, and weapon OB's depending on the importance that skill was for that profession. Fighters place more importance on Hits development than Power Points. Mages are the opposite and place more importance on Power Points than Hits.
4. Each NPC increased Quickness and Constitution stats on the average by 1 point each level to increase their Hits and Defensive Bonuses.
5. NPCs are slightly above the normal layman in ability (stats averaging around 60) but not as exceptional as player characters. The GM can increase or decrease an NPC's stats as necessary.
6. No magic items, weapons, or armor are included in the table. This was left up to the GM to decide how much magic he wishes to use in his campaign. Refer to Step 6 - Equipment for more information.

NPC STAT BLOCKS

The following list details the information to be found within the sample NPC stat blocks on the next several pages.

Profession – The profession of the NPC.

Level – The level for the NPC. If you need to create an NPC for a level in between those listed, you can simply take the average of the statistics listed for a good approximation.



Hits: Number of concussion hits the NPC has and is taken from the Endurance skill.

PP: Number of Power Points the NPC has and is taken from the Power Point Development skill.

Init: The total initiative modifier for the NPC, including any special talents.

DB: Total defensive bonus, including armor, quickness, and shield. If the NPC has Chi Defense it is listed in parenthesis.

BMR: Base movement rate.

RR Bonuses: Resistance Roll bonuses, taken from the RR skills.

St, Co, Ag, In, SD, Qu, Re, Pr: Stats and their modifiers, which include special and racial mods.

Weapon Skills: Any weapon skills developed. No specific weapon is indicated and can be selected by the GM. If the weapon skill has a specialization talent, it will be listed in the Talents section and that modifier is included in the OB.

Armor: Any armor or shield used by the NPC.

Talents/Abilities: All racial and professional abilities are listed here as well as talents.

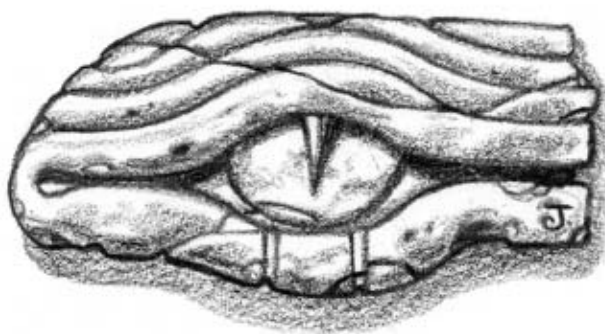
Key Skills: All the skills developed by the NPC are listed here. The skill name is followed by the number of ranks in the skill and then the total skill bonus, which includes stat modifiers and maneuver penalties.

Resistance: The NPC's resistance skills are listed here.

Languages: All language skills are listed here. The language is followed by the number of ranks in spoken (S) and written (W), and then the total skill bonus for each.

Lore: Any regional lore skills are listed here.

Example: *Mahalla is a 5th level NPC fighter. The GM decides that she was born amongst the cavalrymen of the Imperial Legions. The GM decides that she excels at Mounted Combat and the GM feels this is one of her best skills, but at her level (5th) the skill bonus could not exceed 66 (before exceptional skill modifiers).*



Phredric - Human Fighter Level 1

Hits: 72 **PP:** 10 **Init:** +15 **DB:** +81 **BMR:** 11

RR Bonuses: Stamina +33 Will +21 Magic +19

St: 91 +9 **SD:** 56 +3

Co: 87 +9 **Qu:** 81 +8

Ag: 82 +8 **Re:** 51 +2

In: 51 +2 **Pr:** 51 +2

Weapon Skills:

Weapon Skill #1 68 (Melee)

Weapon Skill #2 48 (Missile)

Armor: Soft Leather (+20), Normal Shield (+25)

Talents/Abilities: Profession Adaptability, Bonus Skill Ranks, Instinctive Defenses, Lightning Reflexes, Shield Training, Skill Specialization – Weapon Skill#1.

Key Skills:

Acrobatics (2)	21	Navigation (1)	9
Climbing (1)	23	Riding (1)	16
Brawling (2)	28	Armor (6)	48
Blindftg (2)	14	End. (6)	72
Disarm Foe (2)	28	Jumping (3)	33
Mntd Cmbt (2)	28	Swimming (4)	38
Appraisal (2)	14	Ambush (1)	16
Crafts (3)	25	St & Hid (2)	21
Healing (2)	14	Runes (1)	9
Perception (4)	25		

Resistance: Magic (1) 19, Stamina (1) 33, Will (1) 21

Languages: Racial (S8/W5): 44/29, Common (S5/W3): 29/19

Lore: Local Region (2) 14,

PHREDRIC - HUMAN FIGHTER LEVEL 5

Hits: 108 **PP:** 10 **Init:** +16 **DB:** +93 **BMR:** 11

RR Bonuses: Stamina +38 Will +26 Magic +24

St: 93 +9 **SD:** 56 +3

Co: 90 +9 **Qu:** 82 +8

Ag: 84 +8 **Re:** 51 +2

In: 51 +2 **Pr:** 51 +2

Weapon Skills:

Weapon Skill #1 99 (Melee),

Weapon Skill #2 81 (Missile)

Armor: Studded Leather (+30), Normal Shield (+25)

Talents/Abilities: Profession Adaptability, Bonus Skill Ranks, Instinctive Defenses, Lightning Reflexes, Shield Training, Skill Specialization – Weapon Skill#1, Skill Specialization – Armor Skills.

Key Skills:

Acrobatics (2)	16	Navigation (1)	9
Climbing (1)	18	Riding (2)	16
Brawling (6)	43	Armor (14)	86
Blindftg (6)	34	End. (18)	108
Disarm Foe (3)	28	Jumping (3)	28
Mntd Cmbt (3)	28	Swimming (4)	33
Appraisal (2)	14	Ambush (1)	11
Crafts (3)	20	St & Hid (2)	16
Healing (2)	14	Runes (1)	9
Perception (8)	45		

Resistance: Magic (2) 24, Stamina (2) 38, Will (2) 26

Languages: Racial (S8/W5): 44/29, Common (S5/W3): 29/19

Lore: Local Region (2) 14

PHREDRIC - HUMAN FIGHTER LEVEL 10**Hits:** 126 **PP:** 11 **Init:** +16 **DB:** +93 **BMR:** 11**RR Bonuses:** Stamina +48 Will +33 Magic +34**St:** 98 +10 **SD:** 61 +4**Co:** 95 +9 **Qu:** 87 +9**Ag:** 89 +9 **Re:** 56 +3**In:** 55 +2 **Pr:** 54 +2**Weapon Skills:**

Weapon Skill #1 113 (Melee),

Weapon Skill #2 94 (Missile)

Weapon Skill #3 55

Armor: Chain Mail (+40), Normal Shield (+25)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Instinctive Defenses, Lightning Reflexes, Shield Training, Skill Specialization – Weapon Skill#1, Skill Specialization – Armor Skills.**Key Skills:**

Acrobatics (2)	13	Navigation (1)	10
Climbing (1)	15	Riding (2)	13
Brawling (9)	55	Armor (14)	88
Blindftg (8)	45	End. (33)	126
Disarm Foe (4)	30	Jumping (3)	25
Mntd Cmbt (3)	30	Swimming (4)	30
Appraisal (2)	15	Ambush (2)	13
Crafts (3)	17	St & Hid (2)	13
Healing (2)	15	Runes (1)	10
Perception (12)	60		

Resistance: Magic (4) 34, Stamina (4) 48, Will (3) 33.**Languages:** Racial (S8/W5): 45/30, Common (S5/W3): 30/20**Lore:** Local Region (2) 16**PHREDRIC - HUMAN FIGHTER LEVEL 15****Hits:** 143 **PP:** 13 **Init:** +18 **DB:** +100 **BMR:** 11**RR Bonuses:** Stamina +55 Will +45 Magic +46**St:** 103 +13 **SD:** 66 +5**Co:** 100 +10 **Qu:** 92 +9**Ag:** 94 +9 **Re:** 60 +3**In:** 59 +3 **Pr:** 58 +3**Weapon Skills:**

Weapon Skill #1 123 (Melee),

Weapon Skill #2 103 (Missile)

Weapon Skill #3 87

Weapon Skill #4 -6

Armor: Plate/Chain (+50), Normal Shield (+25)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Instinctive Defenses, Lightning Reflexes, Shield Training, Skill Specialization – Weapon Skill#1, Skill Specialization – Armor Skills, Skill Specialization – Weapon Skill#2.**Key Skills:**

Acrobatics (2)	10	Navigation (1)	11
Climbing (1)	14	Riding (3)	15
Brawling (10)	59	Armor (14)	92
Blindftg (9)	51	End. (48)	143
Disarm Foe (6)	39	Jumping (3)	24
Mntd Cmbt (6)	39	Swimming (4)	29

Appraisal (2) 16 Ambush (3) 15

Crafts (3) 13 St & Hid (2) 10

Healing (2) 16 Runes (1) 11

Perception (15) 68

Resistance: Magic (6) 46, Stamina (5) 55, Will (5) 45.**Languages:** Racial (S8/W5): 46/31, Common (S5/W3): 31/21**Lore:** Local Region (2) 16**PHREDRIC - HUMAN FIGHTER LEVEL 20****Hits:** 158 **PP:** 13 **Init:** +20 **DB:** +102 **BMR:** 11**RR Bonuses:** Stamina +65 Will +55 Magic +51**St:** 103 +13 **SD:** 71 +5**Co:** 100 +10 **Qu:** 97 +9**Ag:** 99 +9 **Re:** 65 +3**In:** 65 +3 **Pr:** 65 +3**Weapon Skills:**

Weapon Skill #1 130 (Melee)

Weapon Skill #2 114 (Missile)

Weapon Skill #3 104

Weapon Skill #4 80

Armor: Plate/Chain (+50), Normal Shield (+25)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Instinctive Defenses, Lightning Reflexes, Shield Training, Skill Specialization – Weapon Skill#1, Skill Specialization – Armor Skills, Skill Specialization – Weapon Skill#2.**Key Skills:**

Acrobatics (4)	22	Navigation (1)	13
Climbing (4)	30	Riding (3)	22
Brawling (14)	68	Armor (14)	93
Blindftg (13)	64	End. (63)	158
Disarm Foe (10)	60	Jumping (4)	30
Mntd Cmbt (10)	60	Swimming (4)	30
Appraisal (2)	18	Ambush (5)	27
Crafts (3)	15	St & Hid (3)	17
Healing (5)	33	Runes (1)	13
Perception (19)	78	Sniping (1)	7

Resistance: Magic (7) 51, Stamina (7) 21, Will (7) 21.**Languages:** Racial (S8/W5): 48/33, Common (S5/W3): 33/23**Lore:** Local Region (2) 18

CHET LI- HUMAN MONK LEVEL 1**Hits:** 75 **PP:** 14 **Init:** +9 **DB:** +36 (+61 Chi) **BMR:** 11**RR Bonuses:** Stamina +29 Will +31 Magic +17**St:** 82 +8 **SD:** 81 +8**Co:** 76 +7 **Qu:** 81 +8**Ag:** 81 +8 **Re:** 50 +1**In:** 50 +1 **Pr:** 50 +1**Weapon Skills:**

Weapon Skill #1 26 (Melee)

Weapon Skill #2 26 (Missile)

Martial Arts:

Strikes (6): 46; Sweeps (6): 36

MA Style (St) (3): 31; MA Style (Ag) (3): 31

Special Defenses: Chi Defense +30**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization – MA Style (St), Multiple Attacks, Multiple Foe's, Instinctive Defense.**Key Skills:**

Acrobatics (6) 46 Navigation(1) 7

Climbing (1) 21 Contortions (1) 21

Jumping (2) 26 Armor (1) 21

Chi Defense (3) 24 End. (6) 75

Chi Focus (2) 26 Swimming (2) 26

Chi Speed (2) 26 Mental Focus (1) 21

Chi Strength (3) 31 St & Hid (1) 21

Appraisal (2) 12 Runes (1) 7

Crafts (3) 24 Healing (1) 7

Perception (4) 29

Resistance: Magic (1) 17, Stamina (1) 29, Will (1) 31.**Languages:** Racial (S8/W5): 42/27, Common (S5/W3): 27/17**Lore:** Local Region (2) 12**CHET LI - HUMAN MONK LEVEL 5****Hits:** 112 **PP:** 15 **Init:** +9 **DB:** +36 (+91 Chi) **BMR:** 11**RR Bonuses:** Stamina +39 Will +43 Magic +27**St:** 87 +9 **SD:** 88 +9**Co:** 79 +7 **Qu:** 84 +8**Ag:** 84 +8 **Re:** 50 +1**In:** 50 +1 **Pr:** 50 +1**Weapon Skills:**

Weapon Skill #1 42 (Melee),

Weapon Skill #2 42 (Missile)

Martial Arts:

Strikes 71, Sweeps 67

MA Style (St) (12) 81, MA Style (Ag) (9) 61

Special Defenses: Chi Defense +55**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization – MA Style (St), Multiple Attacks, Multiple Foe's, Instinctive Defense.**Key Skills:**

Acrobatics (6) 46 Navigation(1) 7

Climbing (1) 22 Contortions (1) 21

Jumping (2) 27 Armor (1) 22

Chi Defense (12) 63 End. (18) 112

Chi Focus (4) 37 Swimming (2) 27

Chi Speed (4) 37 Mental Focus (2) 26

Chi Strength (6) 47

Appraisal (2) 12

Crafts (3) 24

Perception (4) 29

Resistance: Magic (3) 27, Stamina (3) 39, Will (3) 43.**Languages:** Racial (S8/W5): 42/27, Common (S5/W3): 27/17**Local Region:** (2) 12**CHET LI- HUMAN MONK LEVEL 10****Hits:** 126 **PP:** 15 **Init:** 16 **DB:** +38 (+118 Chi) **BMR:** 11**RR Bonuses:** Stamina +51 Will +53 Magic +37**St:** 92 +9 **SD:** 88 +9**Co:** 84 +8 **Qu:** 88 +9**Ag:** 88 +9 **Re:** 52 +2**In:** 50 +1 **Pr:** 50 +1**Weapon Skills:**

Weapon #1 64,

Weapon #2 64

Martial Arts:

Strikes: 97; Sweeps: 89,

MA Styles:

St: 91; Ag: 84

Special Defenses: Chi Defense +80**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Multiple Attacks, Multiple Foes, Instinctive Defense, Lightning Reflexes.**Key Skills:**

Acrobatics (6) 48 Navigation(1) 9

Climbing (1) 24 Contortions (1) 23

Jumping (2) 29 Armor (1) 24

Chi Defense (22) 83 End. (29) 126

Chi Focus (7) 54 Swimming (2) 29

Chi Speed (7) 54 Mental Focus (4) 38

Chi Strength (7) 54 St & Hid (1) 23

Appraisal (2) 14 Runes (1) 9

Crafts (3) 26 Healing (1) 9

Perception (7) 46 PP Dev. (0) 15

Ambush(1) 23

Resistance: Magic (5) 37, Stamina (5) 51, Will (5) 53.**Languages:** Racial (S8/W5): 44/29; Common (S5/W3): 29/19**Lore:** Local Region(2) 14

CHET LI – HUMAN MONK LEVEL 15**Hits:** 137 **PP:** 15 **Init:** 17 **DB:** +40 (+140 Chi) **BMR:** 12**RR Bonuses:** Stamina +68 Will +68 Magic +52**St:** 92 +10 **SD:** 93 +9**Co:** 89 +9 **Qu:** 93 +9**Ag:** 93 +9 **Re:** 55 +2**In:** 50 +1 **Pr:** 54 +2**Weapon Skills:**

Weapon #1: 77(Melee)

Weapon #2: 77(Missile)

Martial Arts:

Strikes (43): 114; Sweeps (30): 101

MA Style (St) (21): 112; MA Style (Ag) (18): 96

Special Defenses: Chi Defense +100**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Multiple Attacks, Multiple Foes, Instinctive Defense, Lightning Reflexes.**Key Skills:**

Acrobatics (9)	65	Navigation(1)	9
Climbing (3)	36	Contortions (3)	35
Jumping (3)	36	Armor (1)	26
Chi Defense (31)	93	End. (39)	137
Chi Focus (10)	71	Swimming (2)	31
Chi Speed (10)	71	Mental Focus (6)	50
Chi Str. (10)	71	St & Hid (2)	30
Appraisal (2)	14	Runes (1)	9
Crafts (3)	27	Healing (1)	9
Perception (10)	62	PP Dev. (0)	15
Ambush(2)	30		

Resistance: Magic (8) 52, Stamina (8) 68, Will (8) 68.**Languages:** Racial (S8/W5): 44/29, Common (S5/W3): 29/19**Lore:** Local Region (2) 14**CHET LI – HUMAN MONK LEVEL 20****Hits:** 150 **PP:** 18 **Init:** 18 **DB:** +42 (+162 Chi) **BMR:** 13**RR Bonuses:** Stamina +80 Will +82 Magic +64**St:** 100 +11 **SD:** 96 +11**Co:** 92 +10 **Qu:** 96 +11**Ag:** 96 +11 **Re:** 56 +3**In:** 55 +2 **Pr:** 55 +2**Weapon Skills:**

Weapon #1 84 (Melee)

Weapon #2 84 (Missile)

Martial Arts:

Strikes (57): 129; Sweeps (40): 112

MA Style (St) (26): 118; MA Style (Ag): (23)

Special Defenses: Chi Defense +120**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Multiple Attacks, Multiple Foes, Instinctive Defense, Lightning Reflexes, Athletic.**Key Skills:**

Acrobatics (11)	84	Navigation(1)	10
Climbing (3)	47	Contortions (3)	47
Jumping (4)	42	Armor (1)	27
Chi Defense (38)	101	End. (49)	150
Chi Focus (14)	80	Swimming (2)	32

Chi Speed (14) 80 Ment. Focus (10) 72

Chi Str. (14) 80 St & Hid (4) 42

Appraisal (2) 15 Runes (1) 10

Crafts (3) 29 Healing (3) 20

Perception (13) 69 PP Dev. (0) 18

Ambush(3) 37

Resistance: Magic (10) 64, Stamina (10) 80, Will (10) 82.**Languages:** Racial (S8/W5) 45/30, Common (S5/W3): 30/20**Lore:** Local Region (2) 16**RICK – HUMAN RANGER LEVEL 1****Hits:** 60 **PP:** 59 **Init:** +15 **DB:** +32 **BMR:** 10**RR Bonuses:** Stamina +25 Will +25 Magic +33**St:** 76 +7 **SD:** 67 +5**Co:** 67 +5 **Qu:** 71 +6**Ag:** 86 +9 **Re:** 50 +1**In:** 86 +9 **Pr:** 50 +2**Weapon Skills:**

Weapon #1: 46 (Melee)

Weapon #2 46 (Missile)

Armor: Soft Leather (+20)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Ambidexterity.**Key Skills:**

Acrobatics (1)	19	Navigation (1)	15
Climbing (1)	21	Herbcraft (2)	20
Contortions (1)	19	Beastmastery (1)	15
Rope Mast. (1)	15	Tracking (1)	19
Brawling (1)	21	Armor (3)	31
Blindftg (1)	15	End. (4)	60
Disarm Foe (1)	21	Jumping (2)	26
Two Wpn (4)	36	Swimming (2)	26
Appraisal (2)	20	Ambush (1)	19
Survival (1)	15	Sniping (1)	19
Cr. Fletcher (6)	40	St & Hid (1)	19
Healing (2)	20	Runes (1)	15
Perception (1)	19	PP Dev. (3)	59

Resistance: Magic (1) 33, Stamina (1) 25, Will (1) 25.**Ranger Sphere:** Haste (3) 29, Nature's Strength (3) 29, Summon Animal (5) 39**Languages:** Racial (S8/W5): 50/35, Common (S5/W3): 35/25**Lore:** Local Region (2) 12

RICK – HUMAN RANGER LEVEL 5**Hits:** 97 **PP:** 80 **Init:** +16 **DB:** +37 **BMR:** 11**RR Bonuses:** Stamina +37 Will +35 Magic +45**St:** 80 +7 **SD:** 68 +5**Co:** 71 +6 **Qu:** 75 +6**Ag:** 90 +9 **Re:** 52 +2**In:** 91 +10 **Pr:** 51 +2**Weapon Skills:**

Weapon #1: +61 (Melee)

Weapon #2: +61 missile

Armor: Studded Leather (+30)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Ambidexterity.**Key Skills:**

Acrobatics (1)	14	Navigation (1)	17
Climbing (1)	16	Herbcraft (3)	27
Contortions (1)	14	Beastmastery (2)	22
Rope Mast. (3)	21	Tracking (4)	35
Brawling (1)	16	Armor (6)	46
Blindftg (1)	17	End. (13)	97
Disarm Foe (1)	16	Jumping (2)	21
Two Wpn (7)	46	Swimming (3)	26
Appraisal (2)	22	Ambush (2)	19
Survival (2)	22	Sniping (1)	14
Cr. Fletcher (7)	41	St & Hid (1)	14
Healing (4)	32	Runes (1)	17
Perception (4)	35	PP Dev. (7)	80

Resistance: Magic (3) 45, Stamina (3) 37, Will (3) 35.**Universal Sphere:** Arcane Bolt (2) 17, Blur (7) 42, Landing (3) 22, Minor Healing (3) 22**Ranger Sphere:** Haste (3) 30, Nature's Strength (3) 30, Summon Animal (5) 40**Languages:** Racial (S8/W5): 52/37; Common (S5/W3): 37/27**Lore:** Local Region (2) 14**RICK – HUMAN RANGER LEVEL 10****Hits:** 114 **PP:** 100 **Init:** +18 **DB:** +41 **BMR:** 11**RR Bonuses:** Stamina +49 Will +47 Magic +55**St:** 86 +9 **SD:** 72 +6**Co:** 76 +7 **Qu:** 81 +8**Ag:** 92 +10 **Re:** 56 +3**In:** 93 +10 **Pr:** 51 +2**Weapon Skills:**

Weapon #1: +74, (Melee)

Weapon #2: +74 (Missile)

Armor: Studded Leather (+30)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Ambidexterity, Enhanced Senses.**Key Skills:**

Acrobatics (2)	21	Navigation (1)	18
Climbing (2)	24	Herbcraft (5)	38
Contortions (1)	16	Beastmastery (4)	33
Rope Mast. (4)	28	Tracking (6)	46
Brawling (3)	29	Armor (6)	49
Blindftg (3)	28	End. (21)	114
Disarm Foe (1)	19	Jumping (2)	24

Two Wpn (12) 68 Swimming (3) 29

Appraisal (2) 23 Ambush (2) 21

Survival (4) 33 Sniping (2) 21

Cr. Fletcher (9) 53 St & Hid (3) 26

Healing (5) 38 Runes (1) 18

Perception (7) 61 PP Dev. (12) 100

Resistance: Magic (5) 55, Stamina (5) 49, Will (5) 47**Universal Sphere:** Arcane Bolt (4) 29, Blur (7) 44, Detect Magic (4) 29, Detect Trap (4) 29, Landing (3) 24, Minor Healing (5) 34.**Ranger Sphere:** Haste (5) 41, Locate Food (2) 26, Nature's Strength (8) 56, Path Lore (2) 26, Summon Animal (5) 41, Traceless Passing (3) 31**Languages:** Racial (S8/W5): 53/38, Common (S5/W3): 38/28**Lore:** Local Region (2) 16**RICK – HUMAN RANGER LEVEL 15****Hits:** 124 **PP:** 110 **Init:** +20 **DB:** +46 **BMR:** 11**RR Bonuses:** Stamina +66 Will +64 Magic +72**St:** 91 +10 **SD:** 78 +7**Co:** 81 +8 **Qu:** 86 +9**Ag:** 95 +10 **Re:** 62 +4**In:** 96 +11 **Pr:** 61 +4**Weapon Skills:**

Weapon #1: +80 (Melee)

Weapon #2: +80 (Missile)

Armor: Chain mail (+40)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Ambidexterity, Enhanced Senses.**Key Skills:**

Acrobatics (3)	22	Navigation (1)	20
Climbing (3)	25	Herbcraft (8)	55
Contortions (2)	17	Beastmastery (5)	40
Rope Mast. (5)	29	Tracking (9)	63
Brawling (4)	30	Armor (9)	65
Blindftg (6)	45	End. (30)	124
Disarm Foe (4)	30	Jumping (2)	20
Two Wpn (17)	74	Swimming (4)	30
Appraisal (4)	35	Ambush (4)	27
Survival (6)	45	Sniping (3)	22
Fletcher (13)	60	St & Hid (6)	37
Healing (8)	55	Runes (1)	20
Perception (10)	78	PP Dev. (16)	110

Resistance: Magic (8) 72, Stamina (8) 66, Will (8) 31**Universal Sphere:** Arcane Bolt (10) 61, Blur (12) 65, Boost Quickness (3) 26, Boost Strength (3) 26, Detect Magic (4) 38, Detect Trap (4) 38, Landing (3) 33, Minor Healing (3) 33.**Ranger Sphere:** Haste (7) 53, Locate Food (2) 28, Nature's Strength (8) 58, Path Lore (2) 28, Summon Animal (3) 33, Traceless Passing (3) 33**Languages:** Racial (S8/W5) 55/30; Common (S5/W3): 40/30**Lore:** Local Region (3) 23

RICK – HUMAN RANGER LEVEL 20

Hits: 133 **PP:** 120 **Init:** +21 **DB:** +50 **BMR:** 12
RR Bonuses: Stamina +78 Will +76 Magic +82

St: 95 +10 **SD:** 82 +8
Co: 86 +9 **Qu:** 92 +10
Ag: 99 +11 **Re:** 65 +4
In: 100 +11 **Pr:** 66 +4

Weapon Skills:

Weapon #1: +86 (Melee)
 Weapon #2: +86 (Missile)

Armor: Chain mail (+40)

Talents/Abilities: Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Ambidexterity, Enhanced Senses, Outdoorsman, Speed Loader.

Key Skills:

Acrobatics (4)	29	Navigation (1)	35
Climbing (4)	31	Herbcraft (10)	65
Contortions (3)	24	Beastmastery (8)	70
Rope Mast. (6)	35	Tracking (14)	92
Brawling (7)	46	Armor (9)	66
Blindftg (9)	60	End. (36)	133
Disarm Foe (7)	46	Jumping (5)	36
Two Wpn (21)	82	Swimming (7)	46
Appraisal (4)	35	Ambush (8)	49
Survival (10)	80	Sniping (5)	34
Fletcher (16)	67	St & Hid (11)	61
Healing (10)	65	Runes (1)	20
Perception (13)	85	PP Dev. (21)	120

Resistance: Magic (10) 82, Stamina (10) 78, Will (10) 76

Universal Sphere: Arcane Bolt (12) 66, Blur (12) 66, Boost Quickness (7) 47, Boost Strength (7) 47, Detect Magic (4) 32, Detect Trap (4) 32, Landing (3) 27, Minor Healing (5) 37

Ranger Sphere: Haste (9) 64, Locate Food (2) 29, Nature's Strength (11) 71, Path Lore (2) 29, Summon Animal (5) 44, Traceless Passing (3) 34.

Languages: Racial (S8/W5): 55/40, Common (S5/W3): 40/30

Lore: Local Region (4) 28

THEONE – HUMAN ROGUE LEVEL 1

Hits: 68 **PP:** 15 **Init:** +13 **DB:** +44 **MR:** 11

RR Bonuses: Stamina +23 Will +23 Magic +27

St: 77 +7 **SD:** 61 +4
Co: 62 +4 **Qu:** 76 +7
Ag: 86 +9 **Re:** 56 +3
In: 71 +6 **Pr:** 61 +4

Weapon Skills:

Weapon #1: +41 (Melee)
 Weapon #2: +36 (Missile)

Armor: Studded Leather (+30)

Talents/Abilities: Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Extremely Nimble.

Key Skills:

Acrobatics (2)	33	Navigation (1)	14
Climbing (2)	26	Duping (2)	20
Contortions (2)	23	Trading (2)	20

Perception (2)	20	Tracking (1)	15
Brawling (2)	26	Armor (3)	31
Blindftg (1)	14	End. (6)	68
Disarm Foe (1)	21	Jumping (2)	26
Mtd Com. (1)	21	Swimming (2)	26
Appraisal (3)	24	Ambush (2)	23
Survival (1)	14	Sniping (2)	23
Crafts (3)	27	St & Hid (2)	33
Riding: (2)	23	Disguise (2)	18
Lcks & Trps (2)	25	Pick Pockets (2)	26
Poisoning (2)	20	Streetwise (1)	15
Attunement (1)	17	Trickery (1)	13
Healing (1)	14	Runes (2)	19
PP Dev. (0)	15		

Resistance: Magic (1) 27, Stamina (1) 23, Will (1) 23

Languages: Racial (S8/W5): 49/34, Common (S5/W3): 34/24

Lore: Local Region (2) 16

THEONE – HUMAN ROGUE LEVEL 5

Hits: 95 **PP:** 17 **Init:** +13 **DB:** +64 **BMR:** 11

RR Bonuses: Stamina +35 Will +37 Magic +37

St: 81 +8 **SD:** 71 +6
Co: 66 +5 **Qu:** 80 +7
Ag: 90 +9 **Re:** 60 +3
In: 71 +6 **Pr:** 65 +4

Weapon Skills:

Weapon #1: +57 (Melee)
 Weapon #2: +52 (Missile)

Armor: Studded Leather (+30), Normal Shield (+25)

Talents/Abilities: Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Extremely Nimble, Shield Training.

Key Skills:

Acrobatics (3)	33	Navigation (1)	14
Climbing (3)	27	Duping (2)	20
Contortions (3)	23	Trading (2)	20
Ment, Focus (1)	13	Tracking (1)	15
Brawling (5)	37	Armor (6)	47
Blindftg (3)	24	End. (11)	95
Disarm Foe (3)	27	Jumping (2)	22
Mtd Com. (2)	22	Swimming (2)	22
Appraisal (4)	29	Ambush (4)	28
Survival (2)	19	Sniping (3)	23
Crafts (4)	27	St & Hid (4)	38
Riding: (3)	23	Disguise (3)	23
Lcks & Trps (4)	30	Pick Pockets (3)	26
Poisoning (3)	25	Streetwise (1)	15
Attunement (3)	27	Trickery (1)	13
Healing (3)	24	Runes (2)	19
Perception (6)	40	PP Dev. (0)	17

Resistance: Magic (3) 37, Stamina (3) 35, Will (3) 37

Languages: Racial (S8/W5): 49/34, Common (S5/W3): 34/24

Lore: Local Region (2) 16

THEONE – HUMAN ROGUE LEVEL 10**Hits:** 102 **PP:** 68 **Init:** +15 **DB:** +66 **BMR:** 11**RR Bonuses:** Stamina +47 Will +47 Magic +49**St:** 86 +9 **SD:** 71 +6**Co:** 71 +6 **Qu:** 85 +8**Ag:** 91 +10 **Re:** 66 +5**In:** 80 +7 **Pr:** 72 +6**Weapon Skills:**

Weapon #1: +67 (Melee)

Weapon #2: +65 (Missile)

Armor: Studded Leather (+30), Normal Shield (+25)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Extremely Nimble, Shield Training.**Key Skills:**

Acrobatics (7)	51	Navigation (1)	17
Climbing (5)	34	Duping (4)	33
Contortions (5)	31	Trading (3)	28
Arcane Lore (3)	25	Tracking (1)	18
Brawling (7)	44	Armor (10)	69
Blindftg (5)	37	End. (15)	102
Disarm Foe (5)	34	Jumping (2)	19
Mtd Com. (4)	29	Swimming (2)	19
Appraisal (4)	32	Ambush (4)	26
Survival (3)	27	Sniping (3)	21
Crafts (4)	25	St & Hid (5)	41
Riding: (4)	26	Disguise (4)	32
Lcks & Trps (5)	32	Pick Pockets (4)	28
Poisoning (4)	33	Streetwise (1)	18
Attunement (7)	49	Trickery (1)	17
Healing (4)	32	Runes (4)	32
Perception (11)	65	PP Dev. (5)	68
Ment, Focus (2)	22	Acting (1)	18

Resistance: Magic (5) 49, Stamina (5) 47, Will (5) 47**Universal Sphere:** Arcane Bolt (4) 31, Blur (5) 36, Detect Trap (4) 31**Languages:** Racial (S8/W5): 52/37, Common (S5/W3): 37/27**Lore:** Local Region (2) 20**THEONE – HUMAN ROGUE LEVEL 15****Hits:** 114 **PP:** 95 **Init:** +17 **DB:** +68 **BMR:** 12**RR Bonuses:** Stamina +64 Will +64 Magic +66**St:** 91 +10 **SD:** 76 +7**Co:** 76 +7 **Qu:** 90 +9**Ag:** 91 +10 **Re:** 71 +6**In:** 85 +8 **Pr:** 77 +7**Weapon Skills:**

Weapon #1: +78 (Melee)

Weapon #2: +76 (Missile)

Armor: Studded Leather (+30), Normal Shield (+25)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Extremely Nimble, Shield Training.**Key Skills:**

Acrobatics (10)	67	Navigation (1)	19
Climbing (7)	45	Duping (6)	45
Contortions (7)	42	Trading (4)	35
Arcane Lore (7)	47	Tracking (1)	20
Brawling (10)	60	Armor (10)	70

Blindftg (8) 54 End. (20) 114

Disarm Foe (7) 45 Jumping (3) 25

Mtd Com. (6) 40 Swimming (2) 20

Appraisal (6) 44 Ambush (6) 37

Survival (4) 34 Sniping (4) 27

Crafts (6) 36 St & Hid (7) 52

Riding: (6) 37 Disguise (6) 44

Lcks & Trps (8) 48 Pick Pockets (6) 39

Poisoning (5) 40 Streetwise (3) 30

Attnemnt. (12) 70 Trickery (3) 29

Healing (5) 39 Runes (9) 59

Perception (15) 75 PP Dev. (10) 95

Ment, Focus (3) 29 Acting (1) 20

Resistance: Magic (8) 66, Stamina (8) 64, Will (8) 64**Universal Sphere:** Arcane Bolt (4) 33, Blur (7) 48, Boost Strength (3) 28, Detect Trap (4) 33**Languages:** Racial (S8/W5): 54/39, Common (S5/W3): 39/29**Lore:** Local Region (2) 22**THEONE – HUMAN ROGUE LEVEL 20****Hits:** 121 **PP:** 105 **Init:** +19 **DB:** +75 **BMR:** 12**RR Bonuses:** Stamina +76 Will +76 Magic +78**St:** 91 +10 **SD:** 81 +8**Co:** 81 +8 **Qu:** 91 +10**Ag:** 91 +10 **Re:** 80 +7**In:** 90 +9 **Pr:** 82 +8**Weapon Skills:**

Weapon #1: +84 (Melee)

Weapon #2: +83 (Missile)

Armor: Studded Leather (+30), Normal Shield (+25)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Extremely Nimble, Shield Training, Quiet Stride.**Key Skills:**

Acrobatics (14)	76	Navigation (1)	21
Climbing (11)	62	Duping (7)	52
Contns. (12)	62	Trading (4)	37
Rope Mast. (3)	22	Tracking (2)	27
Brawling (14)	68	Armor (10)	70
Blindftg (12)	70	End. (25)	121
Disarm Foe (11)	62	Jumping (4)	30
Mtd Com. (10)	60	Swimming (3)	25
Appraisal (9)	61	Ambush (8)	48
Survival (6)	46	Sniping (5)	33
Crafts (10)	57	St & Hid (11)	95
Riding: (8)	48	Disguise (7)	51
Lks & Tps (12)	63	Pick Pockets (7)	45
Poisoning (6)	47	Streetwise (4)	37
Attnemnt. (16)	80	Trickery (4)	36
Healing (9)	61	Runes (12)	70
Perception (19)	85	PP Dev. (14)	105
Ment, Focus (4)	36	Acting (1)	22
Arcane Lore (10)	64		

Resistance: Magic (10) 78, Stamina (10) 76, Will (10) 76**Universal Sphere:** Arcane Bolt (4) 35, Blur (7) 50, Boost Quickness (3) 30, Boost Strength (3) 30, Detect Trap (4) 35**Languages:** Racial (S8/W5): 56/41, Common (S5/W3): 41/31**Lore:** Local Region (4) 34

TERRIS - WARRIOR MAGE LEVEL 1**Hits:** 57 **PP:** 42 **Init:** +7 **DB:** +57 **BMR:** 10**RR Bonuses:** Stamina +32 Will +22 Magic +22**St:** 86 +9 **SD:** 50 +1**Co:** 71 +6 **Qu:** 71 +6**Ag:** 86 +9 **Re:** 86 +9**In:** 50 +1 **Pr:** 50 +1**Weapon Skills:**

Weapon #1: +48 (Melee)

Weapon #2: +48 (Missile)

Armor: Soft Leather (+20), Normal Shield (+25)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Shield Training.**Key Skills:**

Acrobatics (1)	15	Navigation (1)	15
Climbing (1)	23	Armor (4)	38
Brawling (1)	23	End. (4)	57
Blindftg (1)	15	Jumping (2)	28
Disarm Foe (1)	23	Swimming (2)	28
Mtd Com. (1)	23	Ambush (1)	15
Appraisal (2)	20	St & Hid (2)	20
Crafts (3)	33	Runes (1)	15
Attnemnt. (1)	7	PP Dev. (2)	42
Healing (2)	20	Arcane Lore (1)	23
Perception (3)	17	Herbcraft (1)	15
Riding (1)	15		

Resistance: Magic (2) 22, Stamina (2) 32, Will (2) 22**Universal Sphere:** Arcane Bolt: (2) 20, Blur: (3) 25.**Warrior Mage Sphere:** Steel Skin (4) 30, Warrior's Might (5) 35, Weapon's Fury (5) 35**Languages:** Racial (S8/W5): 50/35, Common (S5/W3): 35/25**Lore:** Local Region (2) 28**TERRIS - WARRIOR MAGE LEVEL 5****Hits:** 78 **PP:** 64 **Init:** +8 **DB:** +62 **BMR:** 11**RR Bonuses:** Stamina +42 Will +34 Magic +34**St:** 90 +9 **SD:** 53 +2**Co:** 73 +6 **Qu:** 75 +6**Ag:** 90 +9 **Re:** 91 +10**In:** 53 +2 **Pr:** 52 +2**Weapon Skills:**

Weapon #1: +63 (Melee)

Weapon #2: +63 (Missile)

Armor: Studded Leather (+30), Normal Shield (+25)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Shield Training.**Key Skills:**

Acrobatics (2)	16	Navigation (1)	17
Climbing (1)	18	Armor (8)	58
Brawling (1)	18	End. (8)	78
Blindftg (2)	22	Jumping (2)	23
Disarm Foe (2)	23	Swimming (2)	23
Mtd Com. (1)	18	Ambush (1)	11
Appraisal (2)	22	St & Hid (2)	16
Crafts (3)	29	Runes (4)	32
Attnemnt. (4)	24	PP Dev. (6)	64

Healing (2) 22

Perception (6) 34

Riding (2) 16

Arcane Lore (3) 35

Herbcraft (1) 17

Resistance: Magic (4) 34, Stamina (4) 42, Will (4) 34**Universal Sphere:** Arcane Bolt (4) 32, Blur (7) 47.**Warrior Mage Sphere:** Bladeturn* (5) 37, Magic Shield (3) 27, Steel Skin (4) 32, Warrior's Might (5) 37, Weapon's Fury (5) 37.**Languages:** Racial (S8/W5): 52/37, Common (S5/W3): 37/27**Lore:** Local Region (2) 30**TERRIS - WARRIOR MAGE LEVEL 10****Hits:** 96 **PP:** 88 **Init:** +10 **DB:** +64 **BMR:** 11**RR Bonuses:** Stamina +54 Will +46 Magic +46**St:** 91 +10**SD:** 58 +3**Co:** 78 +7**Qu:** 80 +7**Ag:** 91 +10**Re:** 93 +10**In:** 58 +3**Pr:** 58 +3**Weapon Skills:**

Weapon #1: +70 (Melee)

Weapon #2: +70 (Missile)

Armor: Studded Leather (+30), Normal Shield (+25)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Shield Training.**Key Skills:**

Acrobatics (3)	18	Navigation (1)	18
Climbing (2)	20	Armor (12)	74
Brawling (3)	25	End. (13)	96
Blindftg (5)	38	Jumping (3)	25
Disarm Foe (6)	40	Swimming (2)	20
Mtd Com. (3)	25	Ambush (1)	18
Appraisal (2)	23	St & Hid (3)	18
Crafts (3)	25	Runes (7)	48
Attnemnt. (8)	46	PP Dev. (11)	88
Healing (3)	28	Arcane Lore (6)	50
Perception (10)	56	Herbcraft (2)	23
Riding (3)	18		

Resistance: Magic (6) 46, Stamina (6) 54, Will (6) 46**Universal Sphere:** Arcane Bolt (4) 33, Blur (7) 48, Minor Healing (3) 28.**Warrior Mage Sphere:** Bladeturn* (7) 48, Elemental

Weapon: Fire (3) 28, Guardian Blades (3) 28, Magic Shield (3) 28, Resist Damage (7) 48, Steel Skin (4) 33, Warrior's Might (9) 58, Weapon's Fury (5) 38.

Languages: Racial (S8/W5): 53/38, Common (S5/W3): 38/28**Lore:** Local Region (2) 30

TERRIS - WARRIOR MAGE LEVEL 15**Hits:** 108 **PP:** 100 **Init:** +12 **DB:** +86 **BMR:** 11**RR Bonuses:** Stamina +66 Will +58 Magic +58**St:** 91 +10 **SD:** 62 +4**Co:** 82 +8 **Qu:** 83 +8**Ag:** 91 +10 **Re:** 95 +10**In:** 63 +4 **Pr:** 62 +4**Weapon Skills:**

Weapon #1: +81 (Melee)

Weapon #2: +80 (Missile)

Armor: Studded Leather (+30), Normal Shield (+25)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Shield Training, Instinctive Defense.**Key Skills:**

Acrobatics (4)	29	Navigation (1)	19
Climbing (2)	25	Armor (13)	76
Brawling (7)	50	End. (18)	108
Blindftg (9)	59	Jumping (4)	35
Disarm Foe (10)	65	Swimming (3)	30
Mtd Com. (7)	50	Ambush (2)	19
Appraisal (2)	24	St & Hid (5)	34
Crafts (3)	30	Runes (10)	64
Attnemnt. (12)	62	PP Dev. (16)	100
Healing (5)	39	Arcane Lore (8)	60
Perception (14)	66	Herbcraft (3)	29
Riding (4)	29	Rope Mastery (3)	30

Resistance: Magic (8) 58, Stamina (8) 66, Will (8) 58**Universal Sphere:** Arcane Bolt (5) 39, Blur (10) 64, Dispel Magic (4) 34 Minor Healing 3 29.**Warrior Mage Sphere:** Bladeturn* (7) 49, Elemental Weapon: Fire (3) 29, Guardian Blades (3) 29, Magic Shield (3) 29, Resist Damage (7) 49, Steel Skin (4) 34, Warrior's Might (9) 59, Weapon's Fury (5) 39.**Languages:** Racial (S8/W5): 54/39, Common (S5/W3): 39/29**Lore:** Local Region (4) 40**TERRIS - WARRIOR MAGE LEVEL 20****Hits:** 117 **PP:** 111 **Init:** +14 **DB:** +88 **BMR:** 11**RR Bonuses:** Stamina +78 Will +70 Magic +70**St:** 93 +10 **SD:** 67 +5**Co:** 87 +9 **Qu:** 88 +9**Ag:** 93 +10 **Re:** 97 +11**In:** 68 +5 **Pr:** 67 +6**Weapon Skills:**

Weapon #1: +81 (Melee)

Weapon #2: +80 (Missile)

Armor: Studded Leather (+30), Normal Shield (+25)**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Shield Training, Instinctive Defense.**Key Skills:**

Acrobatics (5)	49	Navigation (1)	21
Climbing (3)	40	Armor (13)	76
Brawling (11)	67	End. (23)	117
Blindftg (13)	72	Jumping (5)	40
Disarm Foe (14)	73	Swimming (5)	35

Mtd Com. (11)	67	Ambush (3)	25
Appraisal (3)	31	St & Hid (7)	45
Crafts (3)	31	Runes (14)	74
Attnemnt. (17)	74	PP Dev. (21)	111
Healing (6)	46	Arcane Lore (13)	78
Perception (18)	76	Herbcraft (4)	36
Riding (4)	30	Rope Mastery (3)	31

Resistance: Magic (10) 70, Stamina (10) 78, Will (10) 70**Universal Sphere:** Arcane Bolt (5) 41, Blur (12) 70, Dispel Magic (5) 41 Minor Healing 3 31**Warrior Mage Sphere:** Bladeturn* (7) 51, Dancing Weapon (7) 51, Deflections* (10) 66, Elemental Weapon: Fire (7) 51, Guardian Blades (3) 31, Hammer Strike (6) 46, Magic Shield (3) 31, Resist Damage (7) 51, Steel Skin (4) 36, Warrior's Might (9) 61, Weapon's Fury (5) 41**Languages:** Racial (S8/W5): 56/41, Common (S5/W3): 41/31**Lore:** Local Region (4) 42**STEP SIX: EQUIPMENT**

The NPCs equipment can vary. Just like any player character, the NPC has a history and has acquired at least some gear and wealth along the way. When creating a custom NPC, especially one adapted from a piece of fiction, the GM should start by writing notes on weapons and gear the character used in their books or movies. Then it's a simple process of converting that equipment into game terms. Obviously, a long sword in a book is simple to translate into a long sword in HARP, but it gets more complicated when that long sword has special abilities.

The easiest way to recreate the special abilities of magic items is to use equivalent magic items that already exist in the **HARP** Rulebook and modify them as necessary (See Chapter 14: Treasures for more information).

Example: *Phredric is an assassin and sometime smuggler who inherits a magical greatsword. He does not know much about the sword, save that his great-grandsire took it from the hand of a dead pirate. The GM decides that this sword is extremely deadly when used against Clerics of the God of Light. The GM could take the description for the Magebane sword (HARP Rulebook, page 149) and adjusts it to work only against Clerics, but the effects essentially remain the same. Phredric soon suspects that the sword is somehow damned and hires some adventurers to learn more...*

The following table will give some guidelines on the power of certain magic items, such as weapons and armor, NPC's will most likely have at certain levels. The GM decides the magic level of his campaign (low, medium, or high) and then looks up the level of the NPC.

Low magic campaigns are games where magic is very rare and magical items are seldom seen. Characters and NPC's would adventure for years before finding a most treasured magic item.

Medium power level games are pretty much the standard fantasy mixture of magic and treasure. While magic items are rare, they are seen on a regular basis.

High magic campaigns use a great deal of magic items and almost anyone that adventures will have two or three in his possession.

NON-PLAYER CHARACTER MAGIC ITEM TABLE

NPC Level	Amount of Magic in the Campaign		
	Low	Medium	High
1	None	None	+5
5	None	+5	+10
10	+5	+10	+15
15	+10	+15	+20
20	+15	+20	+25

AN EXAMPLE OF NPC CREATION

The GM needs to create an NPC to use as a major player in his campaign. The Player Characters must warn the Marcher Lords of potential trouble on the frontier (stirred up by the PCs looting a Goblin encampment). Because the PCs have been less than noble, he decides to complicate their lives by creating something of an anti-heroic character for the nearest Marcher Lord. The GM decides that the NPC is a veteran fighter named Karl the Mad. The GM wants someone who can aid the characters, but one who can also cause problems of his own for the characters, too.

The following process will take you through the creation process step-by-step.

Step One – Purpose and Personality

Karl the Mad: The GM knows exactly what his personality is so there is no need to generate it randomly. Two personality traits stand out: Amoral and Chaotic, both strong motivations. However, that is too simplistic. He also adds “courageous” – thereby creating a complicated character archetype.

Step Two – Choose a Profession

Karl the Mad: The GM already knows that this NPC will be a fighter.

Step Three – Generate Statistics

Karl the Mad: He rolls randomly for each stat (40 +2d10) and decides to adjust the stats around to make him more of a challenge for the player characters. The results are: St 98, Co 95, Ag 89, Qu 87, SD 47, Re 56, In 55, Pr 54.

Step Four – Choose a Race and Culture

Karl the Mad: This NPC will be a Human, with statistic bonuses assigned as St +1, Co +1, Ag +1, Qu +1, SD +1, Re +1, In +1, Pr +1.



Step Five – Skills and Talents

Karl the Mad: The NPC Stat Block shows the following as standard statistics for a 10th level fighter: DB 93, wearing Chainmail, Hits 147, PPs 6, OB #1 113, and OB#2 94.

Step Six – Equipment

This is a medium level power game so the GM decides to give both NPC's magic items based on that type of campaign.

Karl the Mad: Receives magic armor (Chainmail +10, normal shield +10) and a magical weapon (longsword +10). The longsword was given to Karl by the king in return for Karl's service as a mark of Karl's new status in life. The armor increases his DB from 93 to 113 ($93 + 10 + 10 = 113$). His OB is now 123 ($113 + 10 = 123$), since the longsword is his primary weapon. The GM also decides to give him a longbow, several healing potions and a ring of invisibility to start off with.

FINAL RESULTS

The final NPCs are described below. The GM should feel free to breathe as much life into the NPCs as necessary to increase the enjoyment of the game. This is not the definitive guide for creating NPCs, but it should help steer even the newest GM in the right direction.

KARL THE MAD - HUMAN FIGHTER LEVEL 10

Hits: 127 **PP:** 6 **Init:** +16 **DB:** +113 **BMR:** 11

RR Bonuses: Stamina +48 Will +38 Magic +34

St: 98	+10	SD: 61	+4
Co: 95	+9	Qu: 87	+9
Ag: 89	+9	Re: 56	+3
In: 55	+2	Pr: 54	+2

Weapon Skills:

Longsword:	113
Longbow:	94

Armor: Chain Mail +10 (+50), Normal Shield +10 (+35)

Talents/Abilities: Profession Adaptability, Bonus Skill Ranks, Instinctive Defenses, Lightning Reflexes, Shield Training, Skill Specialization – Weapon Skill#1, Skill Specialization – Armor Skills.

Key Skills:

Acrobatics (2)	13	Navigation (1)	10
Climbing (1)	15	Riding (2)	13
Brawling (9)	55	Armor (14)	88
Blindftg (8)	45	End. (33)	127
Disarm Foe (4)	30	Jumping (3)	25
Mntd Cmbt (3)	30	Swimming (4)	30
Appraisal (2)	15	Ambush (2)	13
Crafts (3)	17	St & Hid (2)	13
Healing (2)	15	Runes (1)	10
Perception (12)	60		

Resistance: Magic (4) 34, Stamina (4) 48, Will (3) 38.

Equipment: 3 Healing Potions and a Ring of Invisibility, Longsword +10, Normal shield +10.

Karl the Mad has had a hard life. He was raised in an orphanage, which he escaped from when he was only 10 years old. Living on the streets has had an emotional toll on Karl. Along the way he learned how to defend himself and bully others into doing what he wanted. As a result of growing up in this type of environment Karl became amoral and lawless. He believed the rules of society did not apply to him and he was free to do whatever he wanted.

But when the king sent warriors and mercenaries to fight the Goblins in the north, Karl accompanied them. There, in the heat of battle, defending the human race from its enemies, Karl proved himself both courageous and cunning, becoming a famous captain of the ragged, half starved warriors of the frontier. He would throw himself headlong into combat, always first into battle, and always the last to retreat.

When the harpists called him a hero, he shook his head and merely said: "I am only in it for the money."

In reward for his service, the king gave Karl lands along the marches. His tenants live in fear of the grim faced, short-tempered warrior, but all understand that he is their lord, and he is sworn to protect them. Now he guards the frontier for the king, having earned the respect, but never the love, of his peers.





MARTIAL LAW

OPTIONAL RULES CHECKLIST

The following checklist is provided so that a Game Master can relay to his players which rules from Martial Law will be used in his campaign. Simply check the box next to the rules that will be used.

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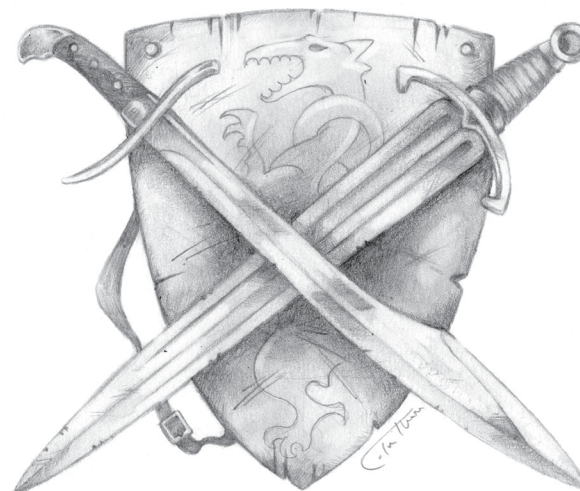
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