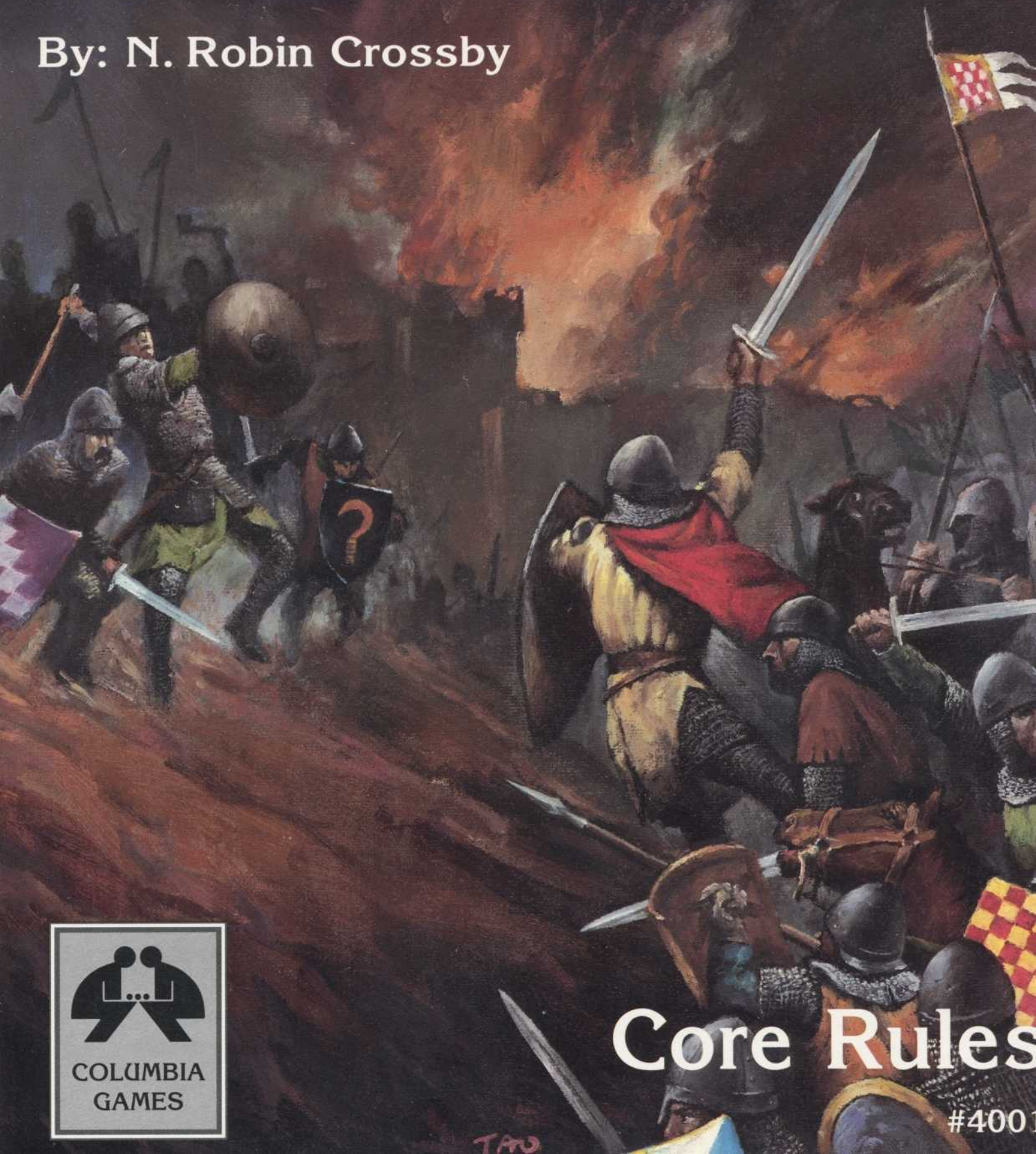


2ND EDITION

HÂRNMASTER™

By: N. Robin Crossby



COLUMBIA
GAMES

Core Rules

#4001

HârnMaster™

Second Edition

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Welcome to *HårnMaster*. We hope you enjoy your stay. Our goals in writing this book were to produce a game which is enjoyable, flexible, and playable while also including historical detail. Since these preferences can vary a good deal from one group to another, we have provided a base set of rules which are much faster than our first edition rulebook. A number of optional rules to add more realism (and complexity) are also included. Each option has a checkbox (☐) in front of it which can be marked if the rule is included. The GM and players can discuss their preferences and include only the optional rules they want.

This book is part of the *HårnMaster* rules system. The books in the series are:

- ***HårnMaster Core Rules*:** This is the book you are currently reading. It includes the base rules and information needed to play the game; a foundation to build upon.
- ***HårnMaster Magic*:** Rules and information about the Shek-Pvar (mages). This book has a number of spells, procedures for generating a Shek-Pvar, and rules which allow a mage to create custom spells.
- ***HårnMaster Religion*:** Rules and information about the ten major deities worshiped on Hårn. Each deity has a separate, detailed description outlining the organization and practices followed by the deity's church.
- ***HårnMaster Bestiary*:** A comprehensive collection of creatures, some unique to Hårn. Each creature has a page dedicated to it. On the front of the page is a full-color illustration; this is what the GM shows to the players when they encounter the creature. The back of the page contains detailed information about the creature's habits, behavior, etc.
- ***HårnMaster Military*:** Mounted combat, knights, chivalry, and tournaments are included. The life of a common soldier, and the options available for advancement, are also detailed.

Organization of *HårnMaster*

HårnMaster is organized into articles, each covering a different subject that is identified by a unique colored heading. The pages are punched for insertion into a three-ring binder in any order desired. This format allows each user to organize the rules to suit individual taste, and permits future expansion of current and new articles through upcoming material we publish. The GM may also readily expand upon our material, or create original material, and keep everything organized.

Players' Introduction

HårnMaster is a fantasy role-playing game in which players assume the identities of characters who explore and experience a fantasy world. A role-playing group consists of a Gamemaster and the players. The Gamemaster (GM) is separated from the players by a screen, behind which the GM's secrets are hid: maps, lists, special rules, and other data to which neither the players nor their player-characters are privy. Players should not look on the GM's side of the screen. The idea of the game is to discover secrets and unravel mysteries by intelligent play, not by cheating.

Each player generates a "player-character", or PC, a unique persona who lives in the fantasy world. Players should not confuse themselves with their game identities; the PC will have its own traits and peculiarities. The ideal is for players to play a role, to submerge their own personalities and assume those of the character they play. In this, the role-playing game is more akin to theater than traditional games.

The Gamemaster (GM)

The Gamemaster (GM) is apart from the players and functions much like a referee at a sports event. The GM controls its weather and climate, its societies and institutions, and its deities and religions. The GM stands between the fantasy world and the players, describing and explaining it, and operating the denizens that hinder and obstruct the PCs' lives. But the GM also operates *Non-Player Characters (NPCs)* who can befriend and assist PCs and should never, therefore, be viewed as the "enemy".

The nature of fantasy role-playing is that all rules are optional. Gamemasters may add, delete, or change rules to fit their notions of rightness. The players may appeal decisions and make proposals for change, and a good GM will consider these concerns and try to explain rulings. Ultimately, however, the GM is the supreme authority, and may claim "executive privilege", for there is always some information the players should not know.

It is best if players do not overly concern themselves with the rules; that's the GM's job. Players should develop an understanding of how things work, use common sense, and expect the world to unfold properly. The players' challenge is to explore the fantasy world, meet it on its own terms, and succeed according to the goals they set for *themselves*.

INTRODUCTION 2

GENERAL INFORMATION

Dice Conventions

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

Rounding of Fractions: Except where otherwise indicated, fractions should be rounded to the nearest whole number.

Weights and Measures: See the "Weights and Measures" entry in the Hårnic Dictionary section of HårnPlayer for the Hårnic system of weights and measures.

Money: See p. 19 of the HårnView section of HårnPlayer for information on the monetary system used in HårnMaster.

Changes from First Edition Rules

Since this has been a complete rewrite of the first edition, many details have changed, but the core system is still there. The Speed and Touch attributes are no longer included (although Speed could be generated with a 3d6 roll as the Combat Stat MOVE) and a new attribute, Stamina, has been introduced. Endurance is now defined as the average of three attributes instead of being a single attribute which everyone raised to as high a value as possible. The skill bases have been modified to reflect the changes caused by the attribute changes. There are a few new skills: Tarotry, Runecraft, Folklore, and Law. The squeeze and tear aspects have been combined with blunt and edge, respectively. We have updated the Armour Protection values. Fire and frost are now handled consistently with other forms of damage; any fire/front impact generated by the First Edition rules should be *halved* before being applied on a Second Edition victim. And last, but not least, we have designed a Character Profile which has more room for you to write information on than before.

There are some significant changes in Magic and Religion; details are found in our expansion books *HårnMaster Magic* and *HårnMaster Religion*.

Conversion from the First Edition

Converting a character from the First Edition to the Second Edition is easy. Here's all you have to do:

- Copy all your attributes onto the new Character Profile, except that *Endurance* is recorded as the new attribute called *Stamina*.
- Calculate your new Endurance attribute by averaging *Strength*, *Stamina*, and *Will*. Endurance is now recorded on the Combat Profile.
- Combine *Carpentry* and *Woodcarving* skills with the *Woodworking* skill. Use either the average ML or the highest ML (GM discretion).
- Open *Runecraft*, *Tarotry*, *Folklore*, and/or *Law* if they are listed as occupational skills for your character.

And that's it! While it is true some skill bases have changed due to the attribute changes, it's not essential to recalculate your skill bases. From now on, just start using the new skill bases whenever a skill is opened.

Standard Abbreviations

We have tried to keep obscure abbreviations to a minimum, but the following occur with some regularity throughout *HårnMaster*.

STANDARD ABBREVIATIONS

FRP	Fantasy Role-Playing
GM	Gamemaster
NPC	Non-Player Character
PC	Player Character
AGL	Agility
AUR	Aura
CML	Comeliness
DEX	Dexterity
END	Endurance
EYE	Eyesight
HRG	Hearing
INT	Intelligence
MOR	Morality
MOV	Move
SML	Smell
STA	Stamina
STR	Strength
VOI	Voice
WIL	Will
ML	Mastery Level
EML	Effective Mastery Level
OML	Opening Mastery Level
SB	Skill Base
SI	Skill Index
CS	Critical Success
MS	Marginal Success
MF	Marginal Failure
CF	Critical Failure
IP	Injury Penalty
FP	Fatigue Penalty
EP	Encumbrance Penalty
IL	Injury Level
FL	Fatigue Level
B	Blunt Aspect
E	Edge Aspect
P	Point Aspect
F	Fire/Frost Aspect

CHARACTER 1



player's first task is to generate a character. This section contains Character Generation rules for both PCs and NPCs. A novice GM or player will generate characters with attributes, skills, combat statistics, and equipment in about one hour. This may seem like a long time, but it's an enjoyable process; most new players spend countless hours generating characters just for pleasure.

CHARACTER PROFILE

The character generation process consists, essentially, of filling out a *Character Profile*. On the Profile you record your character's attributes, skills, possessions, etc. The profile should be kept handy at all game sessions since you need it often.

The Attribute and Skill sections comprise the front half of the Character Profile. The back of the profile is primarily concerned with combat statistics, which are dealt with in the *Combat* article.

Some information on the character profile is more or less permanent and may be entered in ink, but this varies from one campaign to another and it takes a while to learn the difference. Putting a sheet protector over a blank profile and then writing on it with erasable pens works reasonably well. Another alternative is to protect areas that change often, such as the Skill ML columns, with "magic tape" and then use a pencil; this allows multiple erasure without loss of clarity. Whatever you do, you will need to re-copy your Profile now and then; most players do.



Character Class

HårnMaster has no "character classes" or other arbitrary classifications. Nothing prevents a mage from having weapons skills; no rule stops a priest from being an assassin or cutpurse. Occupations are limited only by culture, natural ability, and desire. If only for variety, PCs may try careers such as Weaponcrafter, Mercantyle, Pilot, or Herald. The rich Hårnic environment allows such roles to be played with enjoyment.

Attributes

Attributes define a character. They should be generated in the order given because later attributes may derive from earlier ones.

Most attributes are expressed as a numerical value from 03–18, generated by the sum of 3d6, sometimes modified for Species and other considerations. Regardless of modifiers, no numerical attribute can be less than one (1). Some attributes are descriptive, generated by rolling 1d100 and consulting a table.

HårnMaster uses more attributes than most RPG systems, more than may seem necessary. Experience shows a character who lives long enough will use every attribute generated. Keep in mind some attributes are used frequently, some only occasionally. Seemingly minor attributes such as Smell and Hearing are important to wilderness survival.

Character Point System

Some players and GMs prefer a point system for PC generation that allows characters to be "designed". Rules for this start on CHARACTER 23. Players should be familiar with the random generation system before attempting to use the character points system.

CHARACTER 2

BIRTH ATTRIBUTES

Birth attributes provide social context. Obviously, they depend on environment and the nature of the fantasy world in which your character lives. Birth attributes are the most fundamental and do not change in the course of play. Once you have generated your character's birth attributes, you have an excellent framework for (optional) family expansion.

SPECIES [Choice or 1d100]

1d100	Species
01-97	Human
98	Sindarin (elf)
99	Khuzdul (dwarf)
00	Other (GM Discretion)

Although Hårn has its share of exotic creatures, Humans, Sindarin (elves) and Khuzdul (dwarves) are about the only species that can be effectively role-played. The Sindarin and Khuzdul enjoy many advantages in character generation, but these are largely offset

by their culturally-inferior position in human society, where they are objects of curiosity at best, hostility at worst. In addition, Sindarin and Khuzdul world-views, so different from those of humanity, make them difficult to role-play convincingly. All novice PCs should be human.

SEX [Choice or 1d100]

Psychological implications aside, difficulties are best avoided if players have characters of their own gender. The table below is intended for NPCs.

SEX	Human	Sindarin	Khuzdul	Gargun
Male	01-48	01-45	01-75	01-99
Female	49-00	46-00	76-00	00

Nearly all intelligent species are bi-sexed. Some, such as the Ivashu, are neuter. There are no known multi-sexed races.

Goblins and Monsters and Dragons, oh my...

The main problem with roleplaying exotic species is the required mind-set. For a chance encounter, it does not matter very much, but PCs get quite well-developed and the role tends to get more and more unbelievable. Although not recommended, some players may (at GM discretion) try to roleplay the following creatures (stats are given in the Bestiary).

Gargun (orcs) are vastly different from Hårn's other culture-forming races. Also known as foulspawn, orcs, or goblins, these short, hairy, humanoids have a mean disposition and a fondness for eating human flesh, which they sometimes cook! Gargun are universally despised by all other speaking peoples and their chaotic and violent society does not promote a long, happy life.

Ivashu, the creatures of Ilvir, might be interesting for a while. An Ivashu PC would be "born" at Araka-Kalai, go forth into the world, get killed by some human adventurer, and then get reincarnated at Araka-Kalai. Each incarnation would be as a randomly-generated type of Ivashu. This could continue until the player got bored. Most Ivashu are not very intelligent, which makes them difficult to play.

Dragons can be roleplayed if the GM invests in a case of aspirin. All flying creatures create enormous headaches for the GM; dragons can make pretty big memory maps from 10,000 feet.



CHARACTER 3

BIRTHDATE [1d12 and 1d30]

Tuzyn Reckoning (TR) has a 12 month lunar year. Roll 1d12 to generate a month. Each month has 30 days. Roll 1d30 to generate a birthday. Birth year is best assigned by the GM following character generation. Most characters begin play at about 21, but this depends largely on the *Occupation* followed since training periods vary. Nuzyael is the first month of the year, and New Year's Day (Nuzyael 1) marks the beginning of spring.

SUNSIGN [Derived from Birthdate]

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

FROM	TO	SUNSIGN	SYMBOL
4th Nuzyael	3rd Peonu	Ulandus	Tree
4th Peonu	2nd Kelen	Aralius	Wands
3rd Kelen	3rd Nulus	Feniri	Smith
4th Nulus	4th Larane	Ahnu	Fire Dragon
5th Larane	6th Agrazhar	Angberelius	Flaming Swords
7th Agrazhar	5th Azura	Nadai	Salamander
6th Azura	4th Halane	Hirin	Eagle
5th Halane	3rd Savor	Tarael	Pentacle
4th Savor	2nd Ilvin	Tai	Lantern Bearer
3rd Ilvin	2nd Navek	Skorus	Mixer
3rd Navek	1st Morgat	Masara	Chalice
2nd Morgat	3rd Nuzyael	Lado	Galley

BIRTHPLACE

HårnWorld regional modules provide the GM with *Birthplace* generation tables. The GM will tell you what dice to roll to generate your character's birthplace to the nearest keep, castle, or town, perhaps to the nearest village.

CULTURE

A character's *Culture* is determined by Birthplace and assigned by the GM. Most players born on Hårn are *Feudal*. Common exceptions are: *Imperial* (Tharda), *Viking* (Orbaalese), and *Tribal* (barbarian). Players can indicate a preference which the GM *might* allow.

SOCIAL CLASS [1d100-NPC only]

This table is intended for NPCs. See: sidebar.

Class	Tribal	Viking	Feudal	Imperial	Khuzan	Sindarin
Slave	01-10	01-15	01-15 ²	01-25	•	•
Villein/Serf	•	16-80 ¹	16-70	•	•	•
Unguilded	11-99	81-93	71-93	26-90	01-15	01-70
Guilded	•	86-98	94-98	91-98	16-98	71-99
Noble	00	99-00	99-00	99-00	99-00	00

¹ Orbaal only. Treat as *Freeman* in Ivinia, Harbaal, etc.

² Rethem only. Treat as *Serf* elsewhere on Hårn.

The Tuzyn Year

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

*Thirty days hath Halane,
Savor, Kelen, and Larane.
All the rest have thirty too.
I remember this. Can you?*

Sunsign

Hårnic astrology is Pvaric in nature and is no less valid than Hårnic magic or religion. You might as well let Sunsign provide a personality framework for roleplaying (especially useful for NPCs) as anything else.

Personality descriptions for each of the twelve signs of the Kethiran zodiac are given in *HårnPlayer*. The personality of a character born on the cusp would be a blend of the two signs.

Social Class

The Social Class table is (roughly) demographic and not really suitable for PCs. It will make most PCs Slaves or Serfs, which implies a mandatory escape from the manor, game after game. The Social Class of players is best generated on the PC OCCUPATION table (CHARACTER 13).

CHARACTER 4

FAMILY DEVELOPMENT

Family development is a GM option and can be ignored if PCs begin play as orphans and/or ignorant of their ancestry.

SIBLING RANK [1d100]

Roll 1d100 on sub-table (Sindarin and Khuzdul subtract 20) to determine Sibling Rank, and then roll 1d6-1 plus *Sibling Rank* to determine **Family Size**. Both stats are entered on the Profile in the format *Sibling Rank of Family Size*. Hence, for the second of five children, the entry should read 2 of 5. The sex and age of each sibling may be determined by the GM and whether each still lives (60% chance). A family tree is always useful, but this can be prepared later.

SIBLING RANK TABLE			
1d100	Sibling Rank	1d100	Sibling Rank
01–25	Eldest	71–85	4th Child
26–50	2nd Child	86–95	5th Child
51–70	3rd Child	95–00	6th Child

PARENT [1d100]

The character's biological Father/Mother. Roll 1d100 on the table below and generate additional data as necessary.

PARENT TABLE	
01–50	Offspring: Character lives at home. Re-roll on sub-table: 01–60 Both parents alive and living together. 61–70 Father Absent: desertion, divorce, etc. 71–75 Mother Absent: desertion, divorce, etc. 76–85 Father dead (76–80 Mother has remarried). 86–00 Mother dead (86–95 Father has remarried). If a surviving spouse has remarried, some interesting step-parent and half-sibling data can be generated at GM discretion.
51–70	Fostered: Character lives with another family for social, economic, or political reasons. Guilded apprentices are usually fostered with their masters, as are squires training for knighthood. Poor families, especially those with only one Parent, commonly foster one or more children with a relative or neighbor. Generate foster parent status as desired. Fostered children are usually aware of their parents' identity: reroll on Offspring sub-table at +30.
71–75	Adopted: Character has been adopted by another family for social, political, or economic reasons. Adoption is generally only done if both parents are dead, but there are exceptions if parental consent is given or if a character is over 21 years of age. Consider present birth generation to apply to adoptive father. The GM may secretly generate character's actual birth status. Adopted children are often (75%) unaware of the fact.
76–90	Bastard: Character's parents never married, most likely because the father was of a higher social class, or one (or both) parents were already married or betrothed. Character is <i>acknowledged</i> by father if roll was 76–80. Character probably lives with mother (80% chance she is married) but may (50% chance) reside with father if acknowledged.
91–00	Orphan: Father and mother are deceased. Character is: 01–80 Fostered with another family/clan 81–95 Adopted by another family/clan 96–00 Living alone (clanless) Brothers and sisters (if any) may have been fostered/adopted by the same or another family.

Family Data

There are always things that PCs do not know about their families, generated in secret by the GM.

The Family Plot

If several players are generating characters at the same time and plan to form an adventuring team, it may be desirable that their characters be siblings or childhood friends. This explains how they know each other, and gives them a common bond. Characters related by blood will have similar social and economic backgrounds, and attributes such as Birthplace and Social Class need be generated only once and then applied to all. This also allows the GM to spend more time creating one memorable family history, ripe with family politics and other adventure possibilities, rather than several sketchy lineages.

Even if a PC group is not closely related, family development is worth every minute of a GM's time. A close relative may have considerable leverage on PCs. Having a PC's mother or sister kidnapped by rapist, demon-worshipping brigands, will usually spur all but the most lethargic of characters to some sort of action. But if the GM is to have this kind of handy plot device available, it is necessary to generate a sufficiently detailed family background that players can *relate* to.

Bastidy

It is the habit of the upper classes to spread their oats throughout the lower classes; if unacknowledged, your PC's real father may never be known to you, but then again, he may be someone of wealth and power who could be helpful...

Acknowledging a bastard is a significant act; the admission can have important emotional ramifications for both parents, especially to their respective spouses. In families where there is property and/or titles to inherit, acknowledged bastards usually follow the youngest legitimate heir, but dynamic characters may do better, especially if they happen to be a father's eldest son and the legitimate heirs are weak. Many a dynastic bonfire has been ignited with such a spark.

Orphans

In a violent and disease rampant world, the death of one or both parents occurs quite often. Part of your adventuring may involve finding out the true identity of your parents.

CHARACTER 5

ESTRANGEMENT [1d100]

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

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

Estrangement may be generated by the GM to assess any relationship. The character's popularity with any individual (e.g. boss, retainers, or spouse) or institution (army, church, or guild) can be generated as needed. The player may not be informed of all Estrangements generated. Record only the interpretation.

CLANHEAD [1d100]

1d100 Clanhead

01-50	Distant Relation*
51-75	Aunt or Uncle
76-85	Cousin
86-00	Father or Mother

* If distant relation is generated, roll again to determine the Father's relation to clanhead. If distant relation is generated again, roll for the grandfather's relation to clanhead, and so on.

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

If your clan is important/wealthy, it's a good idea to determine your relationship to the Clanhead. Only extended clans need be developed in this way. Your occupation is the best guide to whether a clan is extended. Wealthy and noble clans are often extended.

Poor clans are likely to be smaller, especially if they live in major settlements. Poor families in the same town or district may have the same clan name, but have been out of touch for generations.

ESTRANGEMENT TABLE

01-10	Outcast: Character is ignored, or may even be attacked on sight, by other family members.
11-40	Unpopular: With the likely exception of mother, the family dislikes the Character, who is discouraged from living at home, and receives few (if any) favors. Any birthright is given grudgingly, if at all.
41-60	Average: No advantages or disadvantages; Character may live at home, but few will care much if the Character leaves.
61-95	Popular: Character liked by most relatives and may enjoy special favor, but should not take things for granted.
96-00	Favorite: The character almost certainly gets special attention or privileges, possibly at the expense of older siblings.

Optional Modifications

- ☐ **Eldest Child** is often favored over younger children. Add 9 when generating Estrangement.
- ☐ **Small Clans** tend to like their children more; add 20 when rolling Estrangement in an unextended clan, but always treat a natural roll of 01 as Outcast.

Clanhead

The Clanhead space on the Character Profile expresses the character's blood relationship to the clanhead. In small, poor clans, the clanhead will likely be a parent or grandparent.



CHARACTER 6

APPEARANCE ATTRIBUTES

Attributes that describe a character's appearance. They give a basic portrait and are used to describe characters to each other. Several appearance attributes affect subsequent generation of physical attributes.

HEIGHT [by Species]

Species	Male	Female
Human	54+4d6 (68")	52+4d6 (66")
Sindarin	51+4d6 (65")	50+4d6 (64")
Khuzdul	40+4d6 (54")	40+4d6 (54")

The Character's height in inches. The average height is given in brackets. The roll may be modified at GM discretion for race and diet:

Ivinian +1", nobility +2", urban poor -2", etc.

FRAME [3d6]

3d6	Frame	Modifiers
01-05	Scant	-3 Human Female
06-08	Light	-2 Sindarin
09-12	Medium	+3 Khuzdul
13-15	Heavy	
16+	Massive	

General bodily build. Characters with Heavy or Massive frames have increased *Strength*, but reduced *Agility*. Conversely, Light or Scant-framed characters have superior *Agility*, but inferior *Strength*. Modifications are made for Species and Sex. Only the interpretation (Scant, etc.) need be recorded.

WEIGHT [Derived]

Weight (in pounds) is derived from Height, and modified by Frame. The number given is *optimum* weight, the amount a character *should* weigh with perfect health and conditioning.

HGT/WGT	HGT/WGT	HGT/WGT	HGT/WGT	HGT/WGT
40"/79	50"/95	60"/124	70"/160	80"/210
41"/79	51"/97	61"/127	71"/165	81"/215
42"/79	52"/100	62"/130	72"/170	82"/220
43"/81	53"/103	63"/133	73"/175	83"/225
44"/83	54"/106	64"/137	74"/180	84"/230
45"/85	55"/109	65"/141	75"/185	85"/235
46"/87	56"/112	66"/145	76"/190	86"/240
47"/89	57"/115	67"/149	77"/195	87"/245
48"/91	58"/118	68"/153	78"/200	88"/250
49"/93	59"/121	69"/157	79"/205	89"/255

Frame Modifier: Scant -20% Light -10% Heavy +10% Massive +20%

COMELINESS [3d6]

3d6	Comeliness	Modifier
01-05	Ugly	+2 Sindarin
06-08	Plain	
09-12	Average	
13-15	Attractive	
16+	Handsome	

An assessment of a character's physical attractiveness to the *same* species. Record both the number and the interpretation. Comeliness can be temporarily modified by cosmetics, lighting, magic, etc. Most enhancements tend to wear off by morning.

Additional Appearance

GMs may expand appearance to include features such as Complexion, Hair Color, Facial Hair (beards), Eye Color, and so on. Poxmarks and scars can be generated by the Medical section.

Physical Attraction

As a rule, characters do not attract members of other species. There are exceptions: elves are quite attractive to humans, and females of almost any species are attractive to male Gargun.

PHYSICAL ATTRIBUTES

Physical attributes express physical and sensory abilities. They are important in determining physical skills and do not normally change, although some circumstances, such as age, can alter them at GM discretion.

STRENGTH [3d6] Key Attribute

Modifiers	
+4	Khuzdul
+1	Sindarin
Weight	
-4	56-85
-3	86-110
-2	111-130
-1	131-145
+0	146-155
+1	156-170
+2	171-190
+3	191-215
+4	216-245

Strength is sheer physical power. Strength is significant for combat and other feats of power. The higher the number, the stronger the character.

Strength testing would be used for lifting, arm-wrestling, etc. See Attribute Testing (SKILLS 21).

The roll for Strength is modified by *Species* and *Weight*. These modifications (if any) are cumulative, but modified Strength should never be allowed to fall below one (1). Record the (modified) number.

STAMINA [3d6] Key Attribute

Modifiers	
+2	Khuzdul
+1	Sindarin

The character's general physical condition. Whereas Strength determines, for example, how *much* a character can lift, Stamina determines for how *long*. Record the (modified) number.



Key Attributes

Some GMs (and most players) believe PCs are an elite group who should enjoy an advantage in character generation. Although nearly all characters are playable, some might be so disadvantaged as to discourage players.

Seven **Key Attributes** are more important in the *HärnMaster* system than others. The best way to minimize problems with Key Attributes is to roll 4d6, discarding the **lowest** die. This gives an average of 12.3 (instead of 10.5). The Key Attributes are:

- Strength
- Stamina
- Dexterity
- Agility
- Intelligence
- Aura
- Will

Attribute Changes

Many systems allow Attributes such as Strength to change during play, perhaps from Aging or Injury. However, *HärnMaster* skills are derived from Attributes. Modifying them requires players to recalculate affected skill bases, a tedious process. It is easier to apply special skill penalties when circumstances warrant change.

Endurance

The first edition of *HärnMaster* treated Endurance as a single Key Attribute. This attribute dominated combat and other physical activities to the point that any character with low Endurance was non-viable. Stamina reflects only part of what Endurance formerly represented. Endurance is still very important, but is now the average of Strength, Stamina, and Will. See COMBAT 2 for more information.

CHARACTER 8

DEXTERITY [3d6] Key Attribute

Modifiers

+1	Khuzdul
+2	Sindarin

The ability to manipulate objects with the hands. Dexterity is important for warriors and cutpurses. Record the (modified) number.

AGILITY [3d6] Key Attribute

Modifiers

+2	Sindarin
+2	Scant
+1	Light
-1	Large
-2	Massive

The ability to move the legs/body when a character is unencumbered. Agility is useful for warriors, seamen, and dancers. The Sindarin enjoy a bonus, and there are modifications for Frame. Record the (modified) number.

EYESIGHT [3d6]

Modifiers

+2	Sindarin
+1	Khuzdul
+1	Tribesman

The character's ability to see in *daylight*. Except for nocturnal creatures (like Gargun) a special penalty of 10–30 would apply in the dark to all skills requiring vision. Record the (modified) number.

HEARING [3d6]

Modifiers

+2	Sindarin
+2	Khuzdul
+2	Tribesman

The character's ability to sense sound. This is an important component of awareness and is essential for (good) musicians. Record the (modified) number rolled.

SMELL [3d6]

Modifiers

+3	Sindarin
+2	Khuzdul
+2	Tribesman

The Character's sensitivity to odor and taste. This can be useful for hunting and/or tracking, and may warn of danger. Of course, in a medieval town, a keen sense of smell may well be a curse.

VOICE [3d6]

Modifiers

+2	Sindarin
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Interpretation

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

The pleasantness of a character's singing and/or speaking voice. Excellent and unearthly voices are generally in high demand.

Voice affects a number of communication skills. Record only the (modified) number.

Tribesmen

Some characters are born into "uncivilized" tribes. At first glance this may seem a dull existence; but, for an aggressive warrior, the possibilities for upward mobility are excellent. Most tribesmen are taught warrior and wilderness skills to a high level and may journey to civilized regions, offering their services as gladiators or mercenaries. Riding at SB4 is appropriate for some tribes (especially the Chelni and Hodiri) and the Yarili of Ivinia open Skiing to SB4. Tribesmen have more highly developed senses than most civilized folk and get bonuses to Eyesight, Hearing, and Smell.

CHARACTER 9

❑ MEDICAL (1d100)

Characters may begin play with one or more *Medical Traits*. This space on the character profile is also used to record diseases, scars, and other identifying marks acquired during play. The Sindarin, who are immune to human diseases, treat all (*) traits as "Sterile" (they are relatively infertile).

❑ GM Option

Characters receive a bonus of 2 points to add to any attribute (except one affected by the trait) for each roll they risk on the Medical table.

Male	Female	Medical Trait
01	01	Albinism: Pallid complexion, white hair, red eyes. Viewing bright light causes intense eye pain, giving a special penalty of 10 on most skills as appropriate. Albinos sunburn very easily. On the other hand, some people consider them very attractive.
02-09	02-04	Alcoholism: Alcoholics unable to resist a drink will continue drinking until unconscious. Test Will x4 to resist the first drink, and Will x1 to resist each subsequent drink.
10-14	05-09	Allergy: Common allergies are to pollen, hair, fur, feathers, wool, or foods such as eggs, milk, oats, or wheat (player's choice of one of the above). When the substance is nearby, the character suffers from sneezing, wheezing, and coughing. This results in a Special penalty of 20 to all skills until the allergy source is avoided or removed.
15-17	10-14	Ambidextrous: Character can use both hands equally well. Dexterity +1d3
18-20	15	Arm (one) Missing/Deformed: Dexterity is unaffected, but activities which require two hands (such as shooting a bow, or using a shield and weapon) are impossible.
21-24	16-19	Birthmark(s): Self explanatory.
25	20	Dwarfism: Character height is Species minimum -2d6", with Heavy Frame.
26-27	21-22	*Epilepsy: The character may have a seizure (test Will x5) if traumatized. Swimming and Horseriding should be avoided. Increase Intelligence 1d3.
28-30	23-25	Eye (one) Missing or Blind: Reduce Eyesight by 1d3. Lack of depth perception and reduced field of vision makes combat difficult, giving a penalty of 10 to combat skills.
31	26	Gigantism: Character height is Species maximum +2d6, with Massive Frame.
32	27	*Hemophilia: The character's blood clots much more slowly than normal. Attempts to stop bloodloss suffer a special penalty of 40. This condition is recessive for most females, but never for males.
33	28-29	Hirsutism: Excessive growth of body hair. Reduce Comeliness by 1d3. Character may be mistaken for Gargun or were-creature.
34-35	30	Leg (one) Missing/Deformed: Character can walk with the use of crutches or a pegleg, but at half the usual rate. Running is not possible. The ML of any skill involving the use of Agility is halved.
36-39	31-40	Left-Handed: Dexterity +1d2.
40-41	41-42	*Leprosy: body covered with sores/scabs. Pain sensitivity is reduced (ignore Shock Rolls for Minor Wounds). Comeliness is -2d6 and Rhetoric is half ML. Contagion Index is 7 (see PHYSICIAN 4).
42	43	Lycanthropy: Character is a were-creature. Use only at GM discretion.
43-44	44-45	Monochromasia: severe color blindness. All colors are perceived as shades of gray. This is a serious disadvantage (half ML) for Heraldry, Herblore, Jewelcraft, and Mineralogy skills.
45-47	46-48	Obesity: Character's weight is 40% more than generated. This will NOT increase Strength, but reduces Agility by 1d3. Armour/clothing costs 20% more, but Swimming ML is +10.
48-57	49-58	*Parasites: Worms, ticks, fleas, lice, etc. These are fairly common among the lower classes. Character has special penalty of 10 to Rhetoric skill and 20 to Lovecraft skill.
58-60	59-61	*Poxmarks (healed): Character bears scars from a disease such as smallpox. Reduce Comeliness 1d3.
61-63	62-63	Scars/etc.: Reduce Comeliness 1d3.
64-65	64-65	Sterile: Character cannot have children.
66-70	66-70	Multiple Traits: roll twice more.
71-00	71-00	No Medical Traits

CHARACTER 10

PERSONALITY ATTRIBUTES

Personality attributes describe a character's mind and mental power. This section also covers ethical and religious considerations.

INTELLIGENCE [3d6] Key Attribute

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

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

AURA [3d6] Key Attribute

Modifiers
+2 Human Female
+4 Sindarin
-2 Khuzdul

Aura is the immortal spirit. Hârníc philosophers believe that all living things have Aura and that the physical body is simply a place where the immortal spirit currently resides. High Aura indicates high psychic ability, and is the most important attribute for

psionics and magic (although Will and Intelligence are also vital). Record the (modified) number.

WILL [3d6] Key Attribute

Modifier
+3 Khuzdul

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

MORALITY [Choice or 3d6]

Modifier
+3 Sindarin

Morality is a measure of unselfishness and is a crucial attribute for a PC's religion. It is best if players *choose* a Morality from the MORALITY INTERPRETATION

table that suits their roleplaying style. Players generally have more fun if they have (and act as if they have) characters with a Morality of 08-13. Maximum score is 18 and minimum is 3. Record the (modified) number.



PC Intelligence

Although intelligent players often have great difficulty playing stupid PCs, and vice-versa, PC Intelligence may be treated like NPC Intelligence if desired. The GM can make an attribute test when a dumb character does something clever.

When used as *Memory*, a higher Intelligence may be simulated with GM reminders such as "I'm sure you remember that terrible flood in Tharda in 707 which drowned 2,412 people."

MORALITY INTERPRETATION

03-04 Diabolical: One who never feels guilt and obeys laws only if convenient. There is no act of depravity the diabolical character will not commit for personal advantage.

05-07 Unscrupulous: One rarely troubled by guilt or influenced by considerations of right or wrong. The unscrupulous character behaves in whatever manner suits the desired objective. An ethical code may be based on a principle such as "survival of the fittest" or "the end justifies the means."

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

11-13 Law-Abiding: One who respects law and custom, and strives to maintain high moral standards, but often lapses. The law-abiding character will usually keep promises made and avoid harming others, but has little difficulty committing violence in a "just" cause. This character suffers guilt after sinning and can be inspired to virtue.

14-16 Principled: One reluctant to cause suffering. Although honorable and dutiful, this character is capable of vanity, greed, and hatred, but will be troubled by guilt when this occurs.

17-18 Exemplary: One who is motivated by the desire to be kind, fair, and honorable, regardless of personal cost. This person may be overly proud and hard to live with.

What have you done lately?

Actions speak louder than words. The GM will adjust a character's Morality up/down whenever actions do not suit the attribute.

CHARACTER 11

1d100 MENTAL DISORDER

01-03	Acrophobia (fear of heights)
04-05	Aichmophobia (fear of sharp blades, etc.)
06	Algophobia (fear of pain)
07-08	Astraphobia (fear of thunder/lightning)
09	Ballistophobia (fear of missiles)
10-11	Bulimia (eating mania)
12-14	Claustrophobia (fear of confined spaces)
15	Cynophobia (fear of dogs/rabies)
16-17	Dyslexia (learning/reading disorder)
18-19	Entomophobia (fear of insects/spiders/etc.)
20-22	Gamblomania (gambling mania)
23-24	Gephyrophobia (fear of crossing bridges)
25	Heliophobia (fear of sun/daylight)
26	Hemophobia (fear of blood)
27-28	Hydrophobia (fear of water/drowning)
29-31	Hypochondria (imagined illnesses)
32	Ivashuphobia (fear of Ivashu)
33-35	Kleptomania (compulsion to steal)
36	Megalomania (exaggerated self-worth)
37	Mysophobia (fear of dirt/filth)
38	Multiple Personality*
39-40	Musophobia (fear of mice/rats)
41-43	Necrophobia (fear of corpses)
44-45	Nyctophobia (fear of darkness/night)
46	Ophidiophobia (fear of snakes)
47	Ornithophobia (fear of birds)
48	Persecution Complex
49	Psychopathy (cannot tell right from wrong)
50-51	Pvaraphobia (Fear of Magic/Wizards)
52-54	Pyromania (fascination with fire)
55-56	Pyrophobia (fear of fire)
57	Sadism (pleasure inflicting pain)
58-59	Sex Mania/Deviancy
60	Theophobia (fear of temples/the divine)
61	Toxicophobia (fear of being poisoned)
62-63	Violent Temper (loses control)
64	Xenophobia (fear of strangers)
65	Yaelaphobia (fear of the moon)
66-70	Multiple Disorders (roll twice more)
71-00	No Mental Disorders

* Generate 2nd character with new *Personality* Attributes (only). Character changes personality at GM discretion, perhaps on a failed roll against *Intelligence* in stressful situations. The primary personality is neurotic and totally unaware of the secondary personality. The latter, on the other hand, is aware of the primary personality and often takes desperate actions to try and overcome the neurosis of that personality.

☐ PSYCHE (1d100)

Phobias, manias, and other mental disorders can be great fun in roleplaying, but they can also be disruptive. Use only at GM discretion.

The list of mental disorders is not comprehensive. We have omitted, for example, the common *Agoraphobia* (fear of open spaces and crowds) because a PC who is afraid to leave home might as well go home. The list is weighted towards disorders that are the most playable. If a mental disorder is generated, also roll on the *Severity* table (and pray for a low roll).

A *phobia* is an irrational fear/aversion. When likely to be stimulated by an appropriate situation, the GM tests the character's *WILL* to determine if the phobia can be resisted or not. If relief is impossible, a character may faint, become hysterical, go berserk, etc.

A *mania* is an irrational fascination, obsession, or compulsion, usually to excess.

PCs must roleplay any disorder they possess. A character with *Pyromania* should take every reasonable opportunity to start a fire; a character with *Hydrophobia* is unlikely to enjoy swimming, boating, etc. Severity of the disorder is, of course, relevant in the actions that are taken. If actions do not reflect a disorder, the GM may inject appropriate (and nastier) effects.

☐ **GM Option One:** Reward players with three points which they can add to attribute(s) of their choice (except *Will*) if they risk a roll on this table.

☐ **GM Option Two:** Make a GM roll for Mental Disorders. Treat disorder as latent, and advise player only when appropriate.

☐ **GM Option Three:** Treat the level of Severity (below) as variable and make a new roll on this table when a disorder is triggered. It is quite possible for someone with *Acrophobia* to climb a mountain with no problem, but freak-out sitting atop a twenty foot wall. Phobias are irrational.

1d100	Severity	Resist Test
01-60	Mild	Will x5
61-90	Moderate	Will x3
91-00	Severe	Will x1

☐ SEXUALITY (1d100)

1d100	Sexuality
01-90	Heterosexual
91-96	Bi-Sexual
97-00	Homosexual (exclusively)

CHARACTER 12

DEITY [Choice]

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

Deities of Hårn	Morality
Agrik (evil god of fire and war)	03-13
Halea (goddess of wealth and pleasure)	05-16
Ilvir (god of sorcerous beasts)	05-16
Larani (lady of paladins)	08-18
Morgath (evil god of the undead)	03-07
Naveh (god of thieves and assassins)	03-10
Peoni (lady of healing and virtue)	08-18
Sarajin (viking god of battle)	05-16
Save-K'nor (wise god of riddles)	08-18
Siem (god of dreams, elves, and dwarves)	11-18

While there are moral worshippers of Morgath and corrupt Laranians, characters tend to be more successful if their morality matches that of their deity. The table is a rough guide to the recommended Morality for a character to worship the ten major deities of Lythia. The churches, unaware of a character's true morality,

may be fooled. Peoni accepts almost anyone, but expects those with low Morality to reform their ways.

Comparison of the worshipper's morality with that of the deity affects divine intervention. This can tip the scales in a life or death situation.

PIETY [5d6]

Piety measures a character's standing with a deity and is measured in Piety Points (PPs). The number of PPs for a new character is determined by rolling 5d6. Piety totals increase and decrease in the course of play. PCs who choose a deity inappropriate to their Morality should have an opening PP total of only 4d6 or 3d6 at GM discretion. Record the number.

Piety Points are accrued in the course of play by undertaking (and usually completing) "pious acts." Piety means different things to the deities; a pious act which pleases Peoni is unlikely to find much favor with Agrik, Morgath, or Naveh. Piety also has little to do with Ritual (cleric) skill; impious (corrupt) clerics can and do exist. Examples of pious acts include extended prayer and meditation, and service to the church, particularly a temple quest or crusade.

Characters calling for *divine intervention* expend Piety Points; often quite a lot of them. Characters may also forfeit PPs by "sinning", keeping in mind that a sinful act to one deity may be a pious act to another. As a rule it is much easier to expend PPs than to obtain them. Players are, therefore, advised to conserve their PPs carefully.



☐ Multiple Worship?

Characters may ascribe to two or more religions, provided the deities are not diametrically opposed. Deities with a base Morality of less than 8 are generally opposed to the others, although Ilvir and Sarajin are somewhat "neutral". If this is done, a separate Piety Point total and Ritual Skill (SKILLS 13) is kept for each deity. Never, however, is it possible to be a cleric of more than one deity.

☐ Godless Characters

Characters may be **godless** in which case Piety/PPs are unnecessary.

Divine Intervention

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

PC OCCUPATION

CHARACTER 13

Tribal	Viking	Feudal	Imperial	Sindar	Khuzan	Occupation	Years	Class	CPs
01-05	01-04	01-05	01-05	01	01	Cleric	6	Unguilded	5
06-99	05-14	06-17	06-14	02-21	02-04	Hunter/Forester	5	Unguilded	8
•	•	18	15-17	•	•	Gladiator	4	Unguilded	10
•	15-19	•	•	•	05-12	Huscarl	6	Unguilded	15
•	•	•	18-35	•	13-32	Legionnaire	5	Unguilded	10
•	•	19-24	36-40	•	•	Mercenary/Brigand	4	Unguilded	10
•	•	•	•	22-31	•	Ranger	5	Unguilded	15
•	20-39	•	•	•	•	Viking/Pirate	4	Unguilded	10
•	•	25-44	•	•	•	Yeoman	6	Unguilded	10
•	40-45	45-49	41-47	32-51	33-45	Mage	7	Guilded	15
•	46-52	50-54	48-52	52-61	46-52	Harper/Skald	6	Guilded	5
•	53-62	55-64	53-62	62-66	53-67	Mercantylor	6	Guilded	5
•	63-67	65-67	63-66	67-69	•	Pilot	9	Guilded	10
•	68-81	68-77	67-76	70-76	•	Seaman	5	Guilded	5
•	82-90	78-87	77-86	77-81	68-70	Thief (Lia-Kavair)	3	Guilded	10
•	91-95	88-92	87-92	82-89	71-88	Weaponcrafter	7	Guilded	7
•	96-97	93-95	93-95	90-97	89-97	Herald	5	Noble	15
00	98-00	96-00	96-00	98-00	98-00	Knight/Chieftain/etc.	7	Noble	20

PC OCCUPATION SKILLS

Cleric: Depends on Deity/Church. See: *HårnMaster Religion*.

Gladiator: Initiative/7, Unarmed/5, 3 weapons to OML+SB2 (exotic weapons like Trident and Net preferred) Physician/2.

Hunter: Tracking/4, Stealth/4, Spear/4, Dagger/4, Shortbow/3, Foraging/3, Survival/3, Hideworking/2, Fletching/2.

Mage: Depends on Convocation. See: *HårnMaster Magic*.

Harper: Singing/5, Folklore/4, Oratory/4, Musician/4, 2 x Musician/3, Woodwork/3, Script.

Mercantylor: Rhetoric/5, Intrigue/5, Mathematics/3, Dagger/3, Law/2, 2nd Language, Script.

Pilot: Piloting/4, Weatherlore/4, Seamanship/3, Drawing/3, Dagger/3, Shipwright/2, Mathematics/2, Script.

Seaman: Seamanship/4, Climbing/5, Club/5, Dagger/4, Fishing/3, Weatherlore/3, Piloting/2, Shipwright/2.

Thief (Lia-Kavair): Legerdemain/4, Awareness/5, Stealth/4, Intrigue/4, Lockcraft/3, Dagger/4, Club/5, Acrobatics/2.

Weaponcrafter: Weaponcraft/4, Metalcraft/3, Fletching/3, Mineralogy/2, Two Weapons to OML.

Huscarl: Initiative/7, Battleaxe/4, Roundshield/4, Shortbow/3, Dagger/4, Foraging/3, Survival/3, Physician/2, Heraldry/1.

Legionnaire: Initiative/6, Spear/4, Towershield/4, Shortsword/4, Dagger/4, Foraging/3, Survival/3, Physician/2, Heraldry/1.

Mercenary: Initiative/6, Spear/4, Roundshield/4, Shortsword/4, Dagger/4, Foraging/3, Survival/3, Physician/2, Heraldry/1.

Ranger: Tracking/4, Stealth/4, Survival/3, Hartbow/4, Longknife/5, Buckler/5, Heraldry/2, Physician/2.

Viking: Initiative/6, Handaxe/4, Roundshield/4, Shortbow/3, Foraging/3, Survival/3, Physician/2, Seamanship/3, Pilot/2.

Yeoman: Initiative/6, Agriculture/4, Roundshield/4, Shortsword/4, Dagger/4, Longbow/3, Foraging/3, Survival/3, Physician/2, Heraldry/1.

Herald: Heraldry/4, Oratory/4, Rhetoric/4, Intrigue/5, Drawing/4, 2nd Language, Script, (+ Knight skills to OML).

Knight: Initiative/7, Lance/4, Bastard Sword/4, Knight Shield/4, Mace/5, Dagger/4, Riding/4, Intrigue/4, Dancing/3, Musician/2, Heraldry/2, Physician/2, Law/1.

OCCUPATION (1d100)

The next step in preparing a character for play is to determine an Occupation. This largely determines the skills a character has to begin play and, of course, the role playing opportunities that follow, at least initially. Your occupation choice is not necessarily a life commitment. Characters can change jobs during play, although this might involve a lengthy period of training.

The occupations available depend mainly on *Culture*, although birthplace and natural talent (attributes) may limit some choices. Some vocations (Knight and Herald) are only available to high-born characters; some such as Mage require exceptional natural talent. Birthplace is also relevant; a character born in landlocked Kaldor may have a hard time convincing the GM that running away to sea is a reasonable choice.

The PC OCCUPATION table lists occupations within each Culture. Occupation may be randomly generated with a 1d100 roll, or GMs may allow players to choose. GMs may impose restrictions on some occupations so that characters fit into an existing campaign.

The Occupation Table has a column showing the average years of training, a period that the GM can vary plus/minus one year. Characters begin play having completed the training for their vocation. That is, a career choice was really made when your character was 14-16 years old, and three to nine years of training have been completed. At this stage (age 17-25) your character has the skills listed on the OCCUPATION SKILLS table (left) and may then embark on a career. Average monthly wages (when employed) are given in *HårnPlayer*.

Weapons for Military characters are mostly given as a speciality. If this rule is not in play, use the general weapon skill. Substitutions for weapons may be allowed at GM discretion.

The occupations listed are only the most playable and popular for players. If you wish to roleplay such exciting careers as Beggar, Hideworker, or Ratter, see the OCCUPATION GENERATION and OCCUPATION SKILLS tables on CHARACTER 17/18. These tables are intended for NPCs, but can also be used for players.

Brief notes on each occupation follow. Assignment of Skills, the next step in Character Generation, is found on CHARACTER 19.

CHARACTER 14

CLERIC

Entering the church is a popular career for the second (or later) sons of nobility, or for devout characters of lesser birth. The complex mysteries of church doctrine are described in our publication *HårnMaster Religion*. A high Aura and Intelligence, and a suitable Morality for the desired church, are important.

HUNTER/FORESTER

A character skilled in hunting will rarely starve and is always a useful member of any player group that insists on risking life and limb in adventure. In addition to acquiring some useful weapon skills, the hunter's primary skills of Tracking and Stealth are a great asset for wilderness survival. A hunter who specializes in Gargun or Ivashu tracking is guaranteed an exciting life. Those with less of a death wish may want to become *Foresters* who are employed by Sheriffs to protect royal forests from poachers. Above average Strength, Stamina, Dexterity, Eyesight, Hearing, Smell, and Will may enable a hunter to prosper.

MAGE (Shek Pvar)



Shek Pvar belong to one of six ancient and esoteric sub-orders (convocations). Each convocation places different stress on certain Pvaric principles because some conflict with others. A Mage who is attuned to fire, for example, finds water particularly abhorrent.

The Shek-Pvar are not numerous, perhaps less than 100 masters in all of Hårn, most of whom reside in Melderyn. Each convocation has its own chantries where Pvaric philosophy is studied and taught to a few apprentices who spend 6-8 years in study. A high Aura is essential to become a mage, and high Intelligence and Will are also important. For details on becoming a Shek-Pvar, see our publication *HårnMaster Magic*.

HARPER/SKALD



Harpers are accomplished minstrels who play an important role in the conveyance of news, folklore, and oral history. Truly great harpers can make instruments of seemingly awesome enchantment, and coax any emotions they wish from their listeners. Ivinian skalds are well noted for their epic, heroic tales, and Sindarin harpers are renowned for their

beautiful, but often unfathomable, songs.

Players wishing to become Harpers must be willing to journey, but will find themselves, unlike other strangers, welcomed in most places they visit. Those with talent will have a relatively easy time mingling with the rich and powerful, who are always anxious to learn news of distant places, and generally pay handsomely for useful intelligence.

Almost anyone can be a harper, and some manage a living with minimal talent. Formal training is not essential, but it helps. The College of Harpers sponsor four halls in the Hårnic Isles:

Aleath:	<i>Aleta Hall</i>
Azadmere:	<i>Sinain Hall</i>
Cherafir:	<i>Tuven Hall</i>
Elshavel:	<i>The Silver Lute</i>

The Azadmere hall is exclusively for the Khuzdul. Elshavel is regarded as the finest place to study, but only humans with the greatest of talents are invited to that august institution. Talented harpers require above average Dexterity, Hearing, Voice, Intelligence, and Will. An apprentice Harper, after 5-7 years of study and training, spends a dozen or more years as wandering minstrel, before earning the elite status of Master Harper.

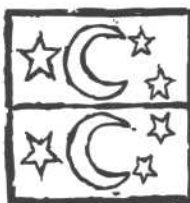
MERCANTYLER



Mercantylers are guildsmen involved in the trading of goods at a profit, or acting as agents for such transactions, or financing trade with high-interest loans. Most mercantylers are local merchants, but some engage in caravan or maritime foreign trade, and may specialize in an exclusive commodity such as furs, slaves, exotic creatures, spices, or wines.

A Mercantylers character has the rationale to travel widely, get involved in all kinds of adventure, and, if astute, to amass a great fortune. PC Mercantylers start their career as journeymen attached to a caravan, or serving as supercargo on a sea-going vessel, with the eventual goal of owning a caravan or ship. Useful attributes are high Voice, Intelligence, and Will, and above average Strength and Dexterity will help with a decent skill in a weapon or two.

PILOT



Pilots are navigators who direct ships from one port to another. They are highly respected by all mariners. Their skills are deemed essential for the safe operation of a vessel, and it is almost universally taboo to harm them. Training takes nine years—the longest of any guild.

Every master pilot compiles a rutter, a book of accumulated maritime knowledge. This item, sometimes written in a code known only to the pilot, is carefully guarded for its loss could bring disaster.

Pilots are well paid. Wages range from 8-12d per day, although many prefer to work for a cargo share. These are handsome wages, especially considering that room and board, and a liberty chest, are also provided. A good pilot can become quite wealthy. A few have risen from humble beginnings to own a fleet of six or more vessels, but rough seas and shipwreck claim the lives of many.

A pilot career begins as a newly-qualified master pilot (ironically, the rank of journeymen does not exist in this guild) looking for a ship in need of a pilot. Swimming is not listed as an occupational skill because only about half of all seafarers can swim. It may, of course, be opened as an optional skill. Above average Dexterity, Agility, Eyesight, Smell, Intelligence, and Will are essential for a good pilot, and the sunsigns *Lado* and *Masara* are favorable. For detailed information on piloting and ships, see our publication *Pilots' Almanac*.

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SEAMAN

Running away to sea is an interesting career, and is open to characters of low birth. A seafaring career is certain to involve players in extensive travel and adventure, and provides a better than average opportunity to acquire wealth.

A PC seaman starts play as an AB (Able-Bodied Seaman) having served two years as a Deck Boy and two years as Ordinary Seaman. It typically takes five years of elapsed time to accumulate this experience. Characters may aspire to the rank of Mate who is responsible for the day to day operation of the ship, and a few may become wealthy owners of their own ship. Piracy is, of course, always a popular "career change" for seafaring PCs. Above average Strength, Dexterity, Agility, Eyesight, and Intelligence are useful, and the sunsign *Lado* is favored. For detailed information on seamen and ships, see our publication *Pilots' Almanac*.

THIEF (Lia-Kavair)

Whether they know it or not, most town dwellers encounter the *Lia-Kavair*, the "Thieves Guild," from time to time. This organization of semi-autonomous miscreants is not particularly hard to find, but may be hard to join. They operate and control a variety of illicit activities, including prostitution, gambling, and persecuting rings. In some communities they have a fairer side as well, providing the only effective protection to those unable to guard themselves, although this aid tends to be paternalistic and may be only a "protection racket."

The "masters" of the *Lia-Kavair* sometimes hire as apprentices new faces unknown to the local authorities or to their rivals. Most often they are initially trained and employed as persecutors. PCs who are accepted into the *Lia-Kavair* can acquire some useful skills, assuming they manage to stay alive and do not find themselves rotting away in some dungeon. The GM will outline the nature of the organization joined. This may range from a quasi-benevolent "family" to a vicious gang of cut-throats run by a remorseless psychopath.

WEAPONCRAFTER



A player-character weaponcrafter is an interesting career, particularly if the PC is also a Jmorvi Shek-Pvar and capable of producing enchanted equipment. PC weaponcrafters begin play as journeymen, engaged in a life of travel, and improving weaponcraft. As an alternative, a weaponcrafter with sufficient ability may seek out the Jmorvi Shek-Pvar and, with luck, be accepted for training as a weaponsmith artificer.

When Weaponcraft ML is 70+, the PC may apply for a free or bonded franchise. There may be a wait of several years before a franchise is available, either by someone dying or by a new franchise being created. This is under the control of the GM. Once the PC gets a franchise, records of sales and expenses must be maintained, and time must be spent making weapons and/or armour. The PC may take on apprentices and hire journeymen as needed. There will be time for adventure; most craftsmen close shop for several months in the autumn. Above average Strength, Dexterity, Eyesight, and Intelligence are important for good weaponcrafting, and a high Aura will be essential if a player also wants to become a Jmorvi Shek-Pvar. *Feneri* is the most advantageous sunsign.

MILITARY CAREERS

A military career provides good weapon skills, useful social contacts, and a good opportunity for advancement in society. Of course, it might also be dangerous. Only characters with good Strength, Stamina, Dexterity, Agility, and Will should consider this vocation. The sunsigns *Ahnu*, *Angberelius*, and *Aralius* are favored for warriors. The following are brief notes on military careers.

GLADIATORS exist wherever the Pamesani (or other) games are practiced (Rethem and Tharda on Hårn). They can develop high weapon skills, although audiences prefer exotic weapon combinations such as Trident & Net, or Shortsword & Buckler. Fights pitting gladiators against rare beasts are always popular. Gladiator schools exist in Golotha, Coranan, and Shiran. They provide training and sustenance in exchange for half of a gladiator's earnings, which can be substantial. Entry into such schools is relatively easy (the arena has a voracious appetite for blood) but only characters with higher than average physical attributes can hope to survive.

BRIGANDS are fairly common in the vast wilderness regions of Hårn. Most are a rough lot of outlaws, thieves, and cutthroats, in effect a rural *Lia-Kavair*. Some are mercenary bands fallen on hard times. A few bands are composed of men who for one reason or another have been unjustly wronged, and who take great delight in extracting justice (and money) from their oppressors. PCs may seek out and join such bands, but it's a hard and dangerous life.

HUSCARLS are elite Ivinian (and Khuzan) warriors. Nearly all able-bodied Ivinian males (and some females) are trained in arms, but the best in a clan are called Huscarls. They typically bear the unusual combination of bow and heavy melee weapon.

LEGIONNAIRES are full-time, paid soldiers, generally Light Foot. Standing armies are rare because most realms rely on the feudal levy. However, in the Thardic Republic, there are legions consisting of a mixture of regulars and reservists. Legionnaires serve at least four years, typically from age 16–20, but may reenlist, and receive a grant of land after twenty years of service.

MERCENARY bands are common throughout Hårn. They are often itinerant, but many aspire to permanent service. Some nobles retain mercenaries as guards on a semi-permanent basis, as do mercantylers engaged in the caravan trade. The captains of mercenary bands are always on the lookout for suitable recruits. Successful bands can provide lucrative pay, generally distributed among members as shares of revenue. Aspiring to become a mercenary captain, responsible for a company of mercenaries (NPCs run by the player) makes for excellent roleplaying. An unsuccessful band may turn to banditry.

RANGERS form the bulk of elven forces. They have superb wilderness skills and bear the *hartbow*, a powerful composite shortbow that is better in range and impact than the longbow. Most Rangers favor a longknife of superior quality (+1d3 to WQ) as a melee weapon, but some also use handaxes and heavier swords.

VIKING is an Ivinian tradition of raiding and pillaging, and warriors with this experience are called Vikings. They form the bulk of the crew on the dreaded warboats and dragonships that plague the coasts of western Lythia.

YEOMEN are part-time warriors who provide military service in exchange for land. Feudal service requires a knight to provide the services of one "Lance" for 30–60 days. Although the

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custom varies from realm to realm, a "Lance" is most often a unit of five: the knight, a squire, and three yeomen. To satisfy this requirement, most knights foster the son of another knight to act as their squire, and grant 60–120 acres of land to each of three freeholders in exchange for military service. Yeomen must equip themselves as light foot, if not light horse. In some feudal realms, notably Chybisa, recognition of the power of the longbow has led to a growing custom to have Yeomen equipped with this weapon.

HERALD



The College of Heraldry is closely associated with the Nobility. Most young nobles learn the fundamentals of heraldry, and those unlikely to inherit much of anything form the majority of college entrants. Most young heralds are employed by noble households, where they are responsible for keeping family genealogies and heraldic arms, and teaching clan history. Heraldry also play an important role as ambassadors, skilled in the etiquette of diplomacy and war. They are given a high degree of political neutrality. When a battle is to be joined, heralds from the opposing camps generally meet to exchange formalities, conduct last-minute negotiations, discuss terms of surrender, etc. If they cannot resolve a dispute by negotiation, rival heralds often watch the battle from the same hill, free of harm.

The career of Herald involves players in the halls of power, acting as councilors and diplomats for kings and feudal lords. The opportunities for intrigue and high adventure are obvious. However, unless a commoner has exceptional natural talent (minimum SB of 15 in Heraldry and a heavy purse) entry into a college is impossible to all but the children of nobility. Candidates must be at least 18 years of age, be able to read and write, and have above-average Dexterity, Eyesight, Voice, Intelligence, and Will. Training lasts three to five years, and most young heralds start their careers in the households of lesser nobles.

NOTE: Most Heraldry are also knights and have the basic skills of knights, although the opportunity to improve weapon skills will not be extensive in their occupation as herald.

KNIGHTS

Most sons of the nobility are fostered with a relative or liege at the age of 14, sometimes in a distant locale. They serve as squires to their foster parent and are taught the skills of knighthood listed on the OCCUPATIONAL SKILLS Table. Knighthood is not usually granted until the age of majority (21). The foster parent bears the considerable expense of outfitting the new knight with appropriate weapons, armour, and steed. It is considered a breach of etiquette for the birth parents to directly finance their own child's knighthood, although most reward the foster parent with an appropriate gift or two.

A knight character is assumed to begin play just after knighthood is granted, and is then free to pursue a career in keeping with noble status. The eldest son and/or presumed heir will be taught the skills of managing the family estates. Most younger sons are encouraged to enter a fighting order or find employment as a retainer with a wealthy lord. Some enter a church or the College of Heraldry.

Knights enjoy an advantage in combat skills and may seem to have it made, but they also have onerous duties to family, clan, tenants, and society at large.



OCCUPATION GENERATION CHARACTER 17

	Tribal	Viking	Feudal	Imperial	Sindar	Khuzan	Occupation	Urban %
SLAVE	01-20	01-80	01-80	01-75	•	•	Farmer	0
	21-80	81-97	81-95	76-90	•	•	Herdsman	0
	81-00	98-00	96-00	91-98	•	•	Servant/Cook	0
	•	•	•	99-00	•	•	Gladiator/Guard	20
SERF	•	•	01-80	•	•	•	Farmer	0
	•	•	81-95	•	•	•	Herdsman	0
	•	•	96-00	•	•	•	Servant/Cook	0
FREEMAN (UNGUILDED)	•	01	01	01-02	01	01	Animal Trainer	75
	•	02-03	02-05	03-06	•	•	Beggar/Scavenger	95
	•	04	06	07	02-03	02-03	Cartographer/Artist	90
	01-03	05-06	07-08	08-09	04	04	Cleric/Shaman	65
	•	07-10	09-12	10-13	05-08	05-19	Cook/Servant	80
	•	11-55	13-60	14-38	•	•	Farmer (freehold)	0
	04-20	56-65	61-66	39-44	09-19	•	Fisherman (sea or river)	50
	•	•	67	45-47	•	•	Gladiator	95
	21-40	66-70	68-69	48-54	•	•	Herdsman	0
	41-00	71-76	70-72	55-57	20-57	20-21	Hunter/Trapper	10
	•	77-83	73-80	58-65	•	22-33	Laborer/Longshoreman	95
	•	84-85	81-82	66-69	•	•	Prostitute/Pimp	75
	•	86-87	83-84	70-71	•	•	Ratter	70
	•	88	85	72-75	•	34-57	Sage/Tutor	80
	•	89-90	86-87	76-80	58-64	58-64	Scribe	90
	•	91	88	81-90	65-74	65-97	Soldier: Legionnaire/Guard	90
	•	92-97	89-90	91-95	75-95	•	Soldier: Mercenary/Viking	70
	•	•	91-97	•	•	•	Soldier: Yeoman	0
	•	98	98	96-97	96	98	Teamster	90
	•	99	99	98	97	•	Thatcher	5
	•	00	00	99-00	98-00	99-00	Toymaker	75
	•	01	01	01	01-02	01	Apothecary	90
	•	02	02	02	03-04	02	Arcane Lore: Alchemist	90
	•	03	03	03	05	03	Arcane Lore: Astrologer	90
	•	04-05	04	04-05	06-10	04	Arcane Lore: Shek-Pvar	90
	•	06-07	05-06	06-07	11	05-07	Chandler	95
	•	08-10	07-08	08-09	12	08	Charcoaler	10
	•	11-13	09-12	10-12	13-17	09-10	Clothier	95
	•	14	13	13	•	•	Courtesan	99
	•	15-16	14-15	14-15	18	11	Embalmer	95
	•	17-18	16-17	16-17	19-30	12	Glassworker	90
	•	19-22	18-20	18-20	31-40	13-16	Harper/Skald	80
	•	23-28	21-27	21-26	41-50	17	Hideworker	40
	•	29-32	28-32	27-30	51-54	18-19	Innkeeper	35
	•	33-34	33-34	31-32	55-63	20-29	Jeweler	99
	•	35-36	35-36	33-34	64-67	30-32	Lexigrapher	95
	•	37	37	35	•	33	Litigant	95
	•	38	38	36	68	34-35	Locksmith	95
	•	39-40	39-41	37-39	69-74	36-46	Mason	60
	•	41-48	42-47	40-45	75-76	47-60	Mercantylor	90
	•	49-57	48-56	46-54	77-80	61-68	Metalsmith	15
	•	58-64	57-64	55-62	81	69	Miller/Millwright	10
FREEMAN (GUILDED)	•	65-67	65-67	63-65	82	70-84	Miner	1
	•	68	68-69	66-68	83	•	Ostler	75
	•	69-70	70-71	69-71	84	85	Perfumer	95
	•	71	72	72	85	86	Physician	75
	•	72-73	73	73	86	•	Pilot	95
	•	74-77	74-77	74-77	87	87	Potter	85
	•	78-79	78-79	78-79	88	88	Salter	30
	•	80-83	80-82	80-82	89	•	Seaman	95
	•	84	83	83	90	•	Shipwright	90
	•	85	84	84	91	89	Tentmaker	95
	•	86	85	85	92	90	Thespian	70
	•	87-88	86-88	86-88	93	91	Thief (Lia-Kavair)	75
	•	89-90	89-90	89-90	94	92	Timberwright	10
	•	91-92	91-92	91-92	95-96	93-99	Weaponcrafter	75
	•	93-00	93-00	93-00	97-00	00	Woodcrafter	30
NOBLE	•	•	01-05	01-05	•	•	Cleric (noble)	65
	•	01-03	06-10	06-10	01-03	01-02	Herald (noble)	80
	•	•	11-15	18-38	•	•	Bailiff (manor)	5
	01-00	•	•	•	•	•	Chieftain (Tribal)	0
	•	•	16-85	•	•	•	Knight-Bachelor (landless)	50
	•	04-00	86-00	39-00	04-00	03-00	Knight/Patrician	0

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OCCUPATION SKILLS

Id100	Occupation	YRS	Skills
01-10	Farmer (serf/slave)	4	Agriculture/4, Weatherlore/3, Animalcraft/3
11-12	Herdsmen (serf/slave)	2	Animalcraft/4, Tracking/3, Survival/3, Weatherlore/2
13	Cook/Servant (serf/slave)	3	Intrigue/4, Rhetoric/4, Cookery/4, Textilecraft/3, Herblore/2.
14	Animal Trainer	3	Animalcraft/4, Hideworking/2, Riding/2
15-16	Beggar	1	Rhetoric/5, Intrigue/4, Dagger/4
17	Cartographer/Artist	5	Drawing/4, Mathematics/2, Script
18	Cleric/Shaman	3	Depends on deity worshiped. See: <i>HårnMaster Religion</i> .
19-23	Farmer (freehold)	4	Agriculture/4, Weatherlore/3, Animalcraft/3
24-25	Fisherman	5	Fishing/5, Seamanship/4, Weatherlore/2, Piloting/2, Shipwright/2
26	Gladiator (free/slave)	4	Initiative/7, 3 Weapons to OML+SB2, Unarmed/5, Physician/2
27-28	Herdsmen (freehold)	2	Animalcraft/4, Tracking/3, Survival/3, Weatherlore/2
29-30	Hunter/Trapper	5	Tracking/4, 3 Weapons to OML+SB, Stealth/4, Foraging/3, Survival/3, Hideworking/2, Fletching/2
31-34	Laborer	1	Intrigue/4
35	Longshoreman	1	Intrigue/4, Seamanship/2
36-37	Prostitute/Pimp/etc	1	Lovecraft/4, Intrigue/4, Dagger/4
38-39	Ratter	3	Animalcraft/4 (Ratcraft) Net/3, Club/5, Herblore/2
40	Sage/Tutor	5	Folklore/4, Mathematics/2, 2nd Language, Two Scripts
41	Scribe	5	Drawing/3, Mathematics/2, 2nd Language, Scripts (3)
42-43	Soldier (Legionnaire)	5	Initiative/6, Spear/4, Shield/4, Sword/4, Dagger/4, Foraging/3, Survival/3, Physician/2, Heraldry/2.
44	Soldier (Mercenary)	4	Initiative/6, Spear/4, Shield/4, Sword/4, Dagger/4, Foraging/3, Survival/3, Physician/2, Heraldry/1.
45	Soldier (Viking)	5	Initiative/6, Axe/4, Shield/4, Bow/3, Foraging/3, Survival/3, Physician/2, Seamanship/3, Pilot/2.
46-47	Soldier (Yeoman)	6	Initiative/6, Agriculture/4, Sword/4, Shield/4, Dagger/4, Bow/3, Foraging/3, Survival/3, Physician/2, Heraldry/1.
48	Teamster	2	Riding/4, Animalcraft/3, Whip/3, Woodcraft/2
49	Thatcher	4	Climbing/5, Woodcraft/3, Engineering/2
50	Toymaker	5	Woodcraft/4, Lockcraft/3, Drawing/3, Hideworking/2
51	Arcane Lore: Alchemist	7	Alchemy/4, Mathematics/3, Herblore/3, Mineralogy/2, Physician/2, Script
52	Arcane Lore: Astrologer	4	Astrology/4, Mathematics/3, Drawing/3, Tarotry/2, Script
53	Arcane Lore: Shek-Pvar	7	Depends on Convocation. See: <i>HårnMaster Magic</i>
54	Apothecary	6	Herblore/4, Alchemy/2, Mathematics/2, Physician/2, Script
55-56	Chandler	4	Three reasonable crafts at SB3, Alchemy/2, Metalcraft/2, Script
57	Charcoaler	3	Timbercraft/3, Survival/3, Woodcraft/2, Metalcraft/2
58-59	Clothier	6	Textilecraft/4, Hideworking/3, Jewelcraft/3, Script
60	Courtesan	3	Lovecraft/5, Intrigue/5, Singing/5, Musician/3, Dancing/3, Script
61	Embalmer	7	Embalming/4, Woodcraft/2, Alchemy/2, Perfumery/2, Script
62	Glassworker	7	Glassworking/4, Ceramics/2, Alchemy/2, Script
63	Harper/Skald	7	Singing/5, Folklore/4, Oratory/4, Musician/4, 2 x Musician/3, Woodwork/3, Script
64-65	Hideworker	5	Hideworking/4, Textilecraft/2, Alchemy/2
66-68	Innkeeper	5	Brewing/4, Cookery/4, Rhetoric/4, Intrigue/4, 2nd Language, Script
69	Jeweler	7	Jewelcraft/4, Metalcraft/3, Mineralogy/2, Script
70	Lexigrapher	5	Hideworking/4 (parchment/vellum) Drawing/3, Scripts (2)
71	Litigant	7	Law/4, Oratory/5, Rhetoric/5, Intrigue/5, 2nd Language, Script
72	Locksmith	6	Lockcraft/4, Metalcraft/3, Woodcraft/2, Script
73-74	Mason	7	Masonry/4, Woodcraft/3, Engineering/3, Mathematics/2, Script
75-76	Mercantylor	6	Rhetoric/5, Intrigue/5, Mathematics/3, One Weapon OML, 2nd Language, Script
77	Metalsmith	6	Metalcraft/4, Mineralogy/2, Weaponcraft/2
78	Miller/Millwright	6	Milling/4, Engineering/3, Agriculture/3, Script
79	Miner	6	Mineralogy/4, Engineering/3, Woodcraft/2, Metalcraft/2, Jewelcraft/1
80-81	Ostler	5	Animalcraft/4 (Horse) Riding/4 (Horse) Hideworking/3
82	Perfumer	6	Perfumery/4, Alchemy/3, Herblore/3, Embalming/2, Script
83	Physician	7	Physician/4, Herblore/3, Alchemy/3, Script
84	Pilot	9	Piloting/4, Weatherlore/4, Seamanship/3, Drawing/3, One weapon to OML, Shipwright/2, Mathematics/2, Script
85	Potter	6	Ceramics/4, Glassworking/2, Mineralogy/2
86	Salter	4	Mineralogy/3, Cookery/4, Survival/3, Fishing/3, Herblore/1
87	Seaman	5	Seamanship/4, Climbing/5, Club/5, Dagger/4, Fishing/3, Weatherlore/3, Piloting/2, Shipwright/2
88	Shipwright	7	Shipwright/4, Woodcraft/3, Timbercraft/3, Metalcraft/2, Mathematics/2, Seamanship/2, Script
89	Tentmaker	5	Textilecraft/3, Hideworking/3, Woodcraft/2
90	Thespian	7	Acting/4, Oratory/4, Singing/4, Musician/3, Drawing/3
91	Thief (Lia-Kavair)	3	Legerdemain/4, Awareness/5, Stealth/4, Intrigue/4, Lockcraft/3, Club/5, Dagger/4, Acrobatics/2
92	Timberwright	6	Timbercraft/4, Survival/3, Woodcraft/5
93	Weaponcrafter	7	Weaponcraft/4, Two Weapons to OML, Metalcraft/3, Fletching/3, Mineralogy/2
94-95	Woodcrafter	7	Woodcraft/4, Metalcraft/2, Hideworking/2
96	Herald	5	Heraldry/4, Oratory/4, Rhetoric/4, Intrigue/5, Drawing/4, 2nd Language, Script, Knight skills to OML.
97-99	Knight/Bachelor	7	Initiative/7, 5 Weapons to OML+SB, Riding/4, Intrigue/4, Heraldry/2, Musician/2, Dancing/3, Physician/2, Law/1.
00	Landed Knight/Bailiff	7	Initiative/7, 5 Weapons to OML+SB, Agriculture/4, Riding/4, Intrigue/4, Heraldry/3, Musician/2, Dancing/3, Physician/2, Law/1, Script

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ASSIGNMENT OF SKILLS

The final step in character generation is to assign skills. Familiarity with the Skills system is necessary before proceeding.

Skills are listed on the SKILL DATA table (SKILLS 3–4). For each character, the following four types of skills are assigned before play begins.

[1] Automatic Skills

Skills that every character has regardless of background or training. These include Climbing and Jumping and are already entered on the Profile. The SB for each automatic skill should be calculated and recorded. The Opening Mastery Level (OML) is the multiple of SB given on the SKILL DATA table.

[2] Occupational Skills

Characters now open the listed skills listed on the Occupation Table. Each skill is named, followed by a number which is the OML. That is, the skill Tracking/4 means that this skill is opened to SB4. Calculate the required Skill Bases and OMLs.

IMPORTANT: An Automatic skill is sometimes listed as an Occupation Skill. In such cases, only the Occupation Skill OML is used – they are NOT added together. For example, Initiative is normally opened by all characters to SB5. A Legionnaire, however, has Initiative /7, meaning this automatic skill opens at SB7.

[3] Optional Skills

Skills chosen by the character and developed as “hobbies” or self-improvement. All characters have five (5) option points (OPs) which may be expended as follows:

NEW SKILLS: Open any of the following skills for 1 OP (each). The OMLs given are one level higher than normal, and only apply in character generation. They open later (during play) at their normal OMLs.

Acrobatics/2	Dancing/3	Survival/3
Acting/2	Drawing/3	Swimming/2
Agriculture/3	Folklore/3	Textilecraft/2
Animalcraft/2	Fishing/3	Timbercraft/3
Brewing/2	Foraging/3	Tracking/2
Ceramics/2	Hideworking/2	Weatherlore/3
Cookery/4	Musician/2	Woodworking/2

IMPROVING SKILLS: For 1 OP, the character may improve any open skill (including any New Skills just opened) by SB1. No skill may be improved more than ONCE in this way.

[4] Psionic Talents [Optional]

Some characters may be born with psychic abilities such as telepathy, telekinesis, or psychometry. The GM generates talents using the Psionics rules. You may or may not be told about them.

HårnMaster Skills

Some skills are universal (Automatic) some depend on Occupation, and some depend on player interest. Although there are no arbitrary limits to the number or combination of a character's skills, their are practical limits. For example, a warrior can learn spells, but doing so requires the character to spend some years learning the mysteries and ways of magic. In practice, most characters specialize in a narrow range of skills for which they have natural affinity, preferring to be a master of few skills than a novice at many.

Recording Skills

Record each open skill on the Character Profile under the appropriate category of Physical, Combat, Lore/Craft, etc. There is space for:

- The name of the skill. Automatic skills are already named on the profile.
- The Skill Base (SB). Each character has a unique Skill Base for each skill.
- The Mastery Level (ML) which changes during play and should be entered in pencil. ML represents a character's general effectiveness when using the skill.

☐ Militia Skills

GMs have the option to allow non-military characters to open two combat skills on the assumption they have served in the militia. These are opened as Optional Skills to OML+SB for 1 OP each, but cannot be improved.

Psionic Talents

Latent psionic talents can manifest in odd ways. Nearby things might inexplicably move or catch fire; the character might get vivid dreams or headaches.

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EQUIPMENT AND FUNDS

A typical character begins play with clothes worn, a knapsack containing their worldly possessions, credentials when appropriate, and a (not quite empty) moneypurse or moneybelt. Most characters would be afoot. Knights would ride a warhorse.

Clothing & Possessions

Clothes will likely be homemade and can be expected to last about one year if not mistreated. A cloth tunic, hose, and cap are typical, plus leather shoes or perhaps boots. A spare set of hose is reasonable.

The knapsack will likely contain some bread and cheese for a few days and *portable* tools of the character's trade when appropriate. A weaponcrafter, for example, would have hammers, tongs, etc., but not an anvil. Everyone carries some fire-making tools (tinderbox, or flint and steel) and a strip of cloth for a towel, bandage, or arm-sling.

Credentials

Somewhere on the character's person will be papers to prove guild rank (if any) and/or a letter of introduction. Many guilds issue a badge or tattoo to prove rank. Knights need no "stinking badges" since their expensive weapons and armour speak for themselves.

Purse/Moneybelt

A new character's purse is not likely to weigh much; most apprentices are unpaid and few would have the willpower to save what little pocket-money they do get. Assume Will x3d for unguilded/military characters, Will x6d for guilded characters, and Will x12d (or more) for noble characters. GMs can, of course, be more generous if they wish. A character's *Estrangement* might influence funds; unpopular characters might get the most if they leave home right now!

Weapons & Armour

Nearly everyone carries a knife or dagger. Other than this, new characters can only bear weapons that are appropriate to their open combat skills. Players may carry any reasonable weapon within their combat skill groups, except chivalric weapons (see: COMBAT 3) are restricted to the nobility. Players are referred to *HårnPlayer* for information on the *Right to Bear Arms* in Hårnic society. and for descriptions of all weapons and armour.

Except for warriors and knights, few starting characters should have armour, certainly nothing more than a leather byrnie and hat (and they might have to explain where they got the byrnie if challenged). For military characters, the GM may roll on the Random Armour Table (sidebar) for guidance.

Whatever armour and weapons characters have, they are considered to be a family gift or spoil of war from a character's years of training. Alas, getting better equipped will cost a small fortune or a plunder.

Prince or Pauper?

Most characters begin play in a condition of real or impending poverty, with perhaps enough resources to avoid starvation and exposure for a month or two. They should, however, have the skills, and hopefully the wit, to survive, prosper, and maybe, just maybe, slay a dragon or three.

RANDOM ARMOUR TABLE
Roll 1d10. Knights/Officers +8.

01-05	Leather
06-07	Kurbul
08-10	Ring
09-11	Scale
12-14	Mail & Half-Helm
15-16	Mail & Full Helm

CHARACTER 21

VETERAN NPCs

GMs have to generate characters who are older and more experienced than a typical starting character. The following are guidelines for creating such characters. The routine assumes a normal character is created and skills will then be improved to reflect the character's age and experience.

AGE & EXPERIENCE

The first step is for the GM to determine how "experienced" a veteran character will be. Experience is reckoned in years; three years, ten years, etc. A character's age would then be years of experience added to starting age, which varies by occupation.

A typical guildsman will achieve the skills of a master after 4–6 years as journeyman. Of course, having the skills of a master, and having the *rank* of master, are not the same thing. Most guilds control the number of masters by restricting the number of franchises available. Some journeymen may actually be more skillful than some masters.

SKILL BASE IMPROVEMENTS (SBIs)

Having determined a character's Experience, the next step is to determine and total the number of SBIs available. SBIs are expended to improve open skills, or to open new skills as desired.

Time SBIs

Each character receives three (3) SBIs per year, the annual equivalent of monthly skill development rolls. A character with five years of experience would be entitled to fifteen (15) SBIs.

Activity SBIs

Activity Level	SBIs
Sedentary	2/year
Normal	3/year
Active	4/year

Characters acquire SBIs for their Activity Level. These SBIs represent the *bonus* skill development rolls characters get for using skills in crisis situations. The number of SBIs given depends on the GM's assessment of a character's Activity Level.

Expending SBIs

Diminishing returns are built into the *HårnMaster* skill improvement system. The higher an ML gets, the harder it is to improve. To reflect this, the actual number of SBIs that must be expended to raise a skill by one SB varies according to number of SB improvements made:

+SB1	1 SBI
+SB2	3 SBIs
+SB3	7 SBIs
+SB4	15 SBIs

Hence, if a character has an OML of SB4 in a skill, it may be improved to SB6 by expending 3 SBIs, to SB7 by expending 7 SBIs, etc.

Which Skills to Improve?

It is suggested that roughly two thirds of available SB improvements be expended on a character's occupational skills; warriors should improve mostly combat skills, and so on. The balance may be used to open and develop new skills as desired.

❑ Random SBIs

The GM may randomize the actual number of SBIs accruing by rolling 3d6:

3d6	Variation
03–05	–20%
06–08	–10%
09–12	None
13–15	+10%
16–18	+20%

❑ Opening New Skills

A new skill may be opened by expending three (3) SBIs. Obviously, the normal kinds of restrictions on availability of skills should apply.

❑ Skill Development Rolls

Each SBI is equal to about twelve (12) normal Skill Development Rolls. GMs have the option to convert all references to SBI into such rolls, and distribute them as seems appropriate over various skills. That is, a character with 20 SBIs gets 240 Skill Developments. This approach is actually more accurate than using SBIs but will, of course, take a few hours to execute.

CHARACTER 22

AGING

Despite the most carefully laid plans, no one lives forever, even in fantasy role-playing games. Although many characters die from violence or accident at a young age, some (especially NPCs) achieve ages at which their abilities should decline, and death from natural causes becomes possible.

LIFE EXPECTANCY

The GM (secretly) generates a personal Life Expectancy for characters. Modify the generated age by a character's Income and Lifestyle.

AGE OF DEGENERATION

Age of Degeneration is Life Expectancy minus ten years. That is, a character with a Life Expectancy of 55, has an Age of Degeneration of 45.

At the beginning of each gameyear, the GM should flip through character files to see who, if anyone, might be suffering the effects of advancing years. Both PCs and NPCs should be checked. Any character who has NOT reached the *Age of Degeneration* may be passed over.

For each eligible character, roll **1d100 + Age** for **each** condition on the AGING table. If the result exceeds the number shown, the effect occurs.

AGING TABLE

106+	Weight Gain: +5lbs.
111+	Vision Impairment: Cataracts, etc. Reduce Eyesight by 1.
101+	Hearing Loss: Reduce Hearing by 1.
106+	Senility: Reduce Intelligence by 1.
81+	Menopause/Andropause: Male characters may experience unpleasant mood changes. Female characters can no longer get pregnant.
96+	Arthritis/Rheumatism: Any of a variety of bone/joint pains leading to a loss of Dexterity and/or Agility. Reduce both attributes by 1d3 - 1.
111+	Gout: Reduce Agility by 1d3 + 1.
141+	Chronic Disease: character has one of diabetes, cancer, tuberculosis, pleurisy, consumption, etc. Character will likely die in 1d4 years.
136+	Heart Attack/Stroke: Test Endurance x 3. Character dies with CF/MF. Otherwise, treat as Chronic Disease.

LIFE EXPECTANCY

Human Male	3d6+50 years
Human Female	3d6+55 years

Modifiers

Low Income	-5 years
Average Income	+0 years
High Income	+5 years
Sedentary Lifestyle	-5 years
Normal Lifestyle	+0 years
Active Lifestyle	+5 years

CHARACTER POINT SYSTEM

Character pointing is an alternate way of generating a character. It works by setting attributes to a number, and giving the player a pool of points. The player then allocates these points to increase the attributes deemed most valuable.

KEY ATTRIBUTES

Set all seven key attributes to eight (8) plus/minus any applicable modifiers. For example, Sindarin have a +2 bonus for Agility so their base for this attribute is $8+2 = 10$. Use a pool of thirty (30) character points (CPs) to increase attributes as desired. No attribute may be increased beyond the species maximum.

EXAMPLE:

Increase Strength	by 4	to 12
Increase Stamina	by 7	to 15
Increase Dexterity	by 3	to 11
Increase Agility	by 2	to 10
Increase Intelligence	by 1	to 9
Increase Aura	by 6	to 14
Increase Will	by 7	to 15
Total		30 CPs

EXPANDING THE SYSTEM

The GM may expand the system to include the other segments of character generation by adding twenty (20) CPs to the pool. Some choices have negative CPs, which give players bonus CPs to further improve attributes as desired.

BIRTH ATTRIBUTES

SPECIES: Although Sindarin and Khuzdul have an advantage in character generation, this is counterbalanced by the social disadvantage they face when interacting with human society. Hence, no points are charged for Species selection.

SUNSIGN/BIRTHDATE: Astrological sign affects all skills and is, therefore, of considerable importance. A player is charged 3 CPs to select any sign, plus an additional 2 CPs for a birthday on an astrological cusp.

BIRTHPLACE/CULTURE: These are not subject to selection since the GM may want to restrict choices to the best-developed areas. GMs may allow choices at their discretion.

APPEARANCE ATTRIBUTES

HEIGHT: Players choose one of three height averages: Short (-3), Average (+0), or Tall (+3). Generate height normally, except the modifier for Short is 2d6 (instead of 4d6) and Tall is 6d6.

FRAME: Players choose one of: Scant (-5), Light (-2), Medium (+0), Heavy (+2), or Massive (+5). Human Females and Sindarin modify CPs by +1, and Khuzdul by -2. That is, if choosing Heavy, a Khuzan pays +0, while a Sindarin pays +3.

WEIGHT: Because Weight modifies Strength, the choices to Height and Frame may modify Strength (at no extra cost).

COMELINESS: Players choose one of Ugly (-3), Plain (-1), Average (+0), Attractive (+1), or Handsome (+3). Actual 3d6 score is the *lowest* for the Comeliness chosen (09 for average) but Sindarin are +2 to this score.

Designing Characters

Given a choice, most players like to "design" a character to fit some roleplaying interest. This type of character generation has both pros and cons and is ultimately a matter of taste.

Some GMs prefer "pointing systems" because it means they do not have to monitor a PC's character generation very closely, if at all. Also, they do not have to deal with the complaints of unlucky players who always seem to get more than their share of bad random rolls, nor question the veracity of a player who insists that all key attributes were honestly generated as 18.

Other GMs detest the idea on the theory that, in real life, people do not get to choose their parents, nor their physical and mental capacities. And some maintain that a point system promotes a certain "sameness" to all characters.

In any event, GMs may choose either generation system, and even combine both systems. For example, minor attributes can be randomly generated, while a point system is used only for Key Attributes.

Species Maximum

This is simply the highest number that can be generated for an Attribute by normal procedures, in effect 18 plus/minus any Species modifier.

For example, Sindarin generate Agility as $3d6+2$ for a maximum of 20. The Khuzdul, on the other hand, cannot have an Aura that exceeds $18-2=16$.

CHARACTER 24

PHYSICAL ATTRIBUTES

Strength, Stamina, Dexterity, and Agility are already covered as Key Attributes. Set the remaining four attributes to 08 (plus Species Modifier). Each increase of one costs only one half (1/2) CP.

PERSONALITY ATTRIBUTES

Intelligence, Aura, and Will are already covered as Key Attributes. Of those remaining, **Morality** and **Deity** are already chosen by the player, and **Piety** should remain a random generation.

MEDICAL & PSYCHE

By risking medical and mental traits, bonus CPs can be obtained to improve attributes, but **never** an attribute that is affected by the trait.

- 2 CPs for each *Medical Trait* roll.
- 3 CPs for each *Mental Trait* roll.

The GM may want to limit the number of times players can roll on these tables, and/or require players to commit to the number of rolls they will make in **advance**.

OCCUPATION

The *PC Occupation* Table has a column for CPs. This is the cost of choosing that specific Occupation. Characters are, of course, limited to choices within their Culture (and the GM may have other restrictions).

FAMILY ATTRIBUTES

Family attributes and background are best generated randomly; there are too many possibilities to quantify without adding excessive detail. GMs may, of course, devise their own ratings.

CP Form

To aid players in constructing a character, the following form may be helpful.

KEY ATTRIBUTES

Record CPs to improve attributes:

Strength	_____
Stamina	_____
Dexterity	_____
Agility	_____
Intelligence	_____
Aura	_____
Will	_____

TOTAL (30 CPs) _____

OPTIONAL EXPANSION (+20 CPs)

BIRTH

Sunsign (3 CPs)	_____
Cusp (2 CPs)	_____

APPEARANCE

Height (+3 to -3)	_____
Frame: (+3 to -3)	_____
Comeliness: (+3 to -3)	_____

PHYSICAL (half CPs)

Eyesight	_____
Hearing	_____
Smell	_____
Voice	_____

PERSONALITY (no choices)

MEDICAL & PSYCHE

__ Medical Rolls @ -2	_____
__ Mental Rolls @ -3	_____

OCCUPATION

GRAND TOTAL (50) _____



Skills are the heart and soul of *HårnMaster*. They govern all physical and mental activities, such as combat and spell-casting. Players are well advised to give this section their utmost study and attention.

SKILL BASE (SB)

Skill Base (SB) represents a character's natural affinity for a particular skill. The SB for each skill is calculated when the skill is opened. The SKILL DATA table (next page) lists attributes for each skill. To determine a SB, the attributes are averaged (round fractions to the nearest whole number). If an attribute is listed twice, it is counted twice in the calculation. If the character's Sunsign is listed, it increases SB by the indicated number. Skill Base has two main uses:

- [1] The Opening Mastery Level (OML) for most skills is a multiple of SB. Hence, Characters with a higher natural affinity will open the skill at a higher Mastery Level.
- [2] SB is added to a character's Development Roll every time an attempt is made to improve the skill. Characters with a higher SB will improve the skill faster, and can improve it to a higher ML.

MASTERY LEVEL (ML)

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

Various activities during play call for the use of skills. When, for example, a character attempts to sneak up on a hostile camp, *Stealth* is tested to determine how much noise is made.



Expanding the System

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

Skill Base (Example)

Juryn wishes to calculate his Dancing SB. His Dexterity is 10, Agility is 14, and Sunsign is Hirin. His skill base is determined by adding together DEX, AGL, AGL and dividing by three. The result is $(10 + 14 + 14) / 3 = 12.66$, which is rounded to 13. After a +1 modifier for his sunsign (Hirin) his Dancing SB is 14.

SKILLS 2

OPENING MASTERY LEVEL (OML)

Unless otherwise noted, a multiple of Skill Base is used to determine the Opening Mastery Level (OML) of any skill. If the OML is listed at SB2, the skill is opened at twice the applicable SB. OMLs are on the SKILL DATA table.

EFFECTIVE MASTERY LEVEL (EML)

In many instances, ML is modified up or down to produce an *Effective Mastery Level (EML)* before a skill test is made. A skill roll is, in other words, made against the applicable EML, which may or may not equal ML. EML is usually less than ML because of fatigue, injury, encumbrance, or difficult circumstances. In some cases, however, EML is more than ML because of some situational advantage. Factors affecting EML are sometimes specified in the skill description; otherwise GM discretion applies.

Minimum EML

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

Maximum EML

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

SKILL INDEX (SI)

For any skill, a character's SI is equal to one-tenth ML (rounded down). For example, if a character's ML is between 80 and 89 (inclusive) the SI is eight (8). SI is derived as needed; it is not recorded anywhere. **Important:** SI is *always* based on ML, *never* on EML.



OML (Example)

Juryn has an SB in Dancing of 14. The OML is SB2. Hence, Juryn's OML for Dancing is $14 \times 2 = 28$.

ML and EML

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

EML (Example)

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

Minimum EML (Example)

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

☐ SPECIALTIES

Most skills can be divided into sub-skills, or specialties. Specialization suggestions are given on the SKILLS DATA table. A weapon crafter could specialize in making mail, a jeweler in gemcutting, etc.

If a skill is broken into specialties, the practitioner must select one of the specialties at the time the skill is opened. The specialty name (instead of the skill name) is recorded on the character profile. Whenever the character uses the specialty, the ML of the skill is considered to be 10 points higher.

EXAMPLE: Bjorni has Sword skill at ML53, and his chosen specialty is Broadsword. When he uses a Broadsword, his ML is 63; if he picks up any other sword, his ML is 53.

☐ Multiple Specialties

As characters become more proficient with a skill, they can add extra specialties. Upon reaching SI7 (ML70) and at each subsequent increase in SI (SI8, SI9, etc.) another specialty may be added. Characters may NOT select the same specialty more than once.

EXAMPLE: Bjorni has practiced a great deal, and has increased his Sword skill to ML 70. He elects to add Battlesword as a second Specialty. Hence, when he uses a Broadsword or a Battlesword, his ML is 80; if he uses any other sword, his ML is 70.

Skill Data Table

SKILLS 3

PHYSICAL SKILLS

SKILL	ATTRIBUTES	SUNSIGN	OML	SPECIALTIES (Optional)
Acrobatics	STR AGL AGL	Nad+2; Hir+1	SB1	Trapeze, Tumbling, Vaulting, etc.
CLIMBING	STR DEX AGL	Ula/Ara+2	SB4	None.
Dancing	DEX AGL AGL	Tar+2; Hir/Tai+1	SB2	Different styles may be specialties.
JUMPING	STR AGL AGL	Nad/Hir+2	SB4	High Jump, Long Jump.
Legerdemain	DEX DEX WIL	Sko/Tai/Tar+2	SB1	Pursecutting, Prestidigitation, etc.
Skiing	STR DEX AGL	Mas+2; Sko/Lad+1	SB1	None.
STEALTH	DEX AGL WIL	Hir/Tar/Tai+2	SB3	None.
Swimming	STA DEX AGL	Sko+1; Mas/Lad+3	SB1	None.
THROWING	STR DEX EYE	Hir+2; Tar/Nad+1	SB4	None.

COMMUNICATION SKILLS

SKILL	ATTRIBUTES	SUNSIGN	OML	SPECIALTIES (Optional)
Acting	AGL VOI INT	Tar/Tai+1	SB1	None.
AWARENESS	EYE HRG SML	Hir/Tar+2	SB4	None.
INTRIGUE	INT AUR WIL	Tai/Tar/Sko+1	SB3	None.
Lovecraft	CML AGL VOI	Mas/Ang+1	SB3	GM discretion.
Mental Conflict	AUR WIL WIL	None	SB3	None.
Musician	DEX HRG HRG	Mas/Ang+1	SB1	Each instrument is a separate skill.
ORATORY	CML VOI INT	Tar+1	SB2	None.
RHETORIC	VOI INT WIL	Tai/Tar/Sko+1	SB3	None.
SINGING	HRG VOI VOI	Mas+1	SB3	Different styles may be specialties.
LANGUAGE	VOI INT WIL	Tai+1	Skills 11	Each Language is a separate skill.
Script	DEX EYE INT	Tar/Tai+1	70+SB	Each Script is a separate skill.

RITUAL	ATTRIBUTES	SUNSIGN	OML	SPECIALTIES
Agrik	STR VOI INT	Nad+2; Ang/Ahn+1	SB1	None.
Halea	CML VOI INT	Tar/Ang/Mas+1	SB1	None.
Ilvir	VOI INT AUR	Sko+2; Tar/Tai/Mas+1	SB1	None.
Larani	STR VOI INT	Ang/Ahn/Fen+1	SB1	None.
Morgath	VOI INT WIL	Fen/Lad/Tar/Mas+1	SB1	None.
Naveh	DEX AGL INT	Mas+2; Tar/Tai/Hir+1	SB1	None.
Peoni	DEX VOI INT	Ara+2; Ang/Ula+1	SB1	None.
Sarajin	STR VOI WIL	Ahn/Ang/Fen/Nad+1	SB1	None.
Save-K'nor	VOI INT INT	Tai+2; Sko/Tar+1	SB1	None.
Siem	INT AUR WIL	Hir+2; Nad/Tar/Ula+1	SB1	None.

COMBAT SKILLS

SKILL	ATTRIBUTES	SUNSIGN	OML	SPECIALTIES (Optional)
INITIATIVE	DEX AGL WIL	None	SB5	None.
UNARMED	STR DEX AGL	Mas/Lad/Ula+2	SB3	Bite, Hand-to-Hand, Horn (gore), etc.
Riding	DEX AGL WIL	Ula/Ara+1	SB1	Horse, Pony, Dragon(!), etc.
Axe	STR DEX DEX	Ahn/Fen/Ang+1	SB3	Battleaxe, Handaxe, Shorkana, Sickle, Warhammer.
Blowgun	STA DEX EYE	Hir+2; Tar/Nad+1	SB4	None.
Bow	STR DEX EYE	Hir/Tar/Nad+1	SB2	Crossbow, Hartbow, Longbow, Shortbow.
Club	STR STR DEX	Ula/Ara+1	SB4	Club, Mace, Maul, Morningstar.
Flail	DEX DEX DEX	Hir/Tar/Nad+1	SB1	Ball & Chain, Grainflail, Nachakas, Warflail.
Dagger	DEX DEX EYE	Ang/Nad+2	SB3	Dagger, Keltan, Knife, Taburi.
Net	DEX DEX EYE	Mas/Sko/Lad+1	SB1	Cloak, Net, etc.
Polearm	STR STR DEX	Ang/Ara+1	SB2	Falcastra, Glaive, Pike, Poleaxe.
Shield	STR DEX DEX	Ula/Lad/Mas+1	SB3	Buckler, Kite, Knight, Round, Tower shields.
Sword	STR DEX DEX	Ang+3; Ahn/Nad+1	SB3	Bastard Sword, Battlesword, Broadsword, Estoc, Falchion, Longknife, Mang, Mankar, Shortsword.
Sling	DEX DEX EYE	Hir/Tar/Nad+1	SB1	Sling, Staffsling.
Spear	STR STR DEX	Ara/Fen/Ula+1	SB3	Javelin, Lance, Spear, Staff, Trident.
Whip	DEX DEX EYE	Hir/Nad+1	SB1	Isagra, Whip.

See: *HårnPlayer* for weapon descriptions

SKILLS 4

Skill Data Table

LORE/CRAFT SKILLS

SKILL	ATTRIBUTES	SUNSIGN	OML	SPECIALTIES (Optional)
Agriculture	STR STA WIL	Ula/Ara+2	SB2	Different crops may be specialties.
Alchemy	SML INT AUR	Sko+3; Tai/Mas+2	SB1	Different techniques may be specialties.
Animalcraft	AGL VOI WIL	Ula/Ara+1	SB1	Horsecraft, Oxcraft, Birdcraft, etc.
Astrology	EYE INT AUR	Tar+1	SB1	Astromancy, Astronomy, etc.
Brewing	DEX SML SML	Sko+3; Tai/Mas+2	SB1	Different beverage types may be specialties.
Ceramics	DEX DEX EYE	Ula/Ara+2	SB1	Different artistic styles may be specialties.
Cookery	DEX SML SML	Sko+1	SB3	Cultural, religious, and regional specialties.
Drawing	DEX EYE EYE	Sko/Tai+1	SB2	Cartography, Painting, Sketching, etc.
Embalming	DEX EYE SML	Sko/Ula+1	SB1	Cultural, religious, and regional specialties.
Engineering	DEX INT INT	Ula/Ara+2; Fen+1	SB1	Fortifications, Mills, etc.
Fishing	DEX EYE WIL	Mas/Lad+2	SB2	Different techniques may be specialties.
Fletching	DEX DEX EYE	Hir+2; Tar/Nad+1	SB1	Bowyer, Fletcher.
Folklore	VOI INT INT	Tai+2	SB2	Cultural and/or regional specialties.
Foraging	EYE SML WIL	Ula/Ara+2	SB2	Different climate/terrain types may be specialties.
Glassworking	DEX EYE WIL	Fen+2	SB1	Different styles may be specialties.
Heraldry	DEX EYE WIL	Sko/Tai+1	SB1	Cultural and/or regional specialties.
Herblore	DEX EYE SML	Ula+3; Ara+2	SB1	Different climate/terrain types may be specialties.
Hideworking	DEX SML WIL	Ula/Ara+1	SB1	Tanning, Parchment, Taxidermy, Leatherworking, etc.
Jewelcraft	DEX EYE WIL	Fen+3; Tar/Ara+1	SB1	Goldsmith, Silversmith, Gemcutter, Designer, etc.
Law	VOI INT WIL	Tar/Tai+1	SB1	Contracts, Deeds, Wills, Court Arguments, etc.
Lockcraft	DEX EYE WIL	Fen+1	SB1	Lockmaker, Lockpicker, Fine Mechanician, etc.
Masonry	STR DEX INT	Ula/Ara+2	SB1	Architect, Builder, Stonecutter, etc.
Mathematics	INT INT WIL	Tai+3; Tar/Sko +1	SB1	Algebra, Bookkeeping, Geometry, etc.
Metalcraft	STR DEX WIL	Fen+3; Ahn/Ang+1	SB1	Different metal types (Tinsmith, Coppersmith, etc.).
Milling	STR DEX SML	Ula+1	SB2	Baking, Milling.
Mineralogy	STR EYE INT	Ula/Ara+2; Fen+1	SB1	Different mineral/metal types.
Perfumery	SML SML INT	Hir/Sko/Tar+1	SB1	Incense, Scented Oils, Soap, etc.
Physician	DEX EYE INT	Mas+2; Sko/Tai+1	SB1	Homeopathy, Surgery, etc.
Piloting	DEX EYE INT	Lad+3; Mas+1	SB1	Navigation, Sailing, Specific Waterways, etc.
Runecraft	INT AUR AUR	Tai+2; Sko+1	SB1	Regional styles may be specialties.
Seamanship	STR DEX AGL	Lad+3; Mas/Sko+1	SB1	Rowing, Sailing (small boats), Sculling.
Shipwright	STR DEX INT	Lad+3; Mas+1	SB1	Naval Architecture, Sailmaking, etc.
Survival	STR DEX INT	Ula+2; Ara+1	SB2	Different climate/terrain types may be specialties.
Tarotry	INT AUR WIL	Tar/Tai+2; Sko/Hir+1	SB1	Regional styles may be specialties.
Textilecraft	DEX DEX EYE	Ula/Ara+1	SB1	Embroidery, Tailoring, Weaving, etc.
Timbercraft	STR DEX AGL	Ula+3; Ara+1	SB2	Cutting, Felling, Tree Care, etc.
Tracking	EYE HRG SML	Ula/Ara+3	SB1	Specialist for any race or creature type.
Weaponcraft	STR DEX WIL	Fen+3; Ahn/Ang+1	SB1	Weapon Group (e.g., Swords) or Armor (e.g., Mailcraft).
Weatherlore	INT EYE SML	Hir/Tar/Mas/Lad+1	SB2	Different climate types may be specialties.
Woodworking	DEX DEX WIL	Ula+2; Ara/Lad+1	SB1	Cabinetry, Carpentry, Cooping, Wheelwright, etc.

PSIONIC TALENTS

See: PSIONICS 2

ATTRIBUTE CODES

AGL: Agility	EYE: Eyesight	STA: Stamina
AUR: Aura	HRG: Hearing	STR: Strength
CML: Comeliness	INT: Intelligence	VOI: Voice
DEX: Dexterity	SML: Smell	WIL: Will

SUNSIGN CODES

Ahn: Ahnu	Hir: Hirin	Sko: Skorus
Ang: Angberelius	Lad: Lado	Tai: Tai
Ara: Aralius	Mas: Masara	Tar: Trael
Fen: Feneri	Nad: Nadai	Ula: Ulandus

SKILL TESTING

When a character attempts to use a skill, 1d100 is rolled. If the roll is equal to or less than EML, the skill has been successfully employed; if the roll is greater than EML, the attempt has failed.

The GM has the final say as to what skill should be tested and when. For example, if a PC declares the intent to perform a gymnastic feat, the GM would instruct the player to "test Acrobatics." With some skill, success/failure may not be obvious; in these cases, the GM makes the roll secretly.

Levels of Success

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

- (CF) Critical Failure:** The character messes up in the worst possible way.
- (MF) Marginal Failure:** The character has failed, but may have been close to success.
- (MS) Marginal Success:** The character has succeeded. This is a "normal" level of success.
- (CS) Critical Success:** The character has succeeded in the best possible way.

Any success roll ending with a five (5) or zero (0) is a Critical Success. Any failure roll ending with a five (5) or zero (0) is Critical Failure. All non-critical results are Marginal.

The interpretation of success level is mostly a matter of common sense; sometimes an explanation is given in the skill description. GM discretion always governs.

Skill versus Skill

When two characters use skills against each other, each character makes a skill roll appropriate to the skill in question and the success levels are compared. The character with the highest success level "wins." If both characters achieve the same success level, a tie occurs (neither party wins). If a tie is not appropriate to the situation, then whoever rolled the lower number wins.



Critical Success or Failure

With an EML of 49, any roll between one and 49 is a success and any roll between 50 and 100 is a failure. The numbers 05, 10, 15, 20, 25, 30, 35, 40, and 45 are Critical Successes and the numbers 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, and 100 are Critical Failures.

Skill Zones

Six levels of success are sometimes useful instead of four. The success and failure ranges of an EML can be sub-divided to give additional levels:

Example: Assuming an EML (*not* ML) of 80, the Skill Zones are:

- 01–40 Substantial Success
- 41–80 Marginal Success
- 81–90 Marginal Failure
- 91–100 Substantial Failure

Substantial Success results are better than Marginal Success, but are not as good as a Critical Success. A Substantial Failure is worse than Marginal Failure, but is not as bad as a Critical Failure.

It is also possible to assign a critical result within the substantial range as being more critical.

See: COMBAT 17 for an example of using skill zones.

Star Ratings

Tradesmen/craftsmen/professionals in *HårnWorld* modules have quality ratings of one to five stars. To determine the ML of a star-rated craftsman, use this table:

CRAFTSMAN QUALITY TABLE		
Rating	ML	Generation
☆	51–60	(50 + 1d10)
☆☆	61–70	(60 + 1d10)
☆☆☆	71–80	(70 + 1d10)
☆☆☆☆	81–100	(80 + 1d20)
☆☆☆☆☆	101–120	(100 + 1d20)

SKILLS 6

UNIVERSAL PENALTY

A character who is injured or fatigued cannot function as well as a character who is in good health and well-rested. Hence, penalties are applied to Attributes and Skills to reflect these factors. **Universal Penalty** is the *sum* of two component penalties: *Injury Penalty* and *Fatigue Penalty*.

Injury Penalty (IP)

Combat, and other activities, may injure a character. Each injury is rated in terms of **Injury Levels**: M1, S2, S3, G4, or G5. A character with, for example, one M1 and one S3 injury, has a *total* of four (4) Injury Levels. A character's **Injury Penalty** is equal to the *sum* of all Injury Levels.

NOTE: For complete details about injuries, see COMBAT 13.

Fatigue Penalty (FP)

Using psionic talents or casting spells generates **Fatigue Levels**. The GM may also assess Fatigue Levels for prolonged physical activity, such as when a character swims a swift river and then begins to scale a cliff without pausing to rest. In general, one Fatigue Level is assessed for every FIVE minutes of strenuous physical activity. A character's **Fatigue Penalty** is equal to the *sum* of all Fatigue Levels.

Applying Universal Penalty

Universal Penalty (the sum of Injury and Fatigue penalties) is applied to ALL *Attributes* when they are tested. When any non-physical *Skill* is tested, its EML is reduced by FIVE times the Universal Penalty.

PHYSICAL PENALTY

Physical activities are not only hampered by Injury and Fatigue, but also by the **LOAD** a character carries. A character's Physical Penalty is equal to Universal Penalty *plus* Encumbrance Penalty.

Encumbrance Penalty (EP)

A character's *Encumbrance Penalty* is the total weight of items carried (in pounds) divided by *Endurance*. For example, a character wearing 60 lbs of armour, with an Endurance of 12, has an Encumbrance Penalty of five (5).

Applying Physical Penalty

Physical Penalty, in effect the sum of Injury, Fatigue, and Encumbrance penalties, is applied directly to **PHYSICAL** attributes when they are tested. When a Physical or Combat *skill* is tested, its EML is reduced by FIVE times the Physical Penalty.

SPECIAL PENALTY

Special Penalties are assigned by the GM to reflect temporary handicaps not covered by Injury, Fatigue, and Encumbrance penalties. A character who is carrying an awkward item, or is tied/tangled in some way, may be assessed such a penalty. A Special Penalty applies as long as the conditions that bring it about. If the cause is removed, so is the penalty.

PENALTIES

Injury Levels	2
+ Fatigue Levels	1
= Universal Penalty	3
+ Encumbrance	2
= Physical Penalty	5

Kalgyn, a mercenary of some repute, has become involved in a battle defending a caravan.

He has taken two Minor wounds (M1 and M1) and therefore has a current Injury Penalty of 2.

Kalgyn has also acquired one Fatigue Level, assessed by the GM, because he ran almost a mile, with a war party of Tulwyn chasing him, to warn the caravan of their planned ambush. Fortunately, they too have the same penalty.

He therefore has a Universal Penalty of 3, and would subtract 3 from any non-physical attribute such as a test against WILL. Use of any non-physical skill, such as AWARENESS, would have a penalty of 15 (five times the Universal Penalty).

Kalgyn, who has an ENDURANCE OF 14, is fighting with weapons and armour that weigh 33 pounds, and thus has an Encumbrance Penalty of 33/14, which rounds down to 2. His Universal Penalty (3) plus his Encumbrance Penalty (2) gives him a Physical Penalty of 5.

This means that Kalgyn must subtract five from MOVE, and from physical attributes when making an attribute test (such as from DEX on Fumble Rolls) and he has a penalty of 25 for all physical skills, such as fighting.

Fatigue Recovery

Every TEN (10) minutes of REST allows a character to remove one Fatigue Level. A good night's sleep eliminates most or all fatigue.

Special Penalty Examples

Some classes of special penalty are detailed in the Combat article. See *Hand Mode* on the WEAPON DATA table (COMBAT 3) and Tangles (COMBAT 9).

ANALYSIS/APPRaisal

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

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

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

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

VALUE ENHANCEMENT

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

A good example is jewelcraft. If a jewelcrafter with an ML of 75 attempts to combine some cut gems and gold into an item of jewelry, the jeweler is attempting to enhance the value of the raw materials by working them into a new form. Unless the raw materials are damaged or destroyed by rolling Critical Failure, the jeweler will either increase or maintain the base value of the materials.

The VALUE ENHANCEMENT table (right) is used, at GM discretion, when a craftsman attempts to produce an item from raw materials. Test a skill and cross-index the success level with the craftsman's SI. The result is the factor by which the base value is multiplied to find the new value. A Critical Failure indicates any materials that could be destroyed have been destroyed or reduced in value; indestructible materials retain their base value.

The results obtained do not necessarily reflect market value. Just because an item is "worth" 10 times the value of its base materials does not mean anyone will be willing (or able) to pay this much. Some finished goods may involve several stages of enhancement. For example, uncut gems may be enhanced by cutting and then further enhanced by mounting in a gold-based necklace. The table may be used in other ways. It is basically a system for assessing the success of an attempt on an "absolute" numerical scale of one to 10. It could, for example, be used to determine how well a singer sings a song.

PRODUCT QUALITY

Sometimes an item's resistance to damage is more important than how much it is worth. An example of this is weaponcrafting. When a sword is made, one needs to know if it is more or less breakable than the average sword. The PRODUCT QUALITY table is used to determine this. If a weaponcrafter with an SI of 7 makes a broadsword (average Weapon Quality 12) and achieves an MF on weaponcraft, the value from the table is -1. This means the broadsword's Weapon Quality would be $12 - 1 = 11$.

Similar procedures can be used whenever making items which test 3d6 against their quality to determine if they are damaged.

Appraisal (Example)

Gelea, with Jewelcraft SB 13 and ML 26, attempts analysis of a ring whose true value (known only to the GM) is 100 pence. Her $SB \times 5 = 65$, and her $ML + SB = 39$, so her EML for the analysis attempt is 65 (the greater of the two). The GM rolls 54 (MS) for basic appraisal indicating a margin of error of plus or minus 10%, a range between 90d-110d. The GM then arbitrarily chooses a value within this range (or rolls $1d20 + 90$ for random result) and reports Gelea's best estimate of the item's value is 108 pence.

Characters concerned about selling a valuable item too cheaply may seek a second opinion from another source. Purchasers generally base their offers on their own appraisal or that of a third party, **not** on the seller's estimate.

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

Value Enhancement (Example)

A craftsman whose ML is 78 (SI = 7) works on materials worth 50 pence. If MS is achieved, the value of the finished product will be: $2.5 \times 50 = 125$ pence.

PRODUCT QUALITY TABLE				
SI	CS	MS	MF	CF
0-2	+0	-3	-4	-4
3-4	+0	-2	-3	-4
5-6	+0	-1	-2	-3
7	+1	+0	-1	-2
8	+2	+1	+0	-1
9	+3	+2	+0	-1
10	+3	+2	+0	-1
11	+4	+4	+1	+0
12	+4	+4	+2	+1

SKILLS 8

SKILL DEVELOPMENT

At various times in the course of play, the GM will decide a character has earned the chance to improve a skill. Some skills may be developed by practice/study; some require training. Execute as follows:

Roll 1d100 + applicable Skill Base

If the sum is *greater* than current ML, increase ML by one (1); otherwise there is no increase. If several development rolls are simultaneously awarded for the same skill, they are made singly. If ML is increased, subsequent development rolls must exceed the *new* ML.

PRACTICE/STUDY (SMPs)

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

At the end of each month, the character may expend SMPs to make Skill Development Rolls. Ten (10) SMPs must be expended to make *each* roll.

Monthly Skill Development Rolls may be distributed among any open skills. They must be feasible. If a character has had no access during the month to suitable tools, materials, etc., the character cannot develop a skill requiring them.

EMPLOYMENT AND INSTRUCTION

If a character is employed in a craft occupation by a Master whose ML is higher than the character's ML, the character receives one bonus SMP for each four hours of employment. SMPs earned by employment must be used at the end of the month to develop work-related skills.

If a character receives personal instruction from a teacher (someone whose ML is at least 20 points higher) the character receives one bonus SMP for each hour of instruction. These SMPs must be used at the end of the month to develop the skills being taught.

STRESSFUL/BONUS EXPERIENCE

The GM may award bonus development rolls when skills are employed in dangerous or special situations. Success or failure at using the skill has no bearing. People learn at least as much from failure as from success.

Only the GM can decide what situations qualify for bonus/stress development rolls; they vary by skill and circumstance. The simplest procedure is for a PC to appeal for a development roll immediately following an attempt to use a skill. The GM assesses the value of the learning experience, accepts or rejects the appeal, and play continues. The GM may award multiple development rolls in particularly stressful or "educational" situations.

For example, a thief would earn a stress development roll for Legerdemain by cutting a moneypurse from a victim in a crowded marketplace, but not if the victim is asleep (or dead) and there are no potential witnesses. If the victim happened to be an important personage with a guard escort, two or three development rolls would be reasonable.

❑ Skill Decline (Optional)

Neglected (unpracticed) skills may decline. A character who has not entered the water for years would discover they are not as good a swimmer as they used to be. Age may also cause a decline in ML, especially for physical skills.

Ten (10) SMPs may be used to attempt a Skill Development Roll for an open skill. Any skill for which a Development roll is made is automatically "protected."

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

One SMP may be expended to "protect" a skill from decline (without developing it). The character must protect work-related skills before non-work-related skills. Each Unprotected Skill may decline:

SKILL DECLINE TABLE						
1d6 Roll	1	2	3	4	5	6
ML Effect	-2	-1	-1	•	•	•

Native tongue is always excluded (unless the character is isolated and silent).

❑ SMP Variant

The Basic monthly SMP allowance is equal to Will x3 (e.g., a character with a will of 11 would have 33 SMPs per month).

❑ If the Skill Decline rule is in use, the GM might wish to award Will x4 SMPs per month.

Combat and Magic

Special restrictions apply to the development of combat, magic, and religious skills. See SKILLS 19, *HårnMaster* Magic, and *HårnMaster* Religion.

Gall Bonus

Once, a Laranian paladin called Gythran came upon 12 dead warriors of Agrik, the victims of an Agrikan temple war. The city guard, showing an incredible knack for timing, showed up at this moment. The leader took a look at the carnage, a look at Gythran, another look at the Agrikans, gulped eloquently, and asked, "You did this?" Gythran merely smiled. "All by yourself?" stammered the guard captain. Gythran smiled some more. The leader suddenly detected a disturbance elsewhere, and vanished. At this point Brad Carter, whose character Gythran was, turned to me and said, "How about some stressful bonus experience?" To which I replied, "Why? You didn't do anything." To which Brad replied, "Ah, but they think I did." I gave him one roll for the gall of asking me to give him one.

PHYSICAL SKILLS

Physical skills are based on physical and sensory attributes. They are all subject to Physical Penalty (SKILLS 6). The distances and effects given assume a skill is being tested once for each minute of gametime. However, activities may be speeded up by rolling for each five minutes of activity and multiplying the distances and other effects by five. Similarly, if a physical skill is being used in a crisis situation, roll for each 10 seconds of activity and multiply the effects by 0.17.

ACROBATICS

Acrobatic Skill is tested when a character attempts a gymnastic feat that is more than a simple matter of native Agility/Dodge. These include vaults, somersaults, backflips, twisting in mid-air to land on one's feet, etc. GMs may modify EML according to the difficulty of the feat being attempted. Acrobatics may be used as a substitute for Dodge in combat. See also Climbing and Falling.

❑ **Acrobatics Variant:** Make Acrobatics an Automatic Skill and do away with Dodge altogether.



CLIMBING

Climbing is tested when a character attempts to climb a difficult obstacle. The GM assesses a climb as Easy, Hard, or Very Hard. If the character has good climbing gear (rope, grappling hook, etc.) increase EML by 10–20 points.

Success	Easy	Hard	Very Hard
CS	+30'	+20'	+10'
MS	+15'	+10'	+5'
MF	0	-5'	-10'
CF	Fall	Fall	Fall

Vertical progress is measured in feet. Negative progress indicates the character has encountered an unscalable obstacle and has been forced to backtrack. A running total of vertical progress is kept to determine when the climb is complete, and the extent of any fall.

FALLING: Any fall of more than five feet inflicts a blunt strike whose base Impact is 1d6 per 10 feet. Hence, a fall of 6–10 feet is 1d6, 11–20 feet is 2d6, and so on. Strike location is randomly determined, usually on the Body Zone. Various factors *modify* fall impact:

Landing Surface	Impact
Deep Water (3 feet or more)	-3d6
Shallow Water (less than 3 feet)	-2d6
Soft Ground (mud, bog, etc.)	-1d6
Normal Ground (grass, earth, etc.)	None
Hard Ground (paving stone, etc.)	+1d6
Rocky Ground	+2d6

In a clear fall of more than 15 feet, Acrobatics or Dodge is used to moderate the fall (e.g., by landing on one's feet):

SKILL	CF	MF	MS	CS
Acrobatics	+1d6	•	-2d6	-3d6
Dodge	+2d6	+1d6	-1d6	-2d6

The slope of the surface may cause a falling climber to hit several times on the way down. When this occurs, the long fall is broken down into several shorter falls.

GRABBING: A character may be able to stop falling by grabbing protrusions, bushes, etc. This rarely stops the fall, but may slow it and reduce landing impact. Success is determined by making a Fumble/Grope, as follows:

Success	Grab Effect
CS	Fall slowed—Impact Reduced by 3d6.
MS	Fall slowed—Impact Reduced by 2d6.
MF	No effect.
CF	Character has wrenched one or both arms, giving a Blunt Minor Injury (M1).

If a successful grabbing attempt reduces the impact of the fall below ZERO, the grab has succeeded. The character now hangs from the protrusion. Can the protrusion bear the character's weight, and for how long?

SKILLS 10

DANCING

The ability to perform various types of dance. Specialties such as folk or erotic dancing are viable if desired. Cultural background has a lot to do with repertoire, and may determine specialties. Dancing is very important in some cultures, and can be used to enhance spellcasting (see *HårnMaster Magic*).

JUMPING

Jumping is tested when a character attempts to leap for height or distance. Results assume a running start; for standing jumps, halve heights/distances. Clearances (the distance and/or height jumped) are given as percentages of the character's height; they may be randomly varied at GM discretion.

Success	High Jump	Long Jump
CS	100%	300%
MS	75%	200%
MF	50%	100%
CF	Stumble	Stumble

❑ **Jumping Variant:** Increase jump clearances by 1d30%. This makes modern, Terran-Olympic-standard jumps possible.



LEGERDEMAIN

Legerdemain (sleight of hand) is tested when a character attempts to perform a feat of manual dexterity without being detected by observers or victims. Examples include cutting a victim's moneypurse from behind or moving shells in a shell game.

Once Legerdemain success level is determined, the *victim* tests Awareness to detect the legerdemain. If the victim is not paying attention, half Awareness is appropriate. If the victim's level of success is *greater*, the legerdemain is detected. Awareness rolls should also be made for any/all potential witnesses.

SKIING

Cross-country skiing, including basic downhill ability. Skiing is a rare skill except among northern peoples such as the Yarili of Ivinia. It is known by some Odivshe Shek-Pvar.

STEALTH

Stealth is tested when a character attempts to move without being detected. It can *only* be applied in situations where an observer would not automatically see the sneaker. The attempt presumes reasonable cover and/or poor light. EML is modified for the distance to the target, available cover, senses of observers, etc. Rolling any failure indicates detection, although with MF it may be reasonable to test the sensory attributes of potential observers.

SWIMMING

This skill *may* be opened at SB1 the first time a character enters water 3 feet or more in depth, and *must* be opened if a character is in water exceeding their height. Difficulty of swimming conditions is rated on a scale from zero to four, Calm [0] conditions indicate no significant waves, and four [4] indicate stormy waters with large waves. A character attempting to swim tests Swimming once per minute to determine maximum progress. Distance (yards) per success level is found by multiplying the numbers given on the table below by Swimming SI:

SWIMMING TABLE					
Success	[0]	[1]	[2]	[3]	[4]
CS	9	8	6	4	2
MS	7	6	4	2	0
MF	2	0	Sink	Sink	Sink
CF	Sink	Sink	Sink	Sink	Sink

Current

Swimming distance should allow for current. A character who swims 48 yards per minute upriver against a current of 30 yards per minute will only travel 18 yards (1 Mile/Hour = 30 yards/minute). When swimming across a river, characters must swim partially upriver to avoid being swept downstream of their goal.

Fatigue and Resting

A swimmer accumulates one Fatigue Level for every five minutes of swimming, but may rest by treading water. A resting swimmer rolls to see if they sink, but does not move (except with the current).

Underwater Swimming

Characters can hold their breath for Endurance x 10 seconds, but they accumulate triple fatigue and travel only half distance while underwater.

Lifesaving or Assisting

A Special Penalty of 20 is assessed when a swimmer is attempting to convey a conscious swimmer, or a special penalty of 10 for any unconscious person.

Drowning

If a character is in water deeper than their height, a Sink result implies the character spent all or most of the minute underwater. A character who spends more (consecutive) time underwater than they can hold their breath passes out, the character's lungs fill with water, they stop breathing, and the character will die in Endurance x 20 seconds unless revived.

Resuscitation

An unconscious character removed from the water may be revived with a successful 1d100 roll against a target level of 20 (or Physician ML if higher). An attempt may be made each 10 seconds until the victim regains consciousness or dies.

THROWING

THROWING TABLE	
CS	ML x 4 feet
MS	ML x 3 feet
MF	ML x 2 feet
CF	Fumble/etc.

Throwing for accuracy is covered under **Missile Combat**. (COMBAT 15). When throwing for distance, an "ideal" throwing object is spherical, weighs one quarter of the thrower's Strength (in ounces)

and fits comfortably in the hand. An ideal situation is one where the target is stationary and clearly visible, and the thrower has room to swing arms, good footing, and no distractions. Heavier objects reduce EML; for each doubling in weight, halve EML. Do not increase EML for lighter than ideal objects. When throwing with little/no attempt at accuracy, the THROWING table indicates the number of feet an ideal object carries.

COMMUNICATION SKILLS

Communication Skills deal with the understanding and expression of ideas and feelings. They are all subject to Universal Penalty (SKILLS 6).

LANGUAGES

All characters begin play with at least one Native Tongue, determined by birthplace. Some characters may be bilingual. The GM will tell you the name of your native tongue(s). On Hårn, it is usually Hårnic.

Social Class	OML
Serf/Slave/Urban Poor	50 + SB
Guildsman/Military	60 + SB
Cleric/Nobility	70 + SB
Scholar	80 + SB

OML for a character's native tongue is a number (determined by social class/occupation) plus Skill Base.

Languages are tested only on special occasions, such as when foreigners converse. Characters are presumed to speak their native tongues well enough to make success rolls unnecessary.

Foreign languages may be opened in the course of play after a month of immersion and/or training. Opening a foreign language is a full-time occupation; all other skill developments are forfeit during the month.

Language Families and OMLs

The LANGUAGE FAMILY tables below shows the three language families spoken on/near Hårn. When one language of a family is known, it is easier to learn other related languages. Foreign tongues of the *same language family* open at SB2, those of an alien family at SB1.

JARIND FAMILY	PHARIC FAMILY	AZERI FAMILY
Altish	Harbaalese	Azeri
Emela	Ivinian	Azeryani
Hårnic	Old Trierzi	Byrian
Jarind	Palithanian	Elbythian
Jarinese	Phari	High Azeryani
Old Altish	Quar	Karejian
Old Hårnic	Quarph	Karuia
Old Jarinese	Shorka	Low Azeryani
Yarili	Trierzi	Urmech

Orbaalese belongs to both the Jarind and Pharic Families. Living Languages are shown **boldface**.

The EML of a skill employing language can *never* exceed language ML in the tongue used.

Clarity of expression and understanding is determined by *Value Enhancement* (SKILLS 7). A score under three causes confusion. Results under two indicate the character has unknowingly said or misheard something amusing or insulting. The LANGUAGE FLUENCY table (next page) is a general guide to the meaning of Language ML.

SKILLS 12

LANGUAGE FLUENCY TABLE

- 01–30 Rudimentary Grasp:** Character is able to say such things as, "Hello. Where marketplace?", but has no real understanding of sentence construction. Accent is probably awful, and misunderstandings occur with irritating regularity.
- 31–60 Fair Grasp:** Character grasps basic elements of the language and, with patience by listeners, can be understood if discussing fairly simple concepts. Grammar often miscarries and misunderstandings are common. The character's accent may either amuse or annoy natives.
- 61–85 Fluency:** Character understands essential language elements, and can converse fluently unless attempting to discuss advanced or abstract ideas. This is the level attained by most uneducated adult natives; but, if this is *not* the character's native tongue, there will still be a noticeable accent.
- 86+ Mastery:** Character can pass for a local, whether or not this is the character's native tongue, and is able to convey virtually any concept expressible in the language. This is the level of mastery achieved by well-educated natives.

SCRIPTS

A script is a system for symbolizing language sounds. In general, any language may be written in any script and any script can record any language. For example, English is usually written in the Roman script, but it is possible to use Cyrillic to convey the same sounds.

Native Script

On Hårn, most scholars, clerics, guildsmen, and nobles know the locally-used script, generally Lakise. Runic is the script of the Khuzdul and Ivinians. A third script (Selenian) is used by the Sindarin. Each script is treated as a separate skill. Any Native Script is opened at 70 + SB.

Some scripts are more complex than others. For a particularly difficult script, such as Neramic (a glyphic system) the skill base or OML may be reduced.

A character either knows a script or does not know it. A new script may be opened at 70 + SB after a month of training by a teacher with minimum ML90. The student must expend 30 SMPs. Once opened, scripts may be developed with practice and/or further training; either method requires books and/or writing media.

Any written work employs a language and a script. Characters who know *both* may attempt to read it. If the work is clearly written and deals with simple concepts, a test is unnecessary. If the GM doubts the character's ability to accurately read the work, a skill test is made using the *average* of the applicable Script and Language Skills. The ideal method is for the GM to write out the work (in English) and make a success roll for each word other than "if", "a", etc. If the test fails, the word is blacked out (repetitions of the same word are not rolled for). The completed, censored version is then handed to the player. This method can, of course, be laborious and is not recommended for longer works. The GM may simply report the gist of the work based on the result of the success roll. A badly-written, faded, or damaged work is harder to read (and some key words/phrases may be illegible or even missing).

ACTING

The ability to play a role. Used to determine the success of a masquerade or dramatic performance. Acting includes the ability to disguise oneself and/or to assume a false identity. Depending on how it is achieved (GM discretion) an ML of 70+ may imply possession of a repertoire of theatrical roles and character portrayals appropriate to culture. Different styles of acting may be treated as specialties.

AWARENESS

Subliminal sensitivity to the environment. Awareness may be tested when a character says something like, "I'll look around." It also is tested if an event occurs and the GM wishes to determine who might have noticed it, or at least have noticed that something is out of place.

Awareness rolls are often made secretly by the GM. MS may give a vague feeling (hunch) that something is amiss or that all is not as it should be. Awareness tests may be made for sleeping characters at (no more than) half ML.

INTRIGUE

The ability to assess and/or act effectively within a social/political situation over a period of time. Intrigue is used as a discretionary shortcut by the GM to avoid the playing out of an information-gathering process. For example, an NPC's Intrigue might be tested when sent by a PC to gather intelligence in a town or camp.

LOVECRAFT

The ability to charm, seduce, and give erotic pleasure. Lovecraft is opened when a character first attempts to use it. It cannot normally be improved by solitary practice, although there may be books or teachers available. The skill is used to assess the success of a seduction or sexual encounter.

MENTAL CONFLICT

A character's ability to withstand mental domination. See SKILLS 23 for more information.

MUSICIAN

Each type of musical instrument is a separate skill. Among the most common are Drum, Flute, Harp, Horn, Pipes, and Lute. The availability of musical instruments and skills depends on culture. EML is modified by instrument quality.

Use *Value Enhancement* (SKILLS 7) to assess performance quality, with 1.5 being considered fair. This skill may include the ability to read music, depending on the character's background and culture.

❑ **Option:** Treat the reading and writing of music as a Script.

ORATORY

The ability to impress or persuade crowds by logic, eloquence, or charisma. This is something of a shortcut skill and is highly discretionary; some players have more fun actually making speeches. The GM should always require an orating PC to define the audience; mobs may be stupider than individuals, but they cannot be persuaded to step off a cliff.

Oratory is limited by language skill: Oratory EML cannot exceed the orator's or the audience's EML in the Language being used (see also Rhetoric).

RHETORIC

Rhetoric is used as a guide to how well a character can argue, haggle a price, etc., or when a PC wishes to convince

an NPC to do (or believe) something when the GM does not wish to role-play a conversation.

All uses of Rhetoric are highly discretionary. The skill may NOT be used to convince people to do things that are clearly not in their interest, but for reasonable requests, reduce EML by the target's Intelligence (or more). Conversely, if the attempt is obviously in the target's best interest, EML may be increased by the target's Intelligence.

Rhetoric is limited by language skill: Rhetoric EML cannot exceed either party's EML in the Language being used (see also Oratory).

RITUAL

Most characters know something about their own religion, at least enough to attend and participate in church services without seeming too ignorant. For this reason, Ritual is treated as an "automatic skill" with an OML of SB1. If the character's culture, social class, or family is irreligious, then Ritual may not (at GM discretion) be automatic.

There is a distinct skill, with its own Skill Base, for *each* religion. Appropriate training, divine revelation, or study materials are needed to earn development rolls. Most aspects of Ritual are dealt with in *HårnMaster Religion*. Language may be a limiting factor when the skill is used to communicate with a congregation.

SINGING

A character's ability to carry a tune. *Value Enhancement* (SKILLS 7) may be used to assess the quality of a performance, 1.5 being considered fair, and higher scores ascending to virtuosity. The quality of a performance may not be appreciated.



SKILLS 14

LORE/CRAFT SKILLS

Most lore/craft skills can only be opened with the assistance of a qualified teacher, usually after about a month. These are skills dependent on the accumulation of knowledge and expertise. Many include the ability to produce specific items. Some can earn a good living for their users, although many are monopolized by powerful guilds and may not be legally used to earn money except by guildmembers. They are all subject to Universal Penalty (SKILLS 6).

These skills vary in difficulty. Learning basic weaponcrafting would take 3–6 months. Cooking, on the other hand, can be opened and developed by any tenacious individual with a strong stomach.

AGRICULTURE

The ability to grow crops. Agriculture may be opened after a growing season of practice. It determines the quality/quantity of crops produced. Results depend on land quality, weather, etc. Agriculture is also crop management ability, useful for running a farm or fief.

ALCHEMY

Used for the analysis and/or production of chemical or alchemical compounds. Alchemists devise (or otherwise acquire) recipes for their craft. Use of this skill requires access to the necessary equipment, texts, and materials.

ANIMALCRAFT

The ability to domesticate, breed, and train animals. Animalcraft also includes basic veterinary medicine.

Test Animalcraft when breaking or domesticating animals, and for each trick/task to be taught. The time required for various efforts is at GM discretion. More willful and older animals are harder to train, and few animals tolerate more than two hours training daily.

Each *breed* of animal can be a *Specialty* (SKILLS 2). Common specialties would include cattle, sheep, dogs, horses, birds, and swine. Expertise with one species might apply to closely-related species (e.g., *Horsecraft* would apply at full value if treating a unicorn).

ASTROLOGY

The ability to chart the stars, cast horoscopes, and make predictions based on astrological knowledge. Astrology includes knowledge of astronomy. The art of using astrology to make predictions is called *Astromancy*; it may serve as an oracle or divination skill.

PCs may find it beneficial to visit an astromancer to learn the portents before undertaking a major adventure. Such efforts take several hours, at least, to prepare.

BREWING

The ability to prepare alcoholic and other beverages. Used to determine the quality of brewed ale, beer, cider, etc. Basic materials are necessary. Depending on cultural background, this may include the ability to make wines and spirits. Brewing for public consumption is closely controlled by the *Innkeepers Guild*, although it is legal to brew for personal use.

Most beers do not travel well (especially where hops are not used as a preservative). Most inns produce their own brews, but stock a few imported spirits and wines for variety.



HOTZ

CERAMICS

Determines the quality of pottery items produced. This is limited by the availability and quality of materials and equipment.

COOKERY

Determines the appeal and nutritive value of meals. Marginal Failure results in poorly-prepared and/or bad-tasting food. Critical failure *may* cause food poisoning.

☐ **Option:** Treat Cookery as an Automatic Skill.

DRAWING

The ability to produce a likeness, or to assess the artistic quality or realism of a drawing or painting. Different styles and media (such as painting, fresco, pen and ink, woodcut, etc.) may be considered specialties.

Cartography is a specialty of Drawing used to produce poetic maps. The *quality* of a map is limited by the information available to its maker. Poetic maps are more often judged by the attractiveness of the cherubs in the margins than by their accuracy. Characters with Drawing skill may be allowed to copy their memory maps in *poetic style* to sell or show to other PCs.

EMBALMING

Determines success when embalming a corpse against deterioration, and when preparing a corpse for burial/cremation. The skill also includes familiarity with local rituals; since journeymen embalmers need to travel widely, this can result in quite an accumulation of knowledge. Religious and/or cultural differences may be treated as specialties. Most civilized cultures take great care with their dead—embalming is a sign of respect and honor, and has serious emotional and religious overtones. Most temples use master embalmers (either bonded or free) to oversee their burial rituals.

Embalming includes limited knowledge of practical Alchemy and Perfumery. Embalmers know how to make incense and soap, for example.

BURIAL CUSTOMS

Agrik

Followers of Agrik practice ritual cremation. Ashes are scattered outdoors or interred in temple vaults, depending on the importance of the deceased to the church.

Halea

Haleans practice mummification and lay their dead in elaborate tombs surrounded by their worldly goods. However, such rites must be paid for (lavishly). Haleans are cremated if they cannot afford the rituals.

Ilvir

The ideal for many Ilvirians is to have their mortal remains taken to Araka-Kalai, but few followers of Ilvir are so honored. Most Ilvirians are quietly buried. Because of their belief in reincarnation, the interment occurs at dusk and the grave is unmarked.

Larani

Laranians abhor cremation. Wealthy families encrypt their dead in family vaults or communal temple vaults. Those who cannot afford this kind of treatment like to be laid to rest on a battlefield, preferably one where they have fought.

Morgath

The Morgathians are the most sophisticated tombbuilders on Lythia. They inter their dead in vast, extensive catacombs. In regions where the church is outlawed, covert temples to the Lord of the Undead have vaults where the Morgathian dead (and, it is said, undead) are laid.

Naveh

It is rumored Navehan clerics eat their dead. Lay followers of Naveh often practice ritual cremation, but other methods are sometimes used. The Navehans seem to have little reverence for their dead, reserving their respect for the shade of the deceased instead.

Peoni

Peonism is mainly a religion of rural folk. Burial is the common practice, and most Peonian graveyards are found adjacent to the parish church, or on a nearby hillside.

Sarajin

Sarajinians prefer cremation or burial in stone, a habit they probably acquired from the Khuzdul. In either case, they like a selection of their worldly goods to accompany them (it is no longer the practice for a warrior's wives and thralls to accompany him). Wealthy Ivinians like to be buried in a boat, ideally in a stone tomb. Most Sarajinians are cremated for lack of funds.

Save-K'nor

Most followers of Save-K'nor are cremated. Their ashes are then placed in a small urn that is buried. A riddle or puzzle which reveals the location of the urn is engraved on a small memorial plaque, which is then incorporated into some stonework within a temple or its compound. Solving the riddle may find the mortal remains, and a trinket or two to encourage the game, but this obliges the finder to mention the deceased in the finder's own "death-riddle."

Siem

Followers of Siem do not believe in using land for graves or memorials. The Sindarin cremate their dead and scatter the ashes in a forest. The Khuzan practice is to entomb their deceased in stone; but, if this is not practical, cremation is preferred to burial in earth.

ENGINEERING

The ability to construct and maintain mills, drawbridges, siege and castle engines, and the like. This skill does not include the ability to make small, delicate mechanisms such as locks (for which see Lockcraft). Good engineers are very useful people and can earn good money in many fields. Engineering skill is not a skill monopolized by any guild—military sappers, millers/millwrights, and masons all study engineering.

SKILLS 16

FISHING

Conditions are assessed by the GM. Characters test once per four hours of fishing with a spear, or a hook and line. The FISHING table (below) generates the number of fish caught according to fishing conditions and success level:

Conditions	CF	MF	MS	CS	Weight
Poor	•	•	1d2	2d2	1d8 lbs
Fair	•	•	1d4	2d4	1d8 lbs
Average	•	•	1d6	2d6	1d8 lbs
Good	•	•	1d8	2d8	1d8 lbs
Excellent	•	1d3	1d10	2d10	1d8 lbs

If a net is used, double the number of fish caught. EML is reduced when equipment is inferior.

The weight of each fish caught can also be generated, although this is really dependent on species, season, and locale (see Option Two). Three pounds of fish equal a manday of food, but do not provide a balanced diet.

Different techniques may be treated as specialties: Hook and Line, Spear-fishing, Net-fishing, etc.

❑ **Option One:** Some characters may want to fish with their bare hands. This is a viable fishing specialty if a character's Eyesight and Dexterity are at least 13.

❑ **Option Two:** Average fish weight depends on species and locale. Use the following table to generate species and weight for each fish caught:

SALT WATER			FRESH WATER		
1d100	Fish	Weight	1d100	Fish	Weight
01-30	Cod	1d12	01-15	Bass	1d20
31-40	Eel	1d8	16-25	Perch	1d12
41-60	Herring	1d4	25-35	Pike	2d20
61-75	Mackerel	1d6	36-55	Salmon	1d12
76-95	Salmon	2d12	56-60	Sturgeon	6d20
96-99	Sturgeon	10d20	61-99	Trout	1d8
00	GM Discretion		00	GM Discretion	

When maximum weight is generated, roll again and add previous weight.

FLETCHING

The ability to make and repair bows and arrows. Most archers are fletchers to some degree—it is, therefore, a reasonably common skill. The art of the Bowyer (bow-maker) is a viable specialty.



ARROW HEADS

FOLKLORE

Knowledge of myths, legends, and history. This is an oral tradition in most cultures. Successful use of the skill means the character remembers information relevant to the subject being inquired about. EML is reduced if detailed or obscure information is desired.

❑ **Option:** Treat Folklore as an Automatic Skill.

FORAGING

Finding (vegetarian) food in the wilderness. Tested when a character spends a watch (four hours) looking for edible plants, etc. The GM assesses environmental conditions, and uses the FORAGING table (below) to determine the mandays of food found. Wilderness/mixed forest would be classified as Average. Excellent conditions exist only in tropical rainforests and special places like the Shava Forest. Season is highly relevant.

Conditions	CF	MF	MS	CS
Poor	•	•	1d2	1d2
Fair	•	•	1d4	2d4
Average	•	1d3	1d6	2d6
Good	•	1d4	1d8	2d8
Excellent	•	1d5	1d10	2d10

To seek *specific* plants, see Herbllore. For hunting meat, see Tracking.

GLASSWORKING

The ability to produce glassware. Appropriate tools and materials are necessary. Most people believe glassworkers use magic to create their wares. Glass is used for tableware, objects d'art, alchemical equipment, and, occasionally, for windows. It is expensive and the preserve of the wealthy. The best glass products are of elven make.

HERALDRY

The ability to recognize heraldic achievements, and to blazon (properly describe) arms. A PC's ML may (at GM discretion) provide access to heraldic data and also be used to determine recognition of obscure achievements. Any player whose character has Heraldry skill should become familiar with the rules of Heraldry in *HårnMaster Military*.

HERBLORE

The ability to classify groups of similar plants and identify individual types of plant; an important skill for alchemists, physicians, apothecaries, etc. Herbllore can be used to gather plants for apothecaries, and skilled gatherers can earn a reasonable living.

When trying to find and gather *specific* plants in the natural environment, test Herbllore once per watch (four hours) of searching. EML is modified according to the plant's habitat and rarity.

Habitat:

Inappropriate	Zero
Marginal	x 0.50
Appropriate	x 1.00

Rarity:

Very Common	x 1.25
Common	x 1.00
Uncommon	x 0.75
Rare	x 0.50
Very Rare	x 0.25

The GM assesses the rarity of the plant and the search location (e.g., if a character seeks a plant that grows only in cool, damp, shady places, but looks in a warm, sunny, open field, the GM would assess Habitat as Inappropriate). Modifiers for Habitat and Rarity are cumulative.

Example: Bierzach has Herblore ML68. If looking for an uncommon plant (0.75) in a marginal habitat (0.50) his EML would be $68 \times 0.75 \times 0.50 = 25.5$ (rounding to EML 26).

HIDEWORKING

Determines quality of furs or hides cured, and the quality of leather goods produced. EML would be modified by the quality and availability of tools and materials. Specialties include curing, leatherworking, etc.

Rough-curing (removing a hide from a carcass and preparing it for transport and proper tanning) can be done in the wilderness with only some crude tools.

JEWELCRAFT

Determines the quality of jewelry and/or fine metal work made by the character. EML depends on the complexity of the task attempted. Materials are necessary and failure can be expensive. This skill is also used to appraise gems, fine metalwork, and/or jewelry. Specialties include gemcutting, goldsmithing, silversmithing, etc.

LAW

Knowledge of local law. Litigants often use this skill to determine which law applies to a particular situation. Enfoeffed knights use the skill to settle disputes between common folk who live at their manor; success indicates a fair and just decision was made. If used to prepare a writ or other legal document, the skill is averaged with the appropriate Language and Script.

LOCKCRAFT

The ability to analyze and pick locks. Lockcraft is tested after each one-minute attempt. Locks are rated on a complexity scale of one to nine; reduce EML by 10 times lock complexity. This may make a lock almost impossible for some lockpickers to open. The GM makes the roll *secretly* and informs the picker whether or not the lock has opened; repeated failure should give a hint. The skill may also be used to appraise the complexity of a lock and/or to see if it is trapped.

Lockcraft is averaged with Metalcraft to construct locks and other small/complex/delicate mechanisms.

MASONRY

Used to analyze/construct stonework. Masons use Masonry averaged with Engineering to construct buildings, bridges, etc. Specialties include quarrying, architecture, construction, stonelaying, stonecarving, etc. This is a highly respected art and talented masons are very well paid.

MATHEMATICS

The ability to make calculations with numbers, keep books of account, and so on. An ML above 70 would imply some knowledge of geometry, etc. The skill is useful in many different fields.

METALCRAFT

Used to determine success/quality when producing commonplace metallic goods. This skill may not be used to produce jewelry, weapons, or armour. Specialties are based on types of metal: copper, iron/steel, bronze, brass, pewter, lead, tin, etc. Metalcrafters (mostly blacksmiths) are found in most settlements.

Metalcraft is averaged with Lockcraft to construct locks, secret compartments, and other small, complex, and/or delicate mechanisms. Larger machinery is usually built by millwrights (engineers).

MILLING

Used to determine efficiency and/or yield when milling grain, etc. Milling is primarily a way to earn money. It is usually not a very exciting activity nor a useful skill for adventurers.



HOTZ

SKILLS 18

MINERALOGY

Knowledge of geology and ability at prospecting, mineworking, and ore-refining. Prospecting is a complex issue, depending on the terrain surveyed and the minerals being sought. Most miners deal only with native metals of various degrees of rarity. The treasures and useful minerals sought by prospectors, and extracted by miners, include gold, silver, copper, tin, lead, zinc, coal, salt, iron, diamonds, rubies, emeralds, sapphires, etc. The rarest and most valuable of all is mythral (platinum).

PERFUMERY

Used to determine success at inventing and producing perfumes, soap, incense, etc. Appropriate materials are necessary. Perfumers deal mainly in organic alchemy, but most know some Embalming. Many temples employ perfumers.

PHYSICIAN

The ability to diagnose and treat medical ailments, wounds, etc. Usually the physician first tests EML to diagnose the ailment. See the **PHYSICIAN** article.

☐ **Option One:** Treat Physician as an Automatic Skill.

☐ **Option Two:** Veterinary Medicine. A physician can treat ☐ animals or ☐ mammals with a 10 point EML penalty. See also Animalcraft skill.

PILOTING

The ability to navigate a ship. This skill is detailed in our *Pilots' Almanac*.

RUNECRAFT

The esoteric ability to divine, read portents, and cast fortunes by means of runestones and/or rune symbology. A popular, if not necessarily precise, art in regions influenced by Ivinian or Khuzan culture. The GM secretly tests Runecraft to determine the accuracy of a reading.

SEAMANSHIP

Seamanship is tested when a character attempts a difficult task having to do with the handling of a ship or boat, such as setting sails in high seas. Seamanship does not include navigational skills. The applications of Seamanship are detailed in our *Pilots' Almanac*.

SHIPWRIGHT

Used to determine how well the character constructs a ship, boat, or its fittings. The applications of this skill are dealt with in *Pilots' Almanac*.

SURVIVAL

The knack of surviving in the wilderness. May be used to establish the quality of a lean-to, build fires under difficult circumstances, and so on. Survival is used for outdoor activities not covered by Foraging, Tracking, or Herblore.

TAROTRY

The ability to use Tarot for contemplation and/or divination. The GM secretly tests Tarotry to determine the accuracy of a reading.

TEXTILECRAFT

Used to determine the quality of textile goods produced by the character. Specialities include embroidery, spinning, tailoring, and weaving. Quality and availability of tools and materials, as well as task complexity, will affect results.

TIMBERCRAFT

The art of selecting timber from a forest, felling trees, and rough-cutting into lumber.

TRACKING

The ability to detect and follow tracks. When spores are encountered, Tracking is tested to determine whether the character has detected them. Thereafter, if the tracker tries to follow a trail, additional tests are made periodically.

WEAPONCRAFT

The making/assessing of weapons and armour. This skill is detailed in *HårnMaster Military*.

WEATHERLORE

The ability to predict the weather. Characters with this skill may attempt to predict the weather *once* each watch. The GM predetermines the weather as necessary. The success roll is made secretly by the GM and results are given to the forecaster as follows:

Success	Weather Report
CS	Accurate (detailed) report for next watch.
MS	General (mostly accurate) report for next watch.
MF	No report.
CF	Random/False report for next watch.

WOODWORKING

The ability to work wood. Used to determine the quality of a wooden item made by the character. Appropriate tools and materials are necessary, and the quality and complexity of an item will affect the result.

COMBAT SKILLS

Combat skills are related (primarily) to battle. They are dependent on physical attributes and are all subject to Physical Penalty (SKILLS 6). Most are weapon skills used to determine success in melee or missile combat. The applications of combat skills are dealt with in the COMBAT article. New characters may acquire weapon skills as a result of military training. After play begins, characters may open any weapon skill at the OML given on the SKILLS DATA table the first time they use an included weapon in a *combat* situation.

Development Limitations

Weapon Skills may be developed by practice/training as normal, but no weapon skill can be increased beyond ML70 except by actual combat experience. The GM awards development rolls for weapons used in combat according to the experience. More than one development roll per weapon is justified only if the character bore most of the combat, experienced a new mode of fighting, or had a particularly difficult time. A weapon used in a token or minor way deserves no Development Roll.

- ❑ **Option One:** No weapon can be developed beyond SB x 5 except by combat experience.
- ❑ **Option Two:** No weapon, even with combat experience, can be developed ten (10) points higher than Initiative ML.
- ❑ **Option Three:** Combat Experience includes tournament contests, gladiatorial combat, duels, etc.

❑ Veteran Experience

A veteran warrior is one with an ML of 80 or more in any MELEE weapon (excluding Unarmed Combat). To reflect a greater knowledge of weapons, when a veteran opens a Melee weapon skill, it opens to OML + SB instead of opening to OML.

INITIATIVE

An *automatic* combat skill. Initiative reflects battle experience, discipline, and morale. Once opened, Development Rolls are made only for *Combat Experience*. Initiative determines the order in which characters take turns in combat (characters with higher INI move sooner). Initiative is recorded on the Combat Profile as well as under Combat Skills on the Character Profile.

RIDING

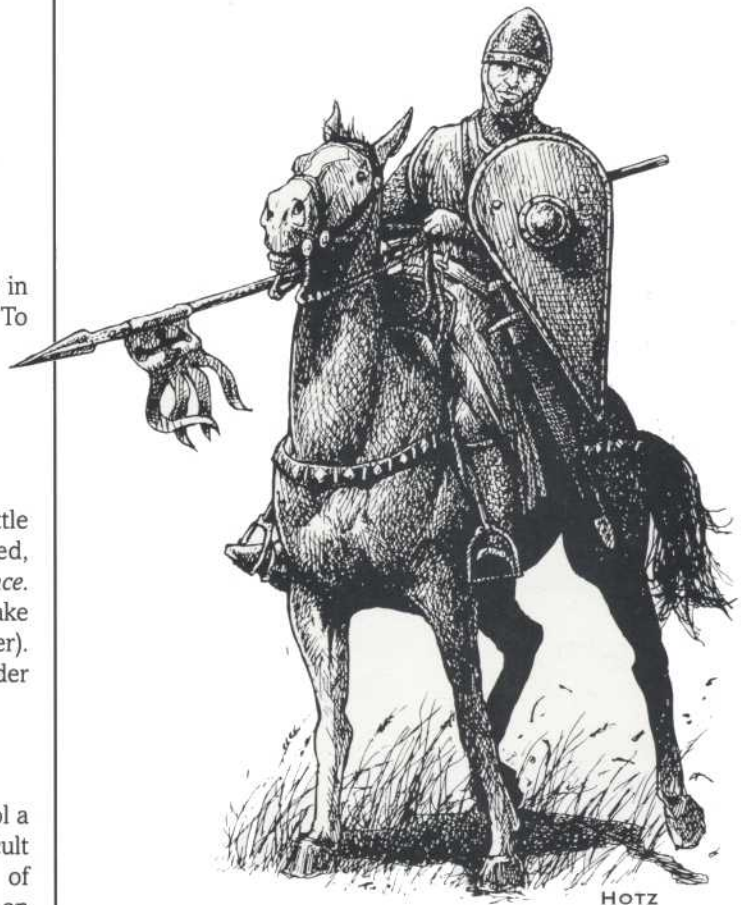
Riding is used to determine the ability to ride/control a steed in combat. The skill may also be used for other difficult mounted maneuvers at GM discretion. Each species of steed is treated as a specialty. The skill is opened at SB1 on the first attempt to mount a steed, generally a horse.

The relationship between rider and steed is significant. If a rider acquires a new steed, Riding ML is reduced by 10 (if of the same species as a previous steed) or by 20 otherwise. Older horses, especially those with previous owners, may take longer, or even defy training altogether at GM discretion.

UNARMED COMBAT

An *automatic* combat skill. Unarmed Combat is used to punch or kick an opponent, applying hand or foot impact to determine damage. The impact of an unarmed strike may be enhanced with items such as gauntlets, spurs, etc. The skill is also used to wrestle an opponent when grappling.

- ❑ **Option One:** Unarmed Combat skill is developed like any other weapon skill, but may NOT be improved above ML70 without training by a qualified martial arts teacher. Most martial arts instructors are in fighting/clerical orders of Agrik, Larani, and Naveh. Gladiatorial schools and the Jmorvi Shek-Pvar also teach unarmed combat techniques.
- ❑ **Option Two:** Martial art styles (there are dozens) may be treated as Specialties.



SKILLS 20

AXE

The ability to use hafted, *edged* weapons. Specialties include Battleaxe, Handaxe, Hatchet, Shorkana, Sickle (peasant weapon), and Warhammer. Poleaxes are treated as Polearms (a separate skill).

BLOWGUN

The ability to use all types of Blowgun. This is a rare skill except among the Lia-Kavair, clergy of Naveh, and certain tribes in tropical and equatorial rainforests. No specialties are envisioned.

BOW

The ability to use bows. Specialties include Crossbow, Hartbow (elven composite bow), Longbow, and Shortbow.

NOTE: *The use of Crossbows is not widespread in western Lythia. They are forbidden for military use by canon and secular law in all civilized realms, and simply carrying one may draw suspicion and harassment. Nevertheless, crossbows are employed by some brigands and other types of riff-raff. Heavy (cranked) crossbows have not yet been invented; only light (hand-pulled) crossbows exist.*

CLUB

The ability to use hafted, *clubbing* weapons. Specialties include Club, Mace, Maul, and Morningstar. Because club weapons are omni-directional, they are easier to master than axes (hence their higher OML).

FLAIL

The ability to use articulated (folding/bending) weapons. Centrifugal force gives them high impact, but they are difficult to use in combat, especially in close combat (hence their low OML). Specialties include Ball & Chain, Grainflail, Nachakas, and Warflail.

DAGGER

The ability to use short-bladed weapons, mostly as secondary weapons. Specialties include Dagger, Keltan (main gauche) Knife, and Taburi (throwing knife).

POLEARM

The ability to use heavy, two-handed, pole-weapons. Specialties include Falcastra, Glaive, Pike, and Poleaxe. The Glaive is also known as a Bill or Billhook.

SHIELD

The ability to use shields, which are just about the only defensive weapons available. Specialties include Buckler, Kite, Knight, Roundshield, and Tower. It is often said a warrior entering combat without a shield is "as good as dead." Warriors with exceptional skill in two-handed weapons (and lots of armour) sometimes prove this dictum false.

SWORD

The ability to use swords. Specialties include individual swords such as Battlesword, Broadsword, Estoc, Shortsword, etc.

SLING

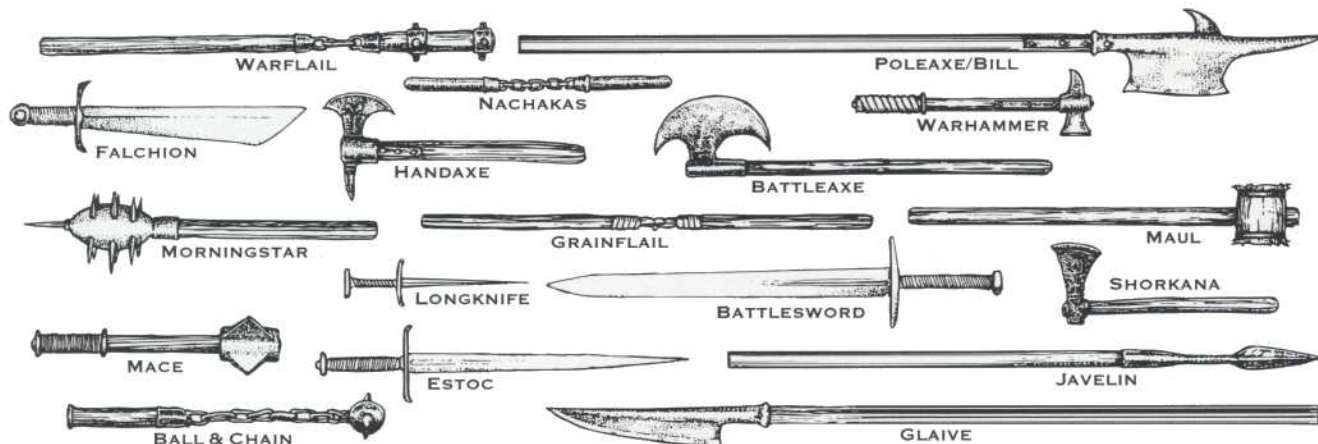
The ability to use sling-type weapons. Specialties include Sling and Staff-Sling.

SPEAR

The ability to use hafted, thrusting, and staff-type weapons. Specialties include Javelin, Lance, Spear, Staff (Quarterstaff), and Trident.

WHIP

The ability to use various types of whips. Specialties include the Isagra (great whip) and the ordinary whip.



ATTRIBUTE TESTING

Only the GM can decide which attribute should be tested under what circumstances, but a few cases are common enough that guidelines are provided below.

When testing an attribute, a level of success (i.e., CS, MS, MF, or CF) may be needed. A Target Level is calculated by multiplying the attribute by 1–7 (depending on the difficulty of the task). The Target Level is then tested with percentile dice as if it were an EML—this generates a success level. Target Levels for physical attribute tests are subject to Physical Penalty. Target Levels for non-physical attribute tests are subject to Universal Penalty.

If the only result needed is success or failure, roll 3d6 against the attribute. If the roll is equal to or less than the attribute, the test is successful. If not, the test is a failure. Physical Penalty is added to the roll if testing a physical attribute. Universal Penalty is added to the roll if testing a non-physical attribute.

CARRYING (Endurance Test)

Endurance determines how long/far/quickly a major load can be carried. Endurance tests are made *immediately* after a load is lifted and every 10 seconds thereafter.

CARRYING TABLE	
Weight Being Lifted	Test
Endurance x 10 lbs or less	END x5
Endurance x 14 lbs or less	END x4
Endurance x 17 lbs or less	END x3
Endurance x 19 lbs or less	END x2
Endurance x 20 lbs or less	END x1
CS	Carry Load at Walk Rate for one Turn.
MS	Carry Load at Crawl Rate for one Turn.
MF	Load is put down safely.
CF	Load dropped (test Dodge to avoid injury).

A dropped load (CF) may land on a lower limb. CF may also mean the character has strained their back; this is reflected by a Blunt Minor Injury with a healing rate of HR5.

The lower part of the table indicates the distance the character can walk/stagger with the load in the ensuing turn. A character carrying a major load cannot do much else. If the character attempts to do otherwise, the weight of the load would apply as an Encumbrance Penalty.

DODGE (Agility Test)

A multi-purpose, quasi-skill used to avoid falling objects, weapon and missile attacks, and other situations. Dodge is frequently used in combat. Acrobatics skill (if open) may be used in place of Dodge. Dodge equals Agility x5, and is subject to Physical Penalty.

❑ **Option:** Make Acrobatics an Automatic Skill and abolish Dodge altogether.

FUMBLE/GROPE (Dexterity Test)

A test to determine if an item held in the hand is dropped (fumbled) or to perform a feat of manual dexterity under difficult circumstances (grope). Fumble rolls may be triggered by combat or ordered by the GM. The procedure followed is to:

- Roll 3d6,
- Add Physical Penalty to the roll,
- Subtract two (2) from the roll if the item is held in both hands,
- Subtract five (5) from the roll if the item is tied on (as is the case with most shields).

A (modified) result exceeding Dexterity indicates a fumble (or failed Grope). When an item is dropped, roll 1d10: a number 1–6 indicates the item falls in an adjacent hex (1=N, 2=NE, 3=SE, 4=S, 5=SW and 6=NW); a roll of 7–10 indicates the item has fallen in the *same* hex.

If two characters attempt to simultaneously seize the same item, or if a character tries to take an item from another character, both make grope rolls:

- If both rolls succeed, the character with the higher STR has the item.
- If one roll succeeds and the other fails, the winner has the item.
- If both rolls fail, the item is fumbled; roll 1d10 (as above) to see where the item ends up.

LIFTING (Strength Test)

Normal, healthy characters can lift Strength x 10 pounds, at least briefly, with little or no difficulty. When attempting to lift heavier loads, the WEIGHTLIFTING table (below) is consulted. Lifting tests are subject to Physical Penalty.

WEIGHTLIFTING TABLE	
WEIGHT BEING LIFTED	TEST
Strength x 10 lbs or less	STR x5
Strength x 14 lbs or less	STR x4
Strength x 17 lbs or less	STR x3
Strength x 19 lbs or less	STR x2
Strength x 20 lbs or less	STR x1
CS	Load is successfully hoisted.
MS	Load is successfully hoisted.
MF	Lift fails. Lifter is uninjured and may try again.
CF	Lifter's back has been strained; character has a Blunt Minor Injury with a healing rate of HR5.

It is possible to successfully lift a weight and then find it too heavy to hold. Once a load is lifted, an *immediate* Carrying Test is required.

The table assumes loads can be conveniently gripped with both hands/arms. Awkward loads are more difficult.

SKILLS 22

LISTENING (Hearing Test)

Most noises which occur around the typical character are so obvious that no hearing roll is necessary. Hearing is tested only when there is doubt as to whether the character will hear the noise.

Whether the character hears a noise depends on background noise. Is the character trying to listen for background noises, or is the character discussing matters with fellow colleagues? Is the overall environment quiet, or is the character already listening to something else?

Characters may "actively" listen. This requires everyone in the group to be silent. Even then, it is still possible for background noise to interfere. The following are only guidelines; the entry under "test" is the multiple of Hearing which may be tested.

HEARING TABLE		
Noise	Examples	Test
Very Soft	Breathing or dripping water on the other side of a closed door.	HRG x2
Soft	Whispering on the other side of a closed door; footsteps in the distance; a small animal moving in the bushes.	HRG x3
Medium	Quiet conversation on the other side of a closed door.	HRG x4
Loud	Ordinary conversation on the other side of a closed door.	HRG x5
Audible	Ordinary conversation around a corner.	HRG x6

These multiples of Hearing assume "active listening"; if the noise is beyond a closed door, it is assumed the listener's ear is pressed against the door. If the situation is less optimal, reduce the multiple of Hearing.

The amount of information gained will depend on the success level achieved by the listener. With MS, only the general nature (e.g., whispering) of the noise will be learned. With CS, the listener will be able to pick up a few words, perhaps the gist, of a conversation, etc.

Note: the same general approach would be valid for detecting odor (Smell).

SHOCK ROLL (Endurance Test)

Shock rolls are made to determine if a character loses consciousness due to fatigue, pain, injury, bloodloss, poisoning, dehydration, heat exhaustion, etc.

Roll 1d6 for each point of Universal Penalty (Injury + Fatigue levels). That is, if a character has one S2 injury and three Fatigue Levels, 5d6 are rolled.

If the roll does NOT exceed the character's *Endurance*, there is no effect—the procedure is complete. If the roll exceeds *Endurance*, the character has fainted. The character falls prone in the hex occupied and any skill, psionic talent, or spell the character was engaged in fails critically.

Unconsciousness

Fainting usually does not last very long:

- In a crisis/combat situation, an unconscious character rerolls the Shock Roll on each subsequent turn; if the roll does not exceed the character's *Endurance*, the character has regained consciousness. If someone attempts to revive the character (e.g., water, slapping, tonic, etc.) the chance of success may be increased at GM discretion.
- In a non-crisis situation, the character regains consciousness in 2d6 minutes.

When the character recovers consciousness, one more Shock Roll is made. If this roll exceeds the character's *Endurance*, the character is in **shock**; otherwise, the character functions normally.

Shock

Characters in shock display a variety of symptoms including pallor, cold sweats, weakness, nausea, thirst, and groaning. They are usually incoherent and may gaze helplessly at their injuries. Shock prevents the use of skills, spells, and psionic talents. In a combat situation, a character in shock may Rest, Walk/Crawl (at half move), or be led away; the character will *Ignore* any attacks. For information on recovery from Shock, see PHYSICIAN 3.

STUMBLE ROLL (Agility Test)

A test to determine whether a character falls down. Stumble rolls are triggered by encountering an obstruction in the course of movement, receiving a blow to a leg during combat, etc. The procedure followed is to:

- Roll 3d6,
- Add Physical Penalty to the roll,
- Add any modifiers from the STUMBLE table (below) to the roll.

A (modified) result exceeding Agility indicates the character falls prone. Depending on velocity, a stumbling character may land in an adjacent hex.

Note: *Light* obstructions are low bushes or furniture, prone bodies, etc. *Heavy* obstructions are low walls, tables, large piles of rubble, etc. Stumble Roll modifiers are cumulative.

STUMBLE TABLE	
Condition	Modifier
Character Running	+1
Character Moving Backwards	+2
Poor Light	+1
Darkness	+2
Light Obstruction	+0
Heavy Obstruction	+1

MENTAL CONFLICT

The ability to wage Mental Conflict is determined by a special skill called *Mental Conflict*. This skill is opened when a character is first exposed to or engaged in Mental Conflict. When opened, Mental Conflict is entered on the character profile under Communication Skills.

Skill Base

For a living entity or an artifact with natural personality, the skill base is $(\text{Aura} + \text{Will} + \text{Will}) / 3$. For an artifact with an artificial personality, the Skill Base is equal to the artifact's Ego. In neither case are there any astrological modifiers.

Opening Mastery Level

The OML for Mental Conflict is SB3.

Development Rolls

A character earns a development roll for Mental Conflict skill only after engaging, successfully or unsuccessfully, in a Mental Conflict.

LINKING MINDS

In order for mental conflict to occur, there must be link (form of communication) between the minds in question.

Minds/Egos/Personalities may link and/or fuse in any of several ways. Examples of mental linking include the following:

- A character tries to invoke a major artifact's powers and the artifact resists. This type of Mental Conflict is called an Artifact Control Check.
- An ethereal (i.e., an incorporeal being) attempts to control a living entity (i.e., a being with a living, physical body). This type of Mental Conflict is called possession.
- A character attempts to remove an ethereal from a body or object it has possessed. This type of Mental Conflict is called exorcism.
- Two ethereals meet and do battle.

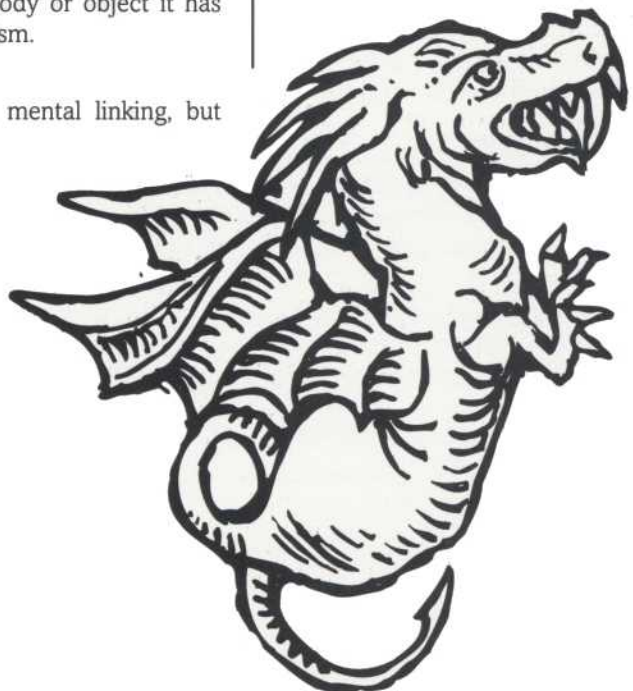
Mental Conflict does not automatically result from mental linking, but mental linking is a prerequisite to Mental Conflict.

These rules are intended to provide a uniform system to regulate all forms of psycho-spiritual conflict, including psionics, possession, magic, and some forms of divine and semi-divine intervention.

They may be used to resolve any situation in which two or more wills wage direct, personal conflict without resorting to physical force. Mental Conflict occurs when two or more personalities become telepathically linked or fused, and one or both personalities attempts to achieve dominance or direct control. Mental Conflict can also be referred to as a "Battle of Wills."

But That's Evil!

Not all mental linking and/or possession is hostile; some healers, for example, use mental linking as a way to diagnosis a patient's ailments.



SKILLS 24

MENTAL CONFLICT PROCEDURE

When Mental Conflict occurs, each party tests its Mental Conflict skill. A few EML modifications are made to reflect the circumstances of the battle (see sidebar). Like all skills, Mental Conflict is subject to Universal Penalty.

Time Required

Mental Conflict takes as long as a round of physical combat: 10 seconds.

Fatigue

The Fatigue Levels accumulated by each party in a Mental Conflict are equal to the Ego or Will of the other party divided by five (minimum one level). Hence, one accrues two Fatigue Levels if battling an artifact with an Ego of 12.

Any fatigue accrued by a *controlled* artifact or entity is passed on to its controller. Fatigue acquired before an artifact/entity was controlled, including the fatigue acquired during the conflict in which it became controlled, is not passed on.

Concentration Required for Mental Conflict

Mental Conflict requires concentration, but not enough to directly affect physical activity. One can, for example, engage in Mental Conflict while climbing a tree, chasing a villain, picking a pocket, or engaging in physical combat.

Resolving a Mental Conflict

The success levels of the two parties are compared:

- Whichever party achieves the higher success level wins the conflict and has a dominant position over the loser. If the loser is an artifact, the winner can use its powers. If the loser is a living entity, the winner has control of the loser's body. If the loser is an ethereal, it is driven out of any body or object it was possessing and suffers dissolution (see *HårnMaster Religion*).
- If the parties achieve equal success levels, neither wins a dominant position, and their previous relationship (whatever it was) is unchanged. If one of the parties was in control, it is still in control. If neither party was in control, the conflict has resulted in a draw.

Control Duration

After one contestant has won a Mental Conflict, the party stays in control of the other party for a minimum of 10 minutes times the dominator's Ego/Will. After this time, the dominated entity may attempt another Mental Conflict to break control.

Dominance immediately terminates if the mental linking between the two parties is broken. In most cases, physical contact is a requirement for mental linking, so ending physical contact will end the control.

☐ Instant Rematch (Optional)

If, after a draw, both parties want a rematch, it occurs immediately. If one, and only one, of the parties is a living entity, the living entity can demand an immediate rematch regardless of the other party's wishes.

MENTAL CONFLICT EML MODIFIERS

Unconscious participant	-10
Living Entity	+10
Native Spirit (i.e., the conflict is being fought over a body which is native to one of the combatants)	+10

Fatigue Recovery

A magical artifact, or being without a Stamina attribute, all recover Fatigue at the same rate as living beings: one Fatigue Level every 10 minutes.

Some artifacts/entities will wait longer than this, until the dominator is fatigued, injured, or off guard to "make their move"; this depends on the dominated party's Intelligence or cunning (if any).



Psionic talents are native, psychic abilities some characters possess. Characters are normally born with all the psionic talents they will ever have, and may be unaware of any they possess. Since it requires years of practice to properly employ psionic talents, they are within the sphere of the *Guild of Arcane Lore*, a loose association of alchemists, astrologers, mages, psionicists, etc. Possession of a reliable talent is perhaps the easiest way to enter this Guild.

Psionic talent generation, and use and maintenance of talents in the course of play, is done in **secret** by the GM. Characters generated with talents may notice some of the odd effects produced by their latent psionic abilities, but they will not know they possess a talent until it develops (by chance) to ML21 or more. Some learn of their ability when another character with a developed talent is able to sense and inform them of its presence. Some talents are never discovered and remain dormant forever.



GM Note

Psionic talents are included in the game at GM discretion. *HårnMaster* works fine with or without them. Because psionic talents are administered in secret, their inclusion requires considerable work from the GM. Novice Gamemasters are advised to postpone the inclusion of psionics until they are comfortable with the more essential aspects of the rules.

Characters who wish to become a mage are more likely to be accepted as an apprentice if they have a usable (developed) psionic talent.

If psionic talents are being used in a campaign, we recommend the GM start out testing only the PCs and major NPCs for psionic ability. Testing every NPC for psionic talents, and then including the results of these talents in the campaign, can easily result in an excessive workload. After the GM knows how much work is needed to include a talent, the total workload can be better anticipated.

PSIONICS 2

PSIONIC TALENT GENERATION

To determine how many talent generation rolls are made for a new character, roll 1d20 and consult the table below:

TALENT ENTITLEMENT TABLE										
PC's Aura	2+	7+	11+	14	15	16	17	18	19	20
01-09	•	•	•	•	•	•	•	•	•	1
10-12	•	•	•	•	•	•	•	•	1	1
13-14	•	•	•	•	•	•	•	1	1	2
15	•	•	•	•	•	•	1	1	2	3
16	•	•	•	•	•	1	1	2	3	4
17	•	•	•	•	1	1	2	3	4	5
18	•	•	•	1	1	2	3	4	5	6
19	•	•	1	1	2	3	4	5	6	7
20	•	1	1	2	3	4	5	6	7	8
21+	1	1	2	3	4	5	6	7	8	9

Note: Any 1d20 roll under two indicates a complete absence of psionic talents.

TALENT GENERATION TABLE			
1d100	Talent	1d100	Talent
01-09	Clairvoyance	55-62	Prescience
10-14	Disembodiment	63-71	Psychometry
15-24	Healing	72-77	Pyrokinesis
25-29	Hex	78-86	Sensitivity
30-37	Medium	87-91	Telekinesis
38-45	Mental Bolt	92-99	Telepathy
46-54	Negation	00	Unique

Each talent generation roll is made on the TALENT GENERATION table (above). The first time a talent is generated, it is opened at SB1. If the same talent is generated a second time, its OML is increased to SB2, and so on.

A Unique Talent is designed by the GM, and included in the game at GM discretion. If the GM is not including unique talents, re-roll.

The skill base for (non-unique) psionic talents are based on the attributes Aura, Aura, and Will. Sunsign modifiers vary by talent.

PSIONIC TALENTS TABLE				
Talent	Attributes	Sunsign	OML	Description
Clairvoyance	AUR AUR WIL	Tai+1	SB1	PSIONICS 4
Disembodiment	AUR AUR WIL	Hir/Nad+1	SB1	PSIONICS 5
Healing	AUR AUR WIL	Mas/Sko+1	SB1	PSIONICS 5
Hex	AUR AUR WIL	Ahn+1	SB1	PSIONICS 5
Medium	AUR AUR WIL	Tai+1	SB1	PSIONICS 6
Mental Bolt	AUR AUR WIL	Ahn+1	SB1	PSIONICS 6
Negation	AUR AUR WIL	Fen+1	SB1	PSIONICS 6
Prescience	AUR AUR WIL	Tai/Tar+1	SB1	PSIONICS 7
Psychometry	AUR AUR WIL	Tai/Mas+1	SB1	PSIONICS 7
Pyrokinesis	AUR AUR WIL	Ang/Ahn/Nad+1	SB1	PSIONICS 7
Sensitivity	AUR AUR WIL	Tar/Tai+1	SB1	PSIONICS 7
Telekinesis	AUR AUR WIL	Nad/Ahn+1	SB1	PSIONICS 8
Telepathy	AUR AUR WIL	Tar/Tai/Sko+1	SB1	PSIONICS 8
Unique	GM Discretion	GM Discretion	SB1	n/a



Talent Generation (Example)

Mardisa has Aura 17 and Will 13. Her sunsign is Ahnu.

Mardisa's GM rolls 1d20 and consults the TALENT ENTITLEMENT table. An 18 is rolled, so Mardisa will get three Talent Generation Rolls.

The GM then consults the TALENT GENERATION table and rolls 1d100 three times. The rolls are 39, 20, and 45, generating Mental Bolt twice and Healing once. Mardisa will therefore open Mental Bolt at SB2 and Healing at SB1.

Her Mental Bolt SB is $(17 + 17 + 13) / 3 = 15.66$ rounding to 16, + 1 (for the astrological modifier) = 17.

Her Healing SB is $(17 + 17 + 13) / 3 = 15.66$, rounding to 16. There is no sunsign bonus for Ahnu for Healing, so her Healing SB is 16.

Thus, Mardisa's Mental Bolt opens to $17 \times 2 = \text{ML}34$, and her Healing opens to $16 \times 1 = \text{ML}16$. Notice her Healing will be dormant, but her Mental Bolt will be not be since its ML is 21+.

For an example of a unique psionic talent, see *Charm* on PSIONICS 8.

DORMANCY

Psionic Talents have several stages of development which are reached as various Mastery Levels are attained (see the DEVELOPMENTAL STAGES table).

Talents at ML20 or less are dormant (unusable). A character with a dormant talent is unaware of its existence. Even if a player guesses that a psionic talent exists, the character cannot take advantage of this knowledge. No conscious development of dormant talents is possible. However, exposure to powerful psionic events or artifacts may stimulate a dormant talent, causing one or more secret skill development rolls at GM discretion. The talent may eventually reach ML21 and the player is (at GM discretion) informed of the talent.

Psionic Episodes

A dormant talent may manifest unpredictably, involuntarily, and/or randomly—always at GM discretion. These manifestations are called psionic episodes. Possibilities for psionic episodes are given in the talent descriptions.

Appropriate psionic episodes may be revealed by the GM to characters at random intervals, ideally accelerating as a dormant talent approaches ML20. In the later parts of the dormant stage, these frequent psionic episodes can lead to apprehensions that the character is insane, and may cause well-meaning observers to attempt cures or confinement. This can be awkward, especially since the character does not know the cause of the problem.

Development of Talents After Dormancy

Once a talent has developed past the dormant stage, it may be developed more or less normally. To make one skill development roll, the character must meditate for at least (35 – Will) Hours and expend 15 SMPs.

INVOKING A PSIONIC TALENT

A character with a non-dormant psionic talent can attempt to use it at any time, provided the character is conscious. Any and all dice rolls for the talent are *always* made secretly by the GM.

Fatigue

Using psionic talents is tiring. A character accumulates Fatigue Levels when attempting to use a post-dormant (ML21+) psionic talent, whether or not the attempt is successful. Fatigue can also be accumulated after a psionic episode (GM discretion). Each Talent Description includes, in parenthesis after the talent's name, the number of Fatigue Levels accumulated.

Success Rolls

The result of using a psionic talent is often ambiguous. The player may not know whether their attempt has succeeded or failed (this is why the GM makes *all* the skill rolls secretly, and why the amount of fatigue accumulated is the same *regardless* of the success or failure of the skill roll). Like all skills, psionic talents are subject to the Universal Penalty (SKILLS 6).

Failure

When a talent attempt fails, the GM secretly makes an Shock Roll (SKILLS 22). If the character fails the roll and falls unconscious, the character also suffers Psionic Blindness, the complete inability to use any psionic talent, for 2d6 hours.

Misfire

If the talent attempt fails critically, unpredictable and/or unanticipated results may occur. Possibilities for misfires are given in the talent descriptions.

DEVELOPMENTAL STAGES TABLE

01-20	Dormant: Psionic episodes once every 10-60 days. No awareness or control.
21-50	Rudimentary: Psionic episodes are more frequent, perhaps every 3-18 days, and the character has a basic awareness, but little control. Characters might realize they have a psionic talent and, if aware, conscious development can be attempted.
51-80	Cognizance: Psionic episodes are rare, except in the case of very strong stimulus. The character has fairly good control of the talent.
81+	Mastery: Psionic episodes very rare or absent. Character has fine control.

□ Extra Development

After each use of a post-dormant talent, make one Skill Development Roll. Many GMs do not allow this rule as it is perhaps a bit overgenerous. In many campaigns, Psionic Talents are the hardest of all skills to develop because they're some of the most useful skills to possess.

Losing consciousness and suffering a few hours of Psionic Blindness is a clear sign of failure, however.

An MF or CF causes a Shock Roll.

Talent descriptions give suggestions for how CF results can be handled.

PSIONICS 4

❑ PASSIVE TRIGGERING

Medium, Prescience, and Sensitivity are talents which (at GM discretion) may be stimulated by appropriate phenomena. This is called passive triggering. Medium may be triggered by the presence of ethereals, Prescience by imminent danger, and Sensitivity by a psionic or magical residue/effect.

Whenever such phenomena are encountered, the GM secretly tests the appropriate talent (no fatigue is accumulated) to determine whether its possessor is alerted. If the stimulus is weak, only CS will alert the character. When passive triggering occurs, the owner is given minimal information. If the character wants more information, the talent must be used actively (with fatigue).

❑ JOINT INVOCATION

Two people with the *same* psionic talent may wish to pool their efforts in invoking the talent. This may be done if:

- [1] Skin contact is established by grasping hands, etc.;
- [2] Skin contact is maintained during the time spent invoking the talent;
- [3] They meet such other criteria as seems reasonable to the GM in the specific situation. The GM may require some kind of spell/ritual/procedure be followed in order to form the necessary "fusion" between talent-users.

Joint EML and Fatigue

One success roll against a joint EML is made. The joint EML is that of the superior party PLUS the SI of the inferior party. Fatigue accrued by the jointly-invoked talent is halved and then accumulated by *both* participants.

PSIONIC TALENT DESCRIPTIONS

The talent descriptions which follow are intended only as guidelines, and should not be considered substitutes for common sense or the GM's instinct for plot development. Psionic talents are not intended to be hard, fast, and clear. They are meant to work unpredictably and add a touch of mystery to the game. The GM should exercise discretion to make sure the same talent/procedure does not work exactly the same way each and every time it is used.

CLAIRVOYANCE (F2)

The ability to visualize events currently occurring at a remote location. Clairvoyance may be used in either of two ways:

- [1] **Near**—The clairvoyant enters a trance for one minute to transfer their point of perception to a location up to ML yards away. The location must be familiar to the clairvoyant. MS enables the clairvoyant to watch; CS allows the clairvoyant to also listen and smell. The vision lasts for SI minutes.
- [2] **Far**—The clairvoyant enters a trance for 10–60 minutes and attempts to focus on a specific, remote person or object whose location may or may not be known. The clairvoyant does this by visualizing the person's face (or by describing the object). With success, the clairvoyant gains a vague vision of the person/object's current situation, activities, etc. There are no range restrictions with this form, but there is also no chance to listen or smell.

Marginal Success, with either method, produces blurred, misted, or intermittent vision. With CS, vision is clearer.

Joint Invocation (Example)

Dar and Kalin are jointly invoking Pyrokinesis. Dar's ML is 84; Kalin's is 57. Their joint EML is $84 + 5 = 89$.

Pyrokinesis usually causes the talent-user to accrue three Fatigue Levels. Dar and Kalin each accrue half of this amount: $3 / 2 = 1.5$, which is rounded to the nearest integer: 2. Thus, Dar and Kalin each accrue two Fatigue Levels (F2).

Important Note

Many of the rules in *HårnMaster Magic* are potentially applicable to psionics. While psionics are more instinctive than spells, concepts such as Spellfire Timing, Modeling, Detection, Noise, Foci, etc. may all have application at GM discretion.

CLAIRVOYANCE

Psionic Episodes

Vivid dreams of faraway people and things. Dizziness, disorientation, confusion, headaches, sleepwalking, blurred vision, or mirage-like hallucinations can also occur.

Misfire (CF)

False or random information is given to the clairvoyant. Sometimes severe, incapacitating headaches or temporary true-blindness occurs instead.

Comments

A target being watched by the clairvoyant may notice it; test a multiple of the target's Aura (or Sensitivity talent, if applicable):

	Success	Detection Test
MS	Aura x2	OR Sensitivity ML
CS	Aura x1	OR Sensitivity ML/2

DISEMBODIMENT (F2)

The ability to detach the ethereal spirit from the body, which is left in a state of metabolic suspension. The disembodied spirit is referred to as an astral entity. Information about the abilities of astral entities is in *HârnMaster Religion*.

It is difficult to remain in a disembodied state for long. The talent lasts for ML x 30 seconds, after which the astral entity instantly returns to its body (even if it does not want to return). If the body is vacant when the astral entity returns, it reunites with its body and a Shock Roll is then made. If the body has been occupied by another ethereal while the astral entity was away, Mental Conflict occurs (see SKILLS 23).

Disembodiment is achieved by making one's body very relaxed (somewhat similar to how one falls asleep). The time needed to invoke the talent is (15 – SI) minutes.

HEALING (F2)

This talent can be used in any of four ways. Each option requires skin contact between the healer and the patient (who may be the healer) and takes about 10 seconds to invoke.

- [1] **Empathy:** An attempt to diagnose the patient's emotional state and/or physical well-being. Acquired information depends on the success level.
- [2] **Restoration:** An attempt to remove fatigue. CS eliminates four Fatigue Levels (F4); MS removes two Fatigue Levels (F2).
- [3] **Bloodloss:** An attempt to clot a single bleeding wound. Any success stops bleeding, and CS also reduces accumulated bloodloss by 1BP.
- [4] **Hasten Healing:** An attempt to increase the healing rate of one identified ailment or wound. CS increases the healing rate by two, MS by one. If this brings the healing rate to H6 (or more) any infection is defeated or poison is neutralized.

☐ **Variant:** The Hasten Healing option cannot affect the same ailment/wound more than ☐ once, or ☐ once per day.

HEX (F3)

Sometimes called "the evil eye." Hex is the ability to "curse" a victim, causing them to have bad luck. If the talent-user has a part of the victim (e.g., nail parings, lock of hair, etc.) increase EML by 20. Such items cannot be used more than once. The talent takes (15 – SI) minutes to use.

At the time the talent is invoked, the maximum distance between the talent-user and the intended victim depends on whether the talent-user has a part of the victim. If a part is available, the maximum distance is SI km. If a part is not available, the maximum distance is line of sight.

A successful Hex halves EML the next time the victim attempts to use any skill, talent, spell, etc. If the talent-user achieves CS, the situation when the Hex is applied may be specified by the talent-user.

DISEMBODIMENT

Psionic Episodes

Sleepwalking, dreams of floating through space, various "altered mental states," *Jamais vu*, lightheadedness, peculiar shivers, dizziness, or a feeling of being watched.

Misfire (CF)

Usually results in extreme weakness, dizziness, disorientation, and loss of balance. Sometimes the talent-user falls asleep instead.

HEALING

Psionic Episodes

Emotional empathy (i.e., crying at the distress of others) and sympathy pains (e.g., someone else hurts their hand and the character feels the pain).

Misfire (CF)

Sometimes the healer acquires some or all of the patient's ailments.

Comment

Notice that using the Restoration option on the talent-user results in no net loss of fatigue except with CS.

HEX

Psionic Episodes

The character and/or companions have unusual spells of good (or more likely bad) luck.

Misfire (CF)

The talent-user suffers the talent's full effect. In extreme cases, the character may experience a long run of bad luck without realizing it.

Hex Variants

- ☐ Successful use of Hex requires the talent-user to have a part of the victim.
- ☐ Successful use of Hex will halve the EML for all the victim's skills rolls for the next ML minutes (MS) or SI hours (CS).

PSIONICS 6

MEDIUM (F1)

Medium is subject to passive triggering (PSIONICS 4). The talent may be used in three ways. Each accumulates fatigue, requires a trance for at least a minute, and has a separate skill roll.

- [1] **Communion**—If successful, the medium is able to clearly perceive and communicate, for SI minutes, with any ethereal within ML yards.
- [2] **Summon**—An attempt to summon an ethereal currently perceived by the medium, or whose true name is known. Some entities require CS to be summoned. CF breaks the trance.
- [3] **Control**—An attempt to command an ethereal the medium has summoned. If the ethereal's Will exceeds the Medium's, EML is reduced by five times the difference. Some ethereals are beyond control. With MS, the ethereal may be commanded to perform a simple task (e.g., answer a yes/no question within its knowledge, dispossess a body, etc.). With CS, the task/question may be more complex. With MF, the ethereal probably departs. With CF, the spirit may have possessed the medium (see *HårnMaster Religion*).

MENTAL BOLT (F2)

The ability to project a blast of mental energy at a single mind within SI x 5 yards and line of sight. MS causes the victim to accrue two Fatigue Levels (F2); CS inflicts four Fatigue Levels (F4). After accruing the fatigue, the victim immediately makes a Shock Roll (SKILLS 22). Invoking the talent takes (15 – SI) x 2 seconds.

NEGATION (F3)

The negator enters a trance for (15 – SI) seconds and makes a success roll. Success creates a spherical psionic field, centered on the negator's head, whose radius is one foot times the negator's Will. The field lasts for SI minutes, but may be dissolved at will by its creator.

Any attempt at magic or psionics within, into, or out of the field is affected: spell/talent rolls which result in CF, MF, or MS are converted to MF; CS is converted to MS, but eliminates the negating field.

The field requires great concentration to maintain; the negator is limited to simple activities, like walking.



MEDIUM

Psionic Episodes

Very scary nightmares, the dim perception of "ghosts" here and there, a dread of graveyards, hearing voices, etc.

Misfire (CF)

Sometimes an itinerant ethereal is released into the medium's world. This occurs more often when such entities are hostile, violent, and/or in search of a body.

Comments

The GM may rule that souls who have reached Yashain cannot be summoned by this talent (even if their true name is known to the medium).

MENTAL BOLT

Psionic Episodes

Devastating headaches, dizziness, etc. for the character or innocent bystanders.

Misfire (CF)

The talent-user, or some randomly-chosen person/animal nearby, suffers the talent's full effect.

NEGATION

Psionic Episodes

Spells/talents tend to go wrong in the character's presence.

Misfire (CF)

Fairly harmless with this talent.

Negation Variant

❑ The Negating Field also has an effect on active magic or psionics which started before the Field was created.

PRESCIENCE (F2)

The ability to psychically determine the “fate” of a group, person, or item. Prescience is subject to passive triggering (PSIONICS 4). There are two active forms:

- [1] **Sense of Danger**—An attempt to actively assess danger in a specific location. The character enters a trance for about a minute and effectively asks, “is this path safe?”. MS will give a vague feeling of danger if there are traps or lurking dangers within SI yards. CS improves detail.
- [2] **Prescient Vision**—The character specifies the subject of inquiry and makes a success roll. With success, the character will enter a trance for (13 – SI) hours, during which a prescient vision occurs concerning the subject. EML is reduced if the subject is hidden by magic, etc. Normally, the talent-user lacks control over the vision, but with CS it is possible to direct the inquiry somewhat. Prescience can only reveal likely future events; the future may be altered.

PSYCHOMETRY (F3)

The ability to divine information about persons by touching an object with which they have been in contact. Psychometry requires the talent-user to hold the object and enter a trance for (15 – SI) minutes.

Psychometry is most often used to divine the age or history of an object, the identity of the object's maker or owners, the powers of a magical/divine artifact, and so on. Another use is to determine a person's location from a piece of the person's clothing. MS will usually answer any reasonable yes/no question. CS tends to provide bonus information.

Psychometry can *never* be used to divine the future. It works best when queries concern the present or recent past. EML should be reduced for inquiries in the distant past, or if knowledge of the object is magically or divinely hidden.

PYROKINESIS (F3)

The ability to raise the temperature of a combustible, inanimate object to flash point and start a fire. The object must be within SI yards and line of sight. The time to invoke the talent and start the fire is usually only (15 – SI) seconds.

Once the object begins to burn, the talent-user has no control over the fire. The talent may be used simply to warm objects to a desired temperature less than flash point, but CF on such attempts may cause ignition.

This is a “wild” and highly-variable talent, although higher EML improves control. However, even with CF, it is rare for the talent to have any *direct* effect on an animate object (including the talent-user).

SENSITIVITY (F1)

Sensitivity is subject to Passive Triggering (PSIONICS 4) and may be used actively to scan for magical or psionic residue/effects. EML may be adjusted to reflect the source and strength of any such effects.

The talent takes about 30 seconds to invoke. The maximum range at which a spell/artifact/talent can be detected is usually SI yards.

Sensitivity can also be used to attune (TREASURE 12) to magical artifacts or effects. Once attunement is achieved, it usually lasts as long as the talent-user stays within range of the artifact/effect.

PRESCIENCE

Psionic Episodes

A kind of passive triggering of the sense of danger. Violent dreams and/or nightmares about loved ones dying or having severe difficulties are also common.

Misfire (CF)

False or random information is given to the talent-user.

Comments

Prescient visions can be symbolic in nature. *Folklore* (SKILLS 16) may be used to try to interpret the vision. Some members of the clergy and the Guild of Arcane Lore specialize in the interpretation of prescient visions.

PSYCHOMETRY

Psionic Episodes

Feelings of *Jamais vu* in connection with various objects are common.

Misfire (CF)

False or random information is given to the talent-user.

Psychometry Variants

☐ Psychometry cannot be used on an object more than SI times.

☐ Psychometry can be used on an object only once, but up to SI questions may be asked.

PYROKINESIS

Psionic Episodes

When the character is in a condition of stress, nearby objects sometimes smolder or burst into flame.

Misfire (CF)

The wrong object(s) ignite; this can be very awkward.

Comments

The time needed to start the fire will be longer than (15 – SI) seconds if the object is wet, in the rain, etc.

SENSITIVITY

Psionic Episodes

“Chills” and “shivers” associated with feelings of *Deja vu* are common. Sometimes physical discomfort must be endured or a telepathic message intended for someone else is received.

Misfire (CF)

False or random information is given to the talent-user.

PSIONICS 8

TELEKINESIS (F1 per 4 oz)

The ability to move objects without physically touching them. It is not possible to move part of an object. The stone in a ring, for example, cannot be moved without the rest of the ring. Two or more objects cannot be made to occupy the same volume of space.

MS allows objects to be moved up to SI yards per second. CS allows instant transfer (teleportation) if desired. The object to be moved must weigh less than SI lbs, and must begin and remain within ML x 10 yards in line of sight.

The talent takes $(15 - SI) \times 3$ seconds to invoke and lasts for ML seconds.

TELEPATHY (F3)

The power to transmit thoughts or emotions to the mind of another individual (target). Transmission range is SI leagues, but clarity diminishes with range. The talent is invoked by concentrating on the thought/emotion for $(15 - SI) \times 2$ seconds

The target is specified at the time transmission is attempted; the target's location does not need to be known by the talent-user. The intended target must have a *minimum* Aura of 11, and is usually someone the talent-user knows quite well (EML is reduced by 10–50 if this is not the case). Someone who receives an emotion will feel it—this can have an interesting effect.

If a person with the Sensitivity talent is near the target or the talent-user at the time of transmission, they may receive the transmission along with, or instead of, the intended target.

□ CHARM (F1)

A unique psionic talent by which the talent-user influences the mind of another person (victim). The effects vary at GM discretion, but the usual effect is to “freeze” the victim in place for a limited period of time.

In order to invoke the talent successfully, eye contact between the talent-user and the victim is necessary. For most purposes, the maximum distance at which effective eye contact can occur is equal to the talent-user's height. Eye contact needs to be made for only a moment to invoke the talent.

Successful use of Charm requires the victim to test Will x5 (with an MS Charm) or Will x3 (with a CS Charm) on the table below:

TELEKINESIS

Psionic Episodes

Objects move by themselves, get lost, etc.

Misfire (CF)

Objects move/teleport in odd directions and at unpredictable speeds. Sometimes an object is teleported into another world.

Telekinesis Variant

□ Telekinesis can be used to move parts of an object if the parts are designed to be moved independently (e.g., the tumblers of a lock).

TELEPATHY

Psionic Episodes

Sharing dreams is very common. Broadcast of thought or emotion to nearby people can also occur.

Misfire (CF)

Sending a transmission to the wrong person, releasing the wrong thought and/or emotion, etc.

Telepathy Variant

□ The intended target must have a minimum Aura of $(16 - Telepathy SI)$.

□ CHARM

Skill Base: AUR AUR WIL

Sunsign: Hir/Nad/Ahn+1

Psionic Episodes

Brief hallucinations or illusions, headaches in nearby persons, sudden dizziness, people having bad luck or unusual clumsiness in the character's presence.

Misfire (CF)

The talent-user, or some randomly-chosen person/animal nearby, suffers the talent's effect. Sometimes the talent-user gets a severe headache instead.

Comment

If the Esoteric Defense Combat Option (COMBAT 10) is in use, Charm may be used as an Esoteric Defense since its invocation time is less than a second.



Combat resolution is a sometimes elusive struggle to balance playability with realism. Players invest a good deal of time in their characters, and ought to resent any combat system that dispatches them with arbitrary random. There are, however, limits in complexity. The *HårnMaster* combat system rewards players with a variety of tactical options, and extensive weapon and armor details, but is still highly playable. Still, the perils of mortal combat favor players who know when to fight and when to negotiate (or flee).

SCALE AND COMPONENTS

The *HårnMaster* combat system is compatible with 25 mm miniatures representing individual characters. The ground scale is:

1 inch = 5 feet, or

25 mm = 150 cm (1.5 meters)

The combat area and terrain are defined by the GM. The playing surface may be covered with a 25 mm (one inch) hexagonal (hex) grid. These rules assume a 25 mm hex grid is being used, although it is easy to work without one; simply read all references to *hexes* as units of five game feet (one inch on the board).

It is easiest if the miniatures are mounted on 25 mm bases, either square, round, or hexagonal in shape. Large creatures, such as horses, are mounted on larger bases. Figures are assumed to be anywhere within the hex they occupy. Two figures are engaged when they occupy adjacent hexes, or when their bases touch if a hex grid is not in play.



HårnMaster Combat

HårnMaster provides the weapon, armour, and tactical options you need to control your combat destiny. Once you are familiar with this system, it's unlikely you will ever want to return to the "three more hit points and you're dead" variety of combat.

HårnMaster combat is really a crisis resolution system. The GM may switch to the combat system whenever it seems appropriate to resolve action in Timeticks of 10 seconds.

Basic & Optional Rules

HårnMaster combat rules are modular. A basic combat system is given along with optional rules that add detail and realism. Although it's fine to browse the optional rules, GMs should resist the temptation to add them to play until they (and their players) are comfortable with the basic rules.

Some players like their combat fast and sweet and may never enjoy the "complex" variety of optional rules; others thrive on them. Ultimately, *HårnMaster* combat can be customized to suit any style of roleplaying.

COMBAT 2

COMBAT PROFILE

The *Combat Profile* is the reverse side of a *Character Profile* sheet. Although combat data can be calculated on the fly, pre-factoring calculations ahead of time will speed up play. Some data is repeated from the Character Profile to minimize page turning in combat.

Endurance

A character's capacity to tolerate and recover from physical ordeal, injury, etc. This is partly physical and partly mental because two folk of equal strength and stamina, often have different pain thresholds. Endurance is derived by averaging three key attributes: *Strength*, *Stamina*, and *Will*.

Move

The number of *hexes* a character can move in ONE Combat Turn. Move is equal to Agility, although this is not usually the case with non-humanoid creatures. Move is subject to Physical Penalty (see SKILLS 6).

Dodge

A quasi-skill used to evade/dodge an attack. It is equal to Agility x5. Characters who have opened *Acrobatics* skill may substitute it for Dodge; both are subject to Physical Penalty.

Load

The total weight of items *carried or worn*, generally clothing, armour, and weapons, but perhaps also a trinket or two. Armour and weapons are listed elsewhere on the Combat Profile, but record their total weights here. Total Load is recalculated as items are acquired or discarded. Detailed lists of items may be made on separate sheets if necessary.

Encumbrance Penalty

The effect of *Load* on a character's physical activities. It is equal to $\text{Load} \div \text{Endurance}$, rounded off to the nearest whole number. Record this number in the Encumbrance Penalty section of the Combat Profile.

Weapons

Characters can be armed with any weapons, although availability and social custom may limit some choices. Weapons are listed and rated on the WEAPON DATA table (COMBAT 3). Most characters carry two or three weapons, typically one melee weapon, one reserve weapon, and a shield. For each weapon *carried*, record its Name, Weight (WT), Quality (WQ), Attack and Defense classes (A/D), Impact values (B/E/P), Attack ML (AML), and Defense ML (DML). There is also room to note special weapon features, such as Missile Ranges, enchantment, etc. Record total weight of weapons under Load. Except as noted below, weapon data is described on COMBAT 3.

AML: Attack ML

The modified ML used in combat when *attacking* with a weapon. It is equal to Weapon ML, plus FIVE times the weapon's Attack Class (WAC). For example, the AML of a Spear (WAC 4) at ML70 is $70 + (4 \times 5) = 90$.

DML: Defense ML

The modified ML used in combat when *defending* with a weapon. It is equal to Weapon ML, plus FIVE times the weapon's Defense Class (WDC). For example, the DML of a Spear (WDC 2) at ML70 is $70 + (2 \times 5) = 80$.

Basic Principles

The *HårnMaster* combat system has several premises different from most other role-playing systems.

No Weapon Limitations

Theoretically, any character can use any weapon; nothing prevents mages or clerics from using swords. Some weapons, such as chivalric arms, may be prohibited to commoners in civilized regions, but these are social customs, not rules.

Skills and Combat

The combat system is skill-driven. The most important factor in combat is the skill with which characters use their weapons. Almost any character may become reasonably proficient with a few weapons, but not with all.

Armour

Armour protects its wearer once a strike has been landed. However, it reduces mobility, which makes the heavily-armored character *easier* to strike. Armour is dealt with as individual pieces, not as general classes. An armour piece protects only the body parts it covers. Characters may, within reason, wear multiple layers on various body parts.

No Hit Points

HårnMaster does not use hit points. The game effect of injuries are expressed as *Injury Levels* which are used to penalize all physical activity and control recovery from wounds, diseases, etc. Even veteran warriors can die from one blow; be careful.

Facing

Character facing is ignored. Combat is resolved in ten-second turns, and it is assumed that at any given instant, unless physically restrained, a character will always face the most obvious threat. This not only makes sense, it also makes the game much easier to play.

WEAPON DATA TABLE

COMBAT 3

WEAPON	SKILL	OML	WT	WQ	A/D	HM	B	E	P	PRICE
Hand/Arm	Unarmed	SB3	•	•	0/3	•	0	•	•	n/a
Foot/Leg/Knee	Unarmed	SB3	•	•	1/1	•	1	•	•	n/a
Head	Unarmed	SB3	•	•	0/0	n/a	1	•	•	n/a
Buckler	Shield	SB3	3	12	1/3	•	1	•	(2)	24d
†Knight	Shield	SB3	15	13	1/4	•	2	•	(3)	60d
Round	Shield	SB3	6	13	1/4	•	2	•	(3)	42d
†Kite	Shield	SB3	7	14	1/5	•	3	•	(3)	72d
Tower	Shield	SB3	8	14	1/5	•	3	•	(3)	96d
#Knife	Dagger	SB3	1	10	1/0	•	0	1	4	M/6d
Dagger	Dagger	SB3	1	11	1/1	•	1	2	5	24d
▲Taburi	Dagger	SB3	1	10	1/0	•	0	•	4	20d
Keltan	Dagger	SB3	2	12	1/2	•	2	0	3	36d
Longknife (E)	Sword	SB3	1	12	2/2	•	1	3	5	96d
Shortsword	Sword	SB3	2	12	2/1	•	2	4	4	90d
Mankar (G)	Sword	SB3	2	11	2/1	•	2	5	0	84d
Mang (G)	Sword	SB3	3	11	3/2	-5	3	6	0	110d
†Broadsword	Sword	SB3	3	12	3/2	•	3	5	3	150d
†Estoc	Sword	SB3	3	11	3/2	•	3	0	6	150d
Falchion	Sword	SB3	4	12	3/1	•	4	7	1	120d
†Bastard Sword	Sword	SB3	5	12	4/2	-10	4	6	4	180d
†Battlesword	Sword	SB3	8	13	5/2	-20	5	8	4	230d
#Stick (2ft)	Club	SB4	2	9	1/1	•	2	•	(2)	n/a
#Club	Club	SB4	3	9	3/1	•	4	•	(3)	W/12d
†Mace	Club	SB4	4	11	3/1	•	6	•	•	84d
Morningstar	Club	SB4	5	11	4/1	-10	0	•	5	48d
#Maul	Club	SB4	7	9	4/1	-20	7	•	•	W/24d
#Sickle	Axe	SB3	1	9	1/1	•	1	4	3	M/10d
▲Shorkana	Axe	SB3	2	10	1/1	•	3	5	•	48d
#Hatchet	Axe	SB3	2	9	1/1	•	3	4	•	M/12d
Handaxe	Axe	SB3	3	11	2/1	•	4	6	(4)	72d
†Warhammer	Axe	SB3	5	11	3/1	-5	6	•	(5)	90d
†Battleaxe	Axe	SB3	6	12	4/2	-15	6	9	(6)	100d
Nachakas (R)	Flail	SB1	1	10	3/2	•	2	•	•	12d
#Grainflail	Flail	SB1	2	9	4/1	•	4	•	•	W/12d
†Ball & Chain	Flail	SB1	4	12	4/2	•	6	•	(4)	60d
Warflail	Flail	SB1	5	11	5/2	-20	8	•	(4)	60d
#Staff	Spear	SB3	4	11	4/3	-10	4	•	•	W/36d
▲Javelin	Spear	SB3	3	10	3/1	-10	2	•	6	48d
Spear (6')	Spear	SB3	5	11	4/2	-10	4	•	7	60d
Trident	Spear	SB3	6	12	4/3	-10	4	•	5	72d
†Lance (10')	Spear	SB3	8	11	5/1	-15	4	•	8	120d
#Falcastra	Polearm	SB2	6	9	4/1	-20	3	5	6	M/42d
Glaive	Polearm	SB2	8	11	5/2	-20	6	7	6	84d
†Poleaxe	Polearm	SB2	8	11	5/1	-20	6	9	6	96d
*Pike (12') (L)	Polearm	SB2	12	12	5/1	-25	4	•	8	96d
Net	Net	SB1	4	9	4/0	•	2	•	(1)	48d
Whip	Whip	SB1	2	9	5/1	•	2	1	•	H/12d
*Isagra (L)	Whip	SB1	4	11	5/1	•	3	3	•	H/20d
▲Crossbow (R)	Bow	SB2	5	10	1/1	n/a	3	•	•	60d
▲Shortbow	Bow	SB2	2	10	1/1	n/a	1	•	•	F/24d
▲Longbow	Bow	SB2	3	11	1/1	n/a	2	•	•	F/36d
▲Hartbow (E)	Bow	SB2	2	13	1/1	n/a	1	•	•	F/96d
▲Blowgun (R)	Blowgun	SB4	1	8	1/1	n/a	1	•	•	12d
▲#Sling	Sling	SB1	Tr	9	n/a	•	•	•	•	H/6d
▲Staff Sling	Sling	SB1	1	10	1/0	-10	1	•	•	W/12d

WEAPON: Some weapons are restricted by region, race, and custom and may not (GM discretion) be available to all characters:

† Chivalric (noble) Weapon.

Tool/Peasant weapon.

▲ Also missile weapon. Data given here is for use as **Melee** weapon. Data for use as Missile weapon is given on COMBAT 16.

* Rare Weapon (on Hårn).

(G) Gargun Weapon.

(E) Elven Weapon (rare).

(L) Long Weapon. Attacks at one hex range and cannot Attack adjacent enemy.

SKILL: Combat Skill required to use the weapon. All weapons in the group can be used with this skill.

OML: Opening Mastery Level for the weapon, noted as a multiple of the character's Skill Base. See: SKILLS 1 for details.

WT: Weight of the weapon in pounds. Trace items (arrows, slingstones, etc) are presumed to weigh 0.1 pounds each.

WQ: Weapons are rated for quality. Sturdy all-metal weapons like swords have higher ratings than hafted weapons like spears. WQ is used to test if a weapon breaks in certain combat situations. Higher quality weapons cost more. See: *Price* below.

A/D: Weapons are rated for their effectiveness in combat, based on reach and ease of use in attack or defense. The first number is Weapon Attack Class (WAC) and the second number is Weapon Defense Class (WDC). A Roundshield, for example, rated as 1/4, is poor for attacking, but excellent for defense.

HM: Hand Mode penalties. All weapons, except Bows and Blowguns, can be used one-handed. There is no penalty (or bonus) for two-handed use, but some weapons are penalized when used one-handed. Unless a character is ambi-dextrous, **all** weapons (except Shields) used in the secondary hand (left hand for most) **also** have a Hand Mode Special Penalty of 10.

B/E/P: The impact (damage) of a weapon when it strikes. Weapons may have impact ratings for two or three *Aspects*: Blunt (B), Edge (E), and Point (P). A • rating indicates the weapon does not have this Aspect. A zero (0) rating means the weapon has the Aspect, but impact is +0. Point aspects in brackets are optional; if chosen, WQ is reduced by one (1).

PRICE: The retail price for *average* quality weapons. Higher quality weapons roughly double in price for each +1 WQ. The source for weapons is a Weaponcrafter, except F (Fletcher), H (Hideworker), M (Metalsmith), or W (Woodcrafter). Characters with related craft skills can make/repair their own weapons, but rarely with WQs as high as listed.

❑ **CUSTOM WEAPONS:** Any weapon, whose weight is three or more pounds, may exist in a Light or Heavy version. Light weapons weigh 25% less; Heavy weapons weigh 25% more. Weapon Impacts are adjusted for weight class and user Strength.

Strength	Light	Average	Heavy
01-07	75%	75%	75%
08-13	75%	100%	100%
14+	75%	100%	125%

COMBAT 4

ARMOUR DATA TABLE

	ITEMS	WT	PR	COVERAGE
CLOTH	Cap	0.4	8d	Sk
	Hood	0.8	16d	Sk Nk
	Vest	2.8	56d	Sh Tx Ab
	Tunic	4.4	88d	Ua Sh Tx Ab Hp Gr
	Surcoat	5.2	104d	Sh Tx Ab Hp Gr Th
	Robe	7.8	156d	Tunic + Fo El Th Kn Ca
	Leggings	4.4	88d	Hp Gr Th Kn Ca Ft
QUILT	Cap	1.2	16d	Sk
	Cowl	2.4	32d	Sh Tx Ab
	Tunic	13.2	176d	Ua Sh Tx Ab Hp Gr
	Gambeson	19.5	260d	Fo El Ua Sh Tx Ab Hp Gr Th
	Leggings	9.2	184d	Hp Gr Th Kn Ca Ft
LEATHER	Cap	0.8	16d	Sk
	Cowl	1.6	32d	Sk Nk
	Vest	5.6	112d	Sh Tx Ab
	Tunic	8.8	176d	Ua Sh Tx Ab Hp Gr
	Surcoat	10.4	208d	Sh Tx Ab Hp Gr Th
	Leggings	8.8	176d	Hp Gr Th Kn Ca Ft
	Shoes	1.2	24d	Ft
	Calf Boots	3.2	64d	Ca Ft
	Knee Boots	3.8	76d	Kn Ca Ft
	Gauntlets	0.8	16d	Ha
KURBUL	Halfhelm	1.0	20d	Sk
	Breastplate	3.0	60d	Ch
	Backplate	3.0	60d	Bk
	Ailettes/2	1.0	20d	Sh
	Rerebraces/2	1.5	30d	Ua
	Coudes/2	0.5	10d	El
	Vambraces/2	1.3	25d	Fo
	Kneecops/2	0.8	15d	Kn
	Greaves/2	2.5	50d	Ca
RING	Halfhelm	1.6	28d	Sk
	Vest	11.2	196d	Sh Tx Ab
	Byrnie	17.6	308d	Ua Sh Tx Ab Hp Gr
	Hauberk	32.5	455d	Fo El Ua Sh Tx Ab Hp Gr Th
	Leggings	22.0	308d	Hp Gr Th Kn Ca Ft
	Gauntlets	1.6	28d	Ha
MAIL	Cowl	4.0	120d	Sk Nk
	Byrnie	22.0	660d	Ua Sh Tx Ab Hp Gr
	Hauberk	32.5	975d	Fo El Ua Sh Tx Ab Hp Gr Th
	Leggings	22.0	660d	Hp Gr Th Kn Ca Ft
	Mittens	2.0	60d	Ha
SCALE	Vest	19.6	280d	Sh Tx Ab
	Byrnie	30.8	440d	Ua Sh Tx Ab Hp Gr
	Hauberk	45.5	650d	Fo El Ua Sh Tx Ab Hp Gr Th
PLATE	Halfhelm	3.2	100d	Sk
	3/4 Helm	5.6	175d	Sk Fa
	Great Helm	8.8	275d	Sk Fa Nk
	Breastplate	9.6	300d	Ch
	Backplate	9.6	300d	Bk
	Ailettes/2	3.2	100d	Sh
	Rerebraces/2	4.8	150d	Ua
	Coudes/2	1.6	50d	El
	Vambraces/2	4.0	125d	Fo
	Kneecops/2	2.4	75d	Kn
	Greaves/2	8.0	250d	Ca

ARMOUR TYPES

HärnMaster recognizes eight principal armour materials:

Cloth: heavy, coarse cloth, typically buckram or serge, worn over or under other types of armour, or alone as everyday garb. Fine linen clothing offers negligible armour protection.

Leather: soft leather or animal hide. Worn by itself, or as a base for Ring/Scale armours.

Quilt: two layers of cloth, stuffed with wool or straw, then stitched together. It is equivalent to Fur which some animals have as natural armour.

Kurbul: Azeryani name for thick leather hardened by boiling in wax or oil to produce a resilient leather-plate for spot protection.

Ring: leather, reinforced by intermittent metal rings, strips, or studs.

Mail: butted, coiled, or riveted metal rings, linked together. Mail is lighter and more flexible than other metal armours, but is almost useless against Blunt and Fire strikes. Quilt is usually worn under Mail.

Scale: leather, reinforced by a continuous layer of thin, overlapping metal plates.

Plate: rigid, continuous, steel covering. Articulated, full-plate armour does NOT exist anywhere. Plate is expensive and is used mainly for helms, and small pieces for spot protection.

Armour Data

ITEMS: unlisted garments and pieces are uncommon. Cloth and Quilt items are made by clothiers, leather by hideworkers, and all other items by weaponcrafters.

WT: armour weight (lbs) for an average sized character.

PR: Typical retail price for average size and quality item.

COVERAGE: Strike locations (body parts) covered by the armour piece.



Ab: Abdomen
Bk: Back (Rear Tx Ab)
Ca: Calves
Ch: Chest (Front Tx Ab)
El: Elbow
Fa: Face
Fo: Forearms
Ft: Feet
Gr: Groin
Ha: Hands
Hp: Hips
Kn: Knees
Nk: Neck
Sh: Shoulders
Sk: Skull
Th: Thighs
Tx: Thorax
Ua: Upper Arms

ARMOUR

Armour can be defined as any article of clothing capable of reducing the damage done by weapon strikes. Even plain cloth can help to prevent a blade from cutting. But higher levels of armour protection not only cost significant amounts of money, the extra weight carried increases Encumbrance.

The nature of this trade-off between armour types tends to reflect economic and technological realities, although cultural preferences are also a determinant. Some cultures favor heavy armour, others prefer light armour, and a few consider wearing any armour to be cowardly. Climate is also a consideration; wearing heavy, padded armours in a tropical climate is simply too exhausting to be practical.

Armour Aspects

The advantages of different armours against various types of weapons only becomes apparent when Weapon and Armour Aspect are considered. Mail, for example, is good against Edge strikes, but Quilt is better against Blunt strikes, which explains why Quilt was generally worn *under* Mail. The eight principal armour types are rated for their protective value against Blunt, Edge, Point, and Fire strikes.

Body Parts

HårnMaster treats armour as discrete pieces that cover specific body parts. Only the armour worn at the body location struck is relevant.

Compound Layers

Different types of armour are usually worn in overlapping layers, such as Surcoat (cloth) over Mail over Quilt. The protective values of *each* layer are added together to determine total protection. Moreover, some body parts may benefit from two layers of the same material. For example, a warrior wearing a Mail hauberk and leggings, has **double** mail coverage for the Thigh, Groin, and Abdomen.

Players record on the *Combat Profile* the specific compound protection for the relevant body locations. See the combat tables for a table that precalculates the most common armour compounds.

Other Armour Types

A variety of other armour types work within the *HårnMaster* system. Quilt may serve as a base for Ring or Scale armour; Kurbul could be used for Scale in place of metal, and so on. It is a relatively simple matter to calculate the values for such compound forms. For example, the values of Ring made with a Quilt base (rather than Leather) can be determined by subtracting the Leather values and adding those for Quilt. The possibilities are endless.

Protection & Encumbrance

Players must find a balance between the protection offered by armor and the Encumbrance penalty it brings. Mail, Scale, and Plate armours are heavy. A typical character fully equipped with mail, for example, will have a Encumbrance Penalty of 6–8 giving a significant EML penalty of 30–40.

It may be tempting to wear multiple layers of Cloth or Quilt, but this is highly encumbering and especially fatiguing on a hot day. A Special Penalty of 10–20 should be assessed for each extra layer of Cloth or Quilt (except where they naturally occur from overlapping garments).

ARMOUR PROTECTIVE VALUES

Material	Blunt	Edge	Point	Fire
Cloth	1	1	1	1
Quilt	5	3	2	4
Leather	2	4	3	3
Kurbul	4	5	4	3
*Ring	3	6	4	3
Mail	2	8	5	1
*Scale	5	9	4	5
Plate	6	10	6	2

* Ring & Scale include *Leather* base.

□ Armour Quality

The *Armour Protective Values* table assumes *average* quality (+0) materials. Armour materials can be purchased at higher and sometimes lower qualities. The effect of these ratings (maximum +4) is to increase or decrease all protective values by the quality rating. That is, a +1 mail Hauberk has protective values of B3, E9, P6, and F2.

No armour aspect can be reduced below one (1), nor increased above double its average quality, meaning that +2 Mail would not have Fire protection of 3, but a maximum of 2. The PRODUCT QUALITY table (SKILLS 7) can be used to determine Armour Quality.

Some Jmorvi Shek Pvar with weaponcraft skill can produce enchanted armour. Such pieces are rare and have +1 quality per level of enchantment.

□ Armour Damage

When a body location covered by armour is hit by the edge or point of a weapon and a serious or grievous wound results, the armour at that location has a hole in it. If the same body location is struck again, there is a chance the blow will go through the hole and be unaffected by the armour. The chance this will happen is 50% if an edge damaged the armour, or 25% if a point damaged it. A Special Penalty due to tangling armour may be assigned at the GM's discretion.

□ Armour Class

GM's have the option to simplify the weapon damage and armour system by rating all weapons and armour with one aspect, namely *Edge* impact for Armour, and the best (highest) aspect rating of weapons. This will produce some distortions, but does offer easier play. It's all a matter of your preference for speed over realism.

COMBAT 6

MOVEMENT

A character's movement rate depends on its **Move**, which is Agility minus Physical Penalty. There are three movement rates:

HALF: $\text{Move} \div 2$ (round up)

FULL: Move

DOUBLE: $\text{Move} \times 2$

Hence, a character with an Agility of 10, and a Physical Penalty of 3, has an Move of 7. **Full-Move** is therefore seven (7) hexes, **Half-Move** is four (4) hexes, and **Double Move** is fourteen (14) hexes. However, any **conscious** character, regardless of physical penalty, can **always** move a minimum of one hex per turn.

When a moving character encounters an obstacle, the GM may order a Stumble Roll (see SKILLS 22)

Engagement Zones

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

- Engagement Zones do not extend into hexes blocked by terrain features such as high walls or closed doors.
- The Engagement Zone of a conscious, prone character is only the hex occupied. This means a standing character is not engaged by an adjacent prone enemy, although the prone character is engaged by the standing character. Similarly, two adjacent prone characters do not engage each other.
- Unconscious characters have no Engagement Zones (not even the hex they occupy) but may constitute obstacles.

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

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

□ Long Reach Weapons

Some weapons, such as a Pike or Isagra, are identified on the WEAPON DATA table as "long-reach". These weapons have an Engagement Zone extending two (2) hexes from the hex they occupy.

Characters entering this larger Engagement Zone must stop. They may have to defend against an attack from the long-reach weapon on its bearer's turn. Assuming a successful defense, the engaging character may then move next turn (or with a Tactical Advantage) one hex into the standard one-hex Engagement Zone and conduct a Melee Attack (as normal).

Characters with "long-reach" weapons may not use them to make weapon blocks when attacked from an adjacent hex, but can do so if attacked at long range by an enemy character also bearing a "long-reach" weapon.

□ Reaction Zones

A Reaction Zone is an area of *potential* influence. Its function is to give unengaged characters (who are not busy with other activities) the chance to intercept enemies attempting to bypass them. A Reaction Zone extends three hexes in every direction from an *unengaged* character, except:

- Prone characters do **not** exert Reaction Zones.
- Reaction zones only include hexes into which the character can see and could move.

A character making a **Free Move** (see: Action Options) must halt upon entering an enemy Reaction Zone for the **first** time, but on subsequent turns the Reaction Zone of the same enemy may be ignored. They have no other effect.



COMBAT SEQUENCE

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

The sequence of Turns is determined by **Initiative**. The character with the highest Initiative has the first turn in each round, and so on. If characters have the same Initiative, the tie is broken (for the duration of the combat) by the character with the higher *Initiative SB*, or by die roll if still tied.

ACTION OPTIONS

In a turn, a character selects and executes one *Action Option*. Some options end the turn; some trigger additional routines such as Melee Attack. If a character wishes to attempt some reasonable action not covered, the GM may resolve the attempt by some appropriate skill or attribute test.

Rest

This option is available only to **unengaged** characters. The character does nothing except possibly sit or lie down. Resting characters may (within reason) attend to wounds, do minor weapon repairs, etc., and may defend normally if attacked later in the combat round.

Pass

This option is available to **engaged** characters who wish to forfeit their Turn. Characters taking this option may defend normally if attacked.

Free Move

Only **unengaged** characters may use this option. A Free Move is made at any speed up to Double Move, but may **not** enter an enemy **Engagement Zone**. In the course of a Free Move, characters may (within reason) change weapons, open/close doors, pick things up, etc.

Engage

An **unengaged** character makes a **Half-Move** (or less) to engage an enemy character and may then (optional) conduct a *Melee Attack*.

Charge

An **unengaged** character makes a **Full-Move** (or less) to engage an enemy character and must then (not optional) conduct a *Melee Attack*.

Disengage

An **engaged** character moves one (1) hex and then, if now **unengaged**, makes a **Half-Move**. This move terminates if another enemy Engagement Zone is entered, but no Melee or Missile Attack is allowed.

Rise

When a character stumbles (falls prone) a Rise option must be used to get up. A Rise is automatically successful unless the character is forcibly held down, suffering from a serious or grievous wound, currently engaged, etc. The GM may require an Agility and/or Strength test to resolve these situations.

Combat Round

A round lasts 10 seconds, but this is an average and should not be taken too literally. Some rounds might last longer, some a lot less. Ultimately, it does not matter how long actions in crisis situations last. What matters is the order in which events occur—does a character get a spell cast before being struck down by the broadsword?

□ Surprise

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

□ Engage Initiative

Upon completion of an Engage Move, each of the newly-engaged parties tests *Initiative*. If the **Defender** gains a higher success level, a *Tactical Advantage* is earned, which can be used to Attack first, Disengage, etc. Otherwise, proceed normally.

□ Combat Fatigue

Combat Fatigue is already allowed for in the *Encumbrance Penalty* and may generally be ignored.

□ **Variant One:** The GM can assess a special Fatigue Penalty to a character who enters combat immediately after having performed some strenuous activity (e.g., a character climbs a cliff and then begins to fight with a person at the top). Generally, a character is assessed one Fatigue Level (F1) after each five (5) minutes of strenuous physical activity

□ **Variant Two:** One Fatigue Level is assessed to **all** characters after each five (5) minutes of active combat.

GM Note: The Stamina of a character can be ignored for Fatigue since it is already accounted for when Shock rolls are made against *Endurance*.

COMBAT 8

Grope

Any action taken in Combat which requires manual dexterity, but is not an attack. For example, an attempt to draw or change weapons, string a bow, dispatch an unconscious person, or retrieve an item from the ground are Grope actions. A Grope is automatically successful unless the character is forcibly held down, suffering from a serious or grievous wound, currently engaged, etc. The GM may require an Agility and/or Strength test to resolve these situations.

Melee Attack

A melee attack is an effort to strike one engaged enemy with a melee weapon; it *may* be combined with an **Engage** option and *must* be combined with a **Charge** option. Engaged characters can move one (1) hex and then make a Melee Attack on any opponent they now engage. Melee Attacks are resolved with the Melee Attack Sequence (next page).

Missile Attack

This option is only available to characters equipped with missile weapons (which includes just about any throwable item).

Unprepared missile weapons (unstrung, packed, etc.) must be prepared by means of a **Grope** (above) and cannot be used until the next turn. Attacks are resolved with the *Missile Attack Sequence* (COMBAT 15). Options are:

- Load & Fire (or Fire & Load) a Bow or Blowgun.
- Load a Crossbow OR fire a loaded Crossbow.
- Load & Cast (or Cast & Load) a sling or staff sling.
- Draw & Throw (or Throw & Draw) any throwable object.

Grapple Attack

Any attempt to grapple, hold, or wrestle with **one** engaged opponent using Unarmed Combat as a skill. The Attacker may (if possible) move one hex before attempting a Grapple. The Defender may counter with any Defense (including Grapple). The Attack is resolved as follows:

If the grappler achieves **any** "Strike" result, a hold on the opponent has been gained. Each character then rolls **3d6 + Strength – Physical Penalty**. The character with the highest total (re-roll ties) is assumed to have thrown the other to the ground, and wins a **Tactical Advantage** if this optional rule is in play.

Esoteric Attack

This option is available to characters capable of using magic or psionics, or to those who wish to call for divine intervention. An esoteric attack may not (at GM discretion) be available to engaged characters. If an esoteric attack takes more than 10 seconds to prepare, it must be readied over several turns.

NOTE: the use of magic, psionics, or divine aid in combat/crisis situations is always governed by GM discretion.

Dropping Items

Items may normally be freely discarded without resorting to a Grope. However, dropping an item which is **tied-on** is a Grope.

Melee Attacks with Bows

A **melee** attack with a missile weapon is always possible. A Shortbow, Hartbow, or Blowgun is treated as a stick, a Longbow as a staff, a Crossbow as a club, etc.

MELEE ATTACK SEQUENCE

A Melee Attack is an attempt to strike an **engaged** opponent with a melee weapon. The character taking this Action Option is referred to as the Attacker, and the target as the Defender. The sequence has five distinct sub-phases:

- [1] **Attack Declaration:** Attacker declares target and weapon, and (optional) aiming zone and weapon aspect.
- [2] **Defense Declaration:** Defender chooses one of *Block*, *Counterstrike*, *Dodge*, or *Ignore*.
- [3] **Skill Tests:** According to the preceding choices, each party determines and tests their applicable skills.
- [4] **Combat Results:** Success levels are compared on the MELEE ATTACK table for the relevant Defense to determine if a strike is made, or if some other result occurs.
- [5] **Injury Determination:** If one (or both) parties land a blow, generate Strike Impact and Strike Location, then reduce impact by applicable Armour Protection (if any) to get an Effective Strike Impact. If effective impact is 1+, determine the wound received on the INJURY table and resolve its effects.

[1] ATTACK DECLARATION

The Attacker describes the nature and target of the attack, declaring as necessary, each of the following:

Target Declaration

If engaged with more than one enemy, the Attacker **must** declare which enemy is being attacked. The Attacker may attack only **once** per turn, except when *Tactical Advantages* (optional rule) are in play. A prone enemy cannot be attacked unless all engaged *standing* enemies are also engaged by other friendly character(s).

Attack Weapon

In choosing an attack weapon, the attacker is limited to those available and readied. Hands, feet, claws, paws, hooves, horns, etc. are weapons, as is any item held by the Attacker.

Default: If the attacker does not declare an attack weapon, it is assumed the attack is made with the weapon held in the primary hand.

Weapon Aspect

If the attack weapon has more than one aspect (Blunt, Edge, Point) the Attacker may declare the aspect being used for the attack.

Default: If no declaration is made, it is assumed the character is using whichever aspect has the highest Impact rating.

Aiming Zone

The Attacker may declare one of three Aim Zones (High, Mid, or Low). The GM may restrict or penalize the choice of Aiming Zone if the attacker could only reach certain target zones with the declared attack weapon. A prone attacker would, for example, find it difficult to aim High on a standing opponent.

Default: If no declaration is made, the Attacker is assumed to be aiming for the Defender's MID zone.

□ Tangle Attacks

Certain weapons have the ability to tangle an opponent or the opponent's weapons. Some weapons, such as the net, are designed specifically for this purpose. Tangle attacks may be attempted with cloaks, blankets, nets, flails, whips, ropes, or other items at GM discretion.

The Attacker declares the intent to tangle (instead of strike) with a specific tangle weapon, naming target and aiming zone. If the tangle is aimed at a weapon, the Aiming Modifier is -10. A tangle attack is treated as a melee attack (or missile attack if the tangle weapon is thrown). The Defender may choose any defense option.

The attack is then resolved like other (melee or missile) attacks. If the result is a Block, the blocking weapon is tangled. If a Strike occurs, determine Strike Location. The entire zone (Head, Body, Arms, or Legs) is considered tangled. A successful tangle inflicts a Special Penalty on its victim:

Head, Leg, or Weapon: 20 Penalty

Arm or Body: 15 Penalty

When the tangle first occurs, the Attacker immediately gains a Tactical Advantage. Tangle penalties apply until cleared by a successful Grope (COMBAT 8); tangled weapons may be dropped to escape the effect of the tangle.

Weapon Aspect

Although most attacks will be made with the best (highest) aspect (and as such need not be declared) there may be situations where another weapon aspect is more suitable. For example, *Point* attacks with a battlesword may better exploit a deficiency in the opponent's armour, or avoid a Close Combat penalty.

[2] DEFENSE DECLARATION

After the attack is declared, the Defender selects and declares one of the following defense options, three of which are optional.

Block

An attempt to block or parry the attack with a declared weapon, usually a shield, although any held weapon, including a hand/arm, may be used to attempt a Block.

Default: *If no blocking weapon is declared, the Defender is assumed to be using a shield (if held) otherwise the weapon in the Secondary hand.*

Counterstrike

The Defender attempts to strike the Attacker first, employing weapon AML rather than DML. The Defender must declare this attack just like the Attacker. Counterstrikes tend to be bloody and favor the original attacker. Simultaneous strikes (B★) may occur.

Dodge

An attempt to evade the attack by ducking, jumping, etc. The Defender tests effective Dodge (Dodge ML minus five times the Physical Penalty). Acrobatics skill may be used instead of Dodge.

Ignore

This option is normally taken only by characters who are unaware of the attack. This may result from extreme surprise or from the Defender being physically incapable of defense. The Defender makes no roll.

☐ Grapple Defense

An attempt to gain a hold on the Attacker and then exploit it by twisting or throwing the Attacker to the ground. The Defender tests Unarmed Combat EML as a Counterstrike defense, and gains a hold on the Attacker with any (D★) result. The hold may then be resolved according to the Grappling rules. A Grapple Defense against a Grapple Attack is an automatic hold for both parties, tested for Strength as normal. See: COMBAT 8.

☐ Missile Defense

A Defender may attempt to fire/throw at the Attacker any held missile or melee weapon, or other held object. The Defender tests Missile (or Throwing) EML as a Counterstrike defense. Some missile weapons, such as bows, must be loaded before a Missile Defense is possible. Some, such as Slings, cannot be used in this way.

☐ Esoteric Defense

Magic, psionics, or divine intervention may (GM discretion) constitute a defense. Unless prepared in advance, esoteric powers may only be used for defense if the casting time is one (1) second or less. The Defender tests the Esoteric EML as a Counterstrike defense. An Esoteric Defense that critically fails (CF) may have Misfire results that affect both Defender and Attacker.

Melee Defense Options

- Block
- Counterstrike
- Dodge
- Ignore
- ☐ Grapple (Optional)
- ☐ Missile Defense (Optional)
- ☐ Esoteric Defense (Optional)

☐ Opportunity Fire

A character may fire/throw a missile weapon at any enemy who intends to engage them, but must do so BEFORE the enemy enters their Engagement Zone. Some missile weapons, such as Slings and bows, must be "readied" before this option is possible.

[3] SKILL TESTS

Once the Attacker and Defender have declared their options, each makes a 1d100 skill roll against the appropriate AML or DML, modified by whichever of the following Skill modifiers apply.

PHYSICAL PENALTY: Each party's weapon EML is made subject to Physical Penalty. That is, five times the Physical Penalty is subtracted from EML. If another physical skill, such as *Acrobatics* or *Dodge*, is being used, the skill's EML is also reduced by five times the Physical Penalty.

SPECIAL PENALTY: Each character adjusts Basic ML by whatever Special Penalties (or Bonuses) the GM deems applicable. This includes such things as *Hand Mode*, *Tangles*, *Close Mode*, etc.

AIMING: If either party has declared an Aim Zone other than MID (the default) reduce EML by ten (10). GMs may adjust Aiming Modifiers at their discretion. Weapon length and the relative size/height of the target are both relevant.

OUTNUMBERED: A character is outnumbered if *exclusively* engaged by two or more opponents. When counting opponents for this purpose, prone enemies are not included, nor are enemies who are themselves engaged by other friendly characters. Outnumbered characters may attack **one** of the opponents during their turn, but if they win a Tactical Advantage, may attack another outnumbering opponent. Outnumbered characters may defend against **all** attacks made on them during their opponents' turns. However, the EML for any attack/defense is **decreased** by ten (10) for each enemy above one. That is, a character outnumbered 3:1 subtracts 20 from EML for all attacks and defenses.

PRONE: A character who is attacking (or being attacked by) a prone enemy **increases** EML by 20.

Skill Rolls

HärnMaster treats both parties in melee combat as active participants. The Attacker declares an attack, the Defender declares a defense, then both make skill rolls to determine success or failure.

The success of both parties is relative; if the Attacker gains a Critical Success, but so does the Defender, the net result will generally be of minor importance. But if one character rolls a Critical Success, and the other rolls a Critical Failure, then something nasty usually happens.

Combat EMLs

The Basic ML when using a weapon is the applicable Weapon Skill. For grappling, use Unarmed Combat skill. For dodging, use Dodge (or Acrobatics) skill.

Outnumbering Modifier

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

Close Mode

Some weapons, especially *swung* weapons, are difficult to use in restricted space. A Battlesword, for example, is superior to a Shortsword when fighting outdoors; but, in a narrow passageway or crowded melee, may be at a disadvantage. A character obstructed by an adjacent wall, tree, friendly character, etc. is in close mode. The relevance of an obstruction is a matter of GM discretion. If the obstruction is, for example, behind one of the characters, it may not interfere with the action. It is possible for the Attacker to be in close mode while the Defender is in open mode, or vice versa.

A Special Penalty of ten (10) may be assessed by the GM on the weapon with the *higher* Attack Class. Generally, any thrusting weapon (such as a Spear, or a Sword employing *Point* aspect) may ignore Close Mode modifiers. Close Mode *never* penalizes Shields.

□ Ignoring Friends

When in Close Mode because of an adjacent friendly character, the Attacker has the option to attack or counterstrike in Open Mode, but this gives a 30% chance the attack will actually target the nearest friendly character. The friendly target may defend against the attack normally (or at 50% ML if the GM deems the attack a surprise).

COMBAT 12

[4] MELEE COMBAT RESULTS

Having calculated their EMLs, the Attacker and Defender make skill rolls to generate success levels (CF, MF, MS, or CS) which are cross-indexed on the appropriate MELEE ATTACK table. The possible results are:

(-) MISS: The attack has failed. Turn ends.

BLOCK: The Defender's weapon has intercepted the Attacker's. Unless Weapon Damage is in play, this is equivalent to a Miss.

NOTE: if either the attack or defense weapon is a hand, foot, etc., a successful block is treated as an **automatic (★2)** strike on the body part which did the attacking or blocking. See Optional Rules in sidebar.

FUMBLE: The Attacker (AF), Defender (DF), or both (BF) make a Fumble Roll (SKILLS 21) for the declared attacking or defending weapon.

STUMBLE: The Attacker (AS), Defender (DS), or both (BS) make a Stumble Roll (SKILLS 22).

TACTICAL ADVANTAGE: The Attacker (ATA) or Defender (DTA) has gained a Tactical Advantage (extra turn) and may immediately select and execute a bonus Action Option. **Exception:** if this is the second TA generated in this character's Turn, the Turn ends. If TAs are not in play, treat all such results as a Miss.

(★) STRIKE: The attacker (A★), Defender (D★), or both (B★) strikes with the declared weapon. The number after the star (★) is the number of d6 rolled to determine strike impact. Proceed to Strike Delivery.



HOTZ

□ Tactical Advantages

Characters may earn bonus Turns (Tactical Advantages) in their own or an opponent's Turn. A Tactical Advantage represents a flurry of activity which happens within the turn. Characters winning a Tactical Advantage may attempt any Action Option **immediately**. Tactical Advantages occur when:

- Generated by the Attack Tables, or
- An engaged opponent fails a Shock, Stumble, Fumble, or Weapon Damage roll.

No more than **one** tactical advantage may be earned per Character Turn. If a second TA is generated in the same Turn, by *either party*, it is ignored and the turn is over. If opponents gain simultaneous TAs, the Turn also ends.

NOTE: Although there is a limit of one TA per Turn, a character can earn multiple TAs in a Combat Round. One TA might be earned on a character's own turn, and one in **each** opponent's turn.

□ Weapon Damage

A successful Block may cause damage to the weapons involved and this is an advantage to players bearing higher quality weapons.

Weapon Damage checks occur when a BLOCK is generated by the MELEE ATTACK table, or when a weapon strikes a hard object such as a stone wall. The weapon with the **lowest** WQ must check for damage first. If both weapons have equal WQs, the Attacker checks first. The second weapon checks only if the first weapon is undamaged.

A weapon damage check is made by rolling 3d6 against WQ. If the number generated exceeds WQ, the weapon is (functionally) destroyed. Destroyed weapons may turn into other types of weapon; a Spear may become a Staff or Stick; a Battlesword may become a Shortsword with no point, and so on.

NOTE: the WQ of weapons on the WEAPON DATA table is for basic "off-the-shelf" weapons. Professional soldiers arm themselves with higher quality weapons whenever possible. A medieval soldier spent more on weapons than on food.

□ Body Blocks (variant)

If the blocker rolls CS to achieve the block, it is parried harmlessly instead of being a strike on the blocking body part.

[5] INJURY DETERMINATION

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

Determine Strike Location

Roll 1d100 on the appropriate STRIKE LOCATION table. The tables have columns for three Aim Zones: High, Mid, and Low. If the striker made no Aim Zone declaration, the MID Zone is the default.

Groin strikes against female or neuter targets are treated as Hip strikes. Breakdown tables are provided for Face. This may be significant if, for example, the target has a helmet with a nose or cheek guard. Eyes are never protected against Point strikes, but a full helm protects them against Edge and Blunt strikes.

Generate Strike Impact

Impact is the force with which a strike is delivered. It is determined by adding the dice roll from the combat matrix to the weapon's intrinsic impact rating for the declared aspect (if any).

Calculate Effective Impact

Effective Impact is the force actually delivered to the target's body through any intervening armour. It is determined by subtracting applicable armour protection at the Strike Location from Strike Impact.

The ARMOUR PROTECTION table (See: combat tables) gives the impact reduction offered by various materials. If multiple layers of armour are worn at the generated Strike Location, impact reduction is cumulative. The most common compound layers have been precalculated to speed up play.

Armour protective values shown apply to Standard Quality (+0) materials. These values may be modified for inferior, superior, or enchanted armours.

Determine Injury

If effective impact is 1+, an injury has occurred. Cross-index the Strike Location with Effective Impact on the INJURY table to determine effects.



Injury Determination

- [1] Determine Strike Location
- [2] Generate Strike Impact
- [3] Determine Effective Impact
- [4] Determine Injury/Shock (if any)

Strike Location

Strike location is important for two main reasons. First, only the armour worn at the location struck is relevant. Second, injury effects vary by location; a blow to the skull is more serious than a blow to the foot. The percentages allocated to body parts do **not** reflect the relative size of that part, since the head, arms, or groin are favored targets. Characters can influence Strike Location by targeting their aim high or low.

A stab in the back?

Although characters instinctively turn to face the most imminent threat, some armour only covers part of a strike location—a breastplate, for example, only covers the front of the thorax and abdomen. If it seems necessary to determine whether the front or back of a strike location is struck, it may be assumed there is a 75% chance of being struck on the front side.

Strike Impact (Example)

Sir Jasper the Unlucky achieves a A*2 (2d6) strike with a battlesword (edge impact 9). If he rolls an 8 with 2d6, his strike impact is $8 + 9 = 17$.

If Jasper's sword hits a location protected by Mail, Quilt, and Cloth (AC-8) the **effective** strike impact is $17 - 8 = 9$.

Flammable Armour

All armour materials (except Mail and Plate) may ignite (50% chance) if struck by 13+ points of gross Fire Impact (i.e., Fire Impact before armour reduction). If armour is on fire at a body location, a Minor Burn injury repeats at the location for the next 1d3 turns unless extinguished. The fire may also spread (at GM discretion—this gets very nasty) to adjacent body parts. To extinguish the fire, a character needs to smother the flames by rolling on the ground, wrapping with a blanket, dousing with water, etc.

COMBAT 14

THE INJURY TABLE

Injury Levels (ILs)

Wounds are identified as **Minor** (green), **Serious** (yellow), **Grievous** (orange), or **Mortal** (red). They are also rated from one (1) to five (5) which is their value in Injury Levels (ILs). Thus M1 is a Minor wound (1 IL), G4 is a Grievous Wound (4 ILs) and so on.

Example: A character is struck with an effective impact of 6 on the Skull. This gives a Serious Wound (yellow) valued at S2. The wound has two Injury Levels.

Injury Levels modify any attribute roll, and any skill roll with a penalty of 05 per level. That is, a character with 6 ILs has a modifier of -6 to attribute rolls and -30 (6 x 5) to skill rolls.

GM Note: One Injury Level is equal to five Injury Points from the FIRST EDITION of HårnMaster. That is, 3 Injury Levels = 15 Injury Points.

Recording Injuries

Each new injury, and its body part, is recorded in the injury section of the Combat Profile. For example, a S2 wound to the Skull is recorded as Skull, S2. Additional wounds to the Skull are recorded *separately*.

Shock Rolls

Each time a character takes a **new** injury, roll 1d6 for each point of **Universal Penalty** (including the new injury). If the roll **exceeds** Endurance, the character is downed from trauma, bloodloss, or pain.

Example: a character with one Fatigue Level and two minor injuries takes a S2 wound. The Universal Penalty is five (one Fatigue Level + 2 minor injuries + an S2 injury). A 5d6 roll is made. Assuming an Endurance of 12, the character is downed with a roll of 13 or more.

Characters who fail a Shock Roll are unconscious. Each **Turn**, an unconscious character makes a new Shock Roll (same number of dice) and recovers consciousness if/when a successful roll is made.

After recovering consciousness, make one more Shock Roll. If this final Shock Roll does NOT exceed Endurance, the character is coherent and may function normally. If the final Shock Roll exceeds Endurance, the character is in **Shock**, displaying a variety of symptoms including sickly pallor, cold sweats, weakness, nausea, incoherence, or gazing helplessly at their injuries. Characters in Shock may REST, or be led away, but can (if their injuries allow) make a half-move if they pass an **Initiative** test (modified for current injuries). In all cases, the only defense they can offer is IGNORE. Recovery from Shock takes awhile. See: Shock Recovery (PHYSICIAN 3).

Mortal Wounds (K)

Some wounds may be immediately fatal. Where a "K" result is noted, roll the indicated number of d6 (K4 roll 4d6). Do *not* include any additional dice for other injuries. If this roll **exceeds** Endurance, instant death occurs. If not, record as Grievous Wound (K4=G4) and make a normal Shock Roll.

Fatigue Penalties

Fatigue Levels are accumulated with Injury Levels to determine Shock Rolls, Physical Penalty, etc. Unlike wounds, characters recover one fatigue level each ten (10) minutes of rest, but *unconscious* characters are NOT resting.

Graphic Injuries

Injuries can be described in graphic terms (such as a "crushed skull") in addition to numerical wound points. Guidance is given at the foot of the table.

Blunt Strikes: Bruise (minor), Fracture (serious), or Crush (grievous).

Edge Strikes: Minor, Serious, or Grievous cuts.

Point Strikes: Minor, Serious, or Grievous stabs.

Knockbacks

A character struck to the body or head zones with effective impact in **excess** of Strength is also knocked back one hex and makes an immediate Stumble Roll.

Limb Injuries

Any **Serious** injury on the Arm/Shoulder requires a fumble roll, and one to the Leg (includes Hip) requires a stumble roll. Any **Grievous** injury to a limb is an **automatic** fumble or stumble and renders the limb unusable.

A bipedal creature with one usable leg can crawl unaided, or rise and walk with the aid of a staff/crutch/etc. A quadruped with three good legs may rise/walk, at half effective Move. Unusable limbs become usable again when they heal to M1.

Amputations (▼)

With a Grievous **Edge** strike, the body part noted may be amputated. Roll the indicated number of d6 (G4 roll 4d6). Do *not* include any additional dice for other injuries. If the result exceeds one-tenth of the victim's **weight**, the part is severed. With Amputation of a Limb, an automatic stumble or fumble occurs and the wound level is always G5. Whether Amputation occurs or not, make a normal Shock Roll.

Bleeders

Each **Grievous** injury from a Blunt, Edge, or Point strike results in a **Bleeder**. The victim accumulates one Bloodloss Point (1 BP) each **minute** (even if unconscious) for **all** such wounds and may eventually bleed to death. BPs for all wounds are recorded on the Combat Profile as a single injury called Bloodloss. If total BPs **exceed** Endurance, the victim dies. Emergency treatments can be made to stem Bloodloss. See: PHYSICIAN 3.

MISSILE COMBAT

The missile sequence is used when a character fires or throws a missile. Missile weapons are noted on the WEAPON DATA table (COMBAT 3). All can be employed by characters on foot and (with greater difficulty) by characters mounted on a steed. As with Melee Combat, Missile Combat is also resolved by the same sequence of five sub-routines.

[1] ATTACK DECLARATION

The Attacker may fire/throw a missile at any target in **Line of Sight**. The missile-caster declares the Target, Missile Weapon, and Aiming Zone (High, Mid, or Low). If no aiming zone is declared, the default is MID zone.

[2] DEFENSE DECLARATION

The defensive options available depend on whether the target is aware of the attack (or not) and on the *Velocity* of the missile. Arrows, quarrels, and slingstones are **High-Velocity** missiles; all others are **Low-Velocity**.

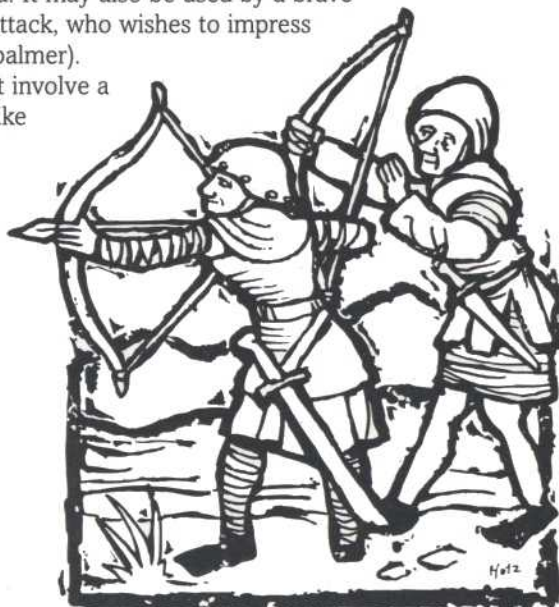
An *unengaged* target is generally considered to be **aware** of any attack. However, the GM may request a test of *Awareness* in conditions of poor visibility, ambush, surprise, or when the target is busy performing a task requiring concentration. Targets **engaged** with another enemy are generally **unaware** of a Missile Attack, but again an Awareness test can be made if there is doubt.

BLOCK: If the target is **aware** of the attack and has a shield, an attempt to block a Low or High-Velocity missile is made at Shield ML. If a target has NO SHIELD, an attempt to Block a *Low-Velocity* can be made at 50% Weapon ML. A limb may be used in lieu of a weapon by employing 50% Unarmed Combat ML. Targets without a shield cannot block *High-Velocity* missiles (except with their body!).

DODGE: A target **aware** of the attack can attempt to evade a Low-Velocity missile at full Dodge, or a High-Velocity missile at 50% Dodge.

IGNORE: If the target is **unaware** of the attack, the **IGNORE** defense is automatically selected. It may also be used by a brave target, aware of the attack, who wishes to impress someone (like an embalmer).

This defense does not involve a Defender roll. If a strike occurs (MS/CS) the body location struck may reasonably be covered by a shield or other obstruction.



Missile Attack Sequence

- [1] Attack Declaration
- [2] Defense Declaration
- [3] Skill Tests
- [4] Attack Resolution
- [5] Strike Delivery/Injury

Line of Sight

If a straight line can be drawn to the target that does not pass through any part of another character's hex, and is not blocked by a physical obstacle, such as a building or higher ground, the target is in Line of Sight.

An archer may fire **over** a friendly or enemy character to hit a screened target, provided the target is further away from the obstacle than the firer is to the obstacle. That is, if the obstacle is three hexes from the firer, the target must be at least three hexes from the obstacle.

A missile may be fired at a target engaged in melee. However, a "Miss" has a 50% chance of striking a randomly-determined adjacent character.

□ Catch Missile

The target may attempt to catch a **Low-Velocity** missile using 50% of Unarmed Combat ML with the BLOCK table—a successful Block is a catch. Any other result (except Wild) has a 50% chance of striking the blocking hand/arm; otherwise the missile strikes the targeted zone.

The Tale of Alberon

Once upon a time a shepherd called Alberon, was tending his flock, when a smallish dragon dropped by for lunch. The beast circled the pasture, panicking the sheep, and prepared to swoop down on a lone ewe. Alberon, a brave lad and a pretty good archer, sought to protect his flock. He jumped up to distract the beast, which rewarded his effort by swooping towards him instead. With amazing coolness, Alberon drew his bow and neatly put an arrow in the beast's eye at a mere fifty yards. As he was admiring the shot, it occurred to Alberon that this beast, while clearly as dead as a large, scaly doorknob, was still doing a pretty fair clip straight at him. Alberon had just enough time to mutter "Oops" when several hundred pounds of dragon meat landed atop him with great impact. The moral, of course, is – chivalry be damned – always shoot a swooping dragon in the back (or be ready to jump).

[3] MISSILE SKILL TESTS

Once the attacker and defender have declared their options, each makes a 1d100 skill roll against their appropriate skills. The basic skill for firing a missile is its **AML**. Any thrown item which does not have a specific skill uses *Throwing* skill. A broadsword, for example, is thrown with *Sword* skill, while a rock or tree branch would use *Throwing*. Before rolling, AML is adjusted by whichever of the following modifiers apply, all of which are cumulative.

RANGE: The accuracy and impact of missile weapons depends on missile type and range. These effects are noted on the MISSILE DATA table. This table gives four (4) range classes (Short, Medium, Long, and Extreme) for each missile weapon. Each range class has a column for Range/Impact data headed by an EML modifier. Range is *maximum* target range in *hexes* for the given weapon and range class. Impact decreases with range, but is never less than 50% of maximum impact. For example, a Shortbow has:

Range	Hexes	EML	Impact
Short	01-20	+0	6
Medium	21-40	-20	5
Long	41-80	-40	4
Extreme	81-160	-80	3

For each missile weapon carried, players can record the applicable range/impact data in the *Notes* column.

Melee weapons can also be thrown at the ranges noted. This can be a nasty surprise; but, a miss might be awkward. Impact is given as a percentage of the weapon's normal impact.

PHYSICAL PENALTY: Each character subtracts Injury, Fatigue, and Encumbrance penalties from EML.

☐ **GM Option:** Where a character is not particularly active, the GM may allow half (50%) Encumbrance Penalty for missile firing.

SPECIAL PENALTY: Each character adjusts EML by whatever Special Penalties/Bonuses the GM deems applicable. This includes any wrong hand modifier, tangles, etc.

ATTACKER MOVING OR MOUNTED: Subtract 10 from EML.

AIMING ZONE: Characters can declare one of three Strike Zones (High, Mid, or Low). A penalty of ten (-10) applies to EML if the Character chooses High or Low.

TARGET SIZE: The larger the target, the easier it is to hit.

Target Height>	1ft/less	2ft/less	4ft/less	6ft/less	8ft/less	16ft/less	32ft/less
Modification>	-20	-15	-10	+0	+10	+15	+20

There is no modification for man-sized creatures, unless the target offers a smaller effective target. A prone man, for example, presents a target about 2 feet tall, and a crouching man about 4 feet tall. Similar height adjustments may apply to other targets at GM discretion.

WEATHER: Wind, Rain, Mist, etc., have a significant effect on missile accuracy, especially at longer ranges. The GM may assess a Special Penalty of 10 (Short), 20 (Medium), and 30 (Long) for weather conditions. *Extreme* Range fire (which already has a Range penalty of -80) is probably impossible, but the GM may allow the base EML 05 chance.

Missile Data Table

Weapon	Short +0	Medium -20	Long -40	Extreme -80
Shortbow	20/6	40/5	80/4	160/3
Longbow	25/8	50/7	100/6	200/5
Hartbow	30/9	60/8	120/7	240/6
Crossbow	20/8	40/7	80/6	160/5
Blowgun	5/0	10/0	20/0	40/0
Sling	15/4	30/3	60/2	120/2
Staff Sling	25/5	50/4	100/3	200/3
Taburi	4/4	8/3	16/2	32/2
Shorkana	3/5	6/4	12/3	24/3
Javelin	8/7	16/6	32/5	64/4
Spear	6/8	12/7	24/6	48/5
Melee	2/100%	4/100%	8/50%	16/50%

Missile Range (Example)

The Shortbow has ranges of 20 hexes (short), 40 hexes (medium), 80 hexes (long), and 160 hexes (extreme). A target at 36 hexes (180 feet) would be a Medium range, giving an EML modifier of -20 and Impact of 5 for a strike.

☐ Restricted Missile Ranges.

Ranges for most missile weapons assume they can be fired/cast on a rising trajectory, but this may not be possible in a dense wood, narrow passageway, etc. Extreme and Long range fire in such situations should be prohibited, and Medium range fire should attract a special penalty of 10-20.

☐ Bows and Precipitation

Wet bowstrings lose their tautness and are easily ruined if the bow is strung. When rain strikes, professional archers commonly unstring their bow and keep the bowstring dry by rolling it up and storing it under their helmet.

If an archer does not mind risking a bowstring, a bow can be fired during a rainstorm, etc. Bowstrings have a WQ of 9. Test this WQ after each fire.

Remember: There is also a Weather penalty of 10-40 on the archer to reflect reduced visibility in rain.

☐ Bows and Air Temperature

Very cold (wooden) bows often shatter when drawn. If the air temperature is freezing, archers who attempt to fire their bow must first make a weapon damage check to see if the bow remains intact when drawn.

[4] MISSILE COMBAT RESULTS

Each player makes a 1d100 skill roll against their EML. Results are read from the MISSILE ATTACK table (located on the combat tables).

(•) MISS: The missile misses the target, but may strike a nearby target. If applicable, there is a 20% chance the missile has struck an adjacent warrior to the right (odd) or left (even). If the target is mounted, a Miss gives a 20% chance the steed is struck (or the rider is struck if the steed is the target).

WILD: Fumble Roll for the Missile weapon. Also see variant in sidebar.

BLOCK: Missile strikes the Defender's blocking shield/weapon. Check for damage to the blocking weapon if struck with five (5) or more points of impact, or treat as MISS if Weapon Damage is not in play.

Note: if the blocking weapon is a hand, foot, etc., a successful block is treated as a (★2) strike on the body part which did the blocking (usually a hand or forearm). See Optional Rule right.

(★) STRIKE: The missile (M★) strikes the target. The number after the star (★) is the number of d6 rolled to determine Strike Impact.

[5] MISSILE STRIKE DELIVERY

The Missile Strike delivery sub-system is similar to that for melee strikes. Strike Impact is generated with the M★ d6 from the MISSILE ATTACK table, missile impact is added (remember this varies with range) and the total is reduced by Armour Protection at the Strike Location as applicable.

Missile Strike Location

Generate the Strike Location for the MID (default), HIGH, or LOW zones as appropriate.

COVER: *If the missile strikes a body part which (in the opinion of the GM) is behind cover (shield, tree, wall, etc.) the strike is on the covering item and not on the target. In some cases, the missile might penetrate the covering item and still hit the target, though with lesser impact. If the covering item is a shield, treat it as plate armour for this purpose. Other covering items are handled at GM discretion.*

Missile Strike Impact

Generate the strike impact normally. **Example:** Cardin scores a M*3 hit with a Longbow at Medium Range. The impact at this range is 7. Hence, strike impact would be 3d6 + 7.

Missile Injury Determination

Calculate *effective* impact by subtracting Armor Protection value for the Strike Location. If the effective impact is 1+, cross-index Strike Location and Effective Impact on the INJURY table.

AMMUNITION

Characters equipped with a Javelin or Shorkana may carry two or three (each is listed as a separate weapon). Keeping track of remaining stock is essential.

Most archers carry 12–24 arrows/quarrels, an extra bow, and three bowstrings for each bow. Keeping track of the number of arrows is rarely important, but this can be done if desired. Assuming there is a plentiful supply of stones, ammo for Slings and Staff Slings can be ignored.

□ Body Blocks (Variant)

If the blocker rolls CS to achieve the Block, the missile is redirected in a harmless direction instead of being a strike on the blocking body part.

□ Wild Shot (Variant)

Randomly choose the nearest character (friendly or enemy) and treat the wild shot as a missile attack on that character.

□ Zone Targeting

The **Skill Zone** routine described in SKILLS 5 can be used to give archers finer control over accuracy.

Missile EMLs (not MLs) have a Success Skill Zone equal to the lower half of EML. That is, Bow EML 80, has a Success Skill Zone of 1–40.

With any MS number outside the Skill Zone, a missile always strikes the MID Zone and with CS it always strikes the Aimed Zone. A success roll within a Skill Zone has better accuracy:

CS: the Missile strikes a specific Body Zone (Head, Arms, Torso, or Legs) rather than just High, Mid, or Low. Strike Location is generated in some convenient manner for the Body Zone within the Aim Zone.

MS: the Missile strikes the Aim Zone (same as a normal CS).

Target Shooting

Archery contests are popular at all fairs. In such contests, the target is generally set up at 100 yards range. It has a bull worth five points, then three concentric rings valued at three, two, and one point.

When shooting at such targets, scoring is handled as follows:

Normal MS:	1 point
Substantive MS:	2 points
Normal CS:	3 points
Substantive CS:	5 points (bull)

□ Random Aspect

Arrows and quarrels always strike with the business end (usually Point). Slingstones have only Blunt aspect. Some thrown weapons, however, may strike with one of several aspects, determined by rolling 1d6:

Weapon	1	2	3	4	5	6
Taburi	B	B	P	P	P	P
Shorkana	B	B	E	E	E	E
Javelin/Spear	B	P	P	P	P	P
Other	B	B	E	E	P	P

COMBAT 18

INITIATIVE TESTING & MORALE

A battle is a noisy, confusing, scary place. The clash of arms, shouting, screaming (often some whimpering and dull thudding) can make it difficult to hear commands and cries for help. For this reason, characters, especially NPCs, do not always do what the players want them to do.

Initiative skill includes battle experience, discipline, and morale: three ambiguous, but important, elements in any battle. All these factors are accounted for by Initiative testing which benefits characters with high Initiative (e.g., warriors) and is detrimental to characters with lower Initiative.

Initiative Testing is primarily intended for NPCs. Players are usually quite sensitive to their survival prospects and will act appropriately without compulsion. The GM may, however, extend the system to include all characters.

Note: *it is usually unnecessary to test Initiative during the first few rounds of a battle. This is a matter of GM discretion.*

Initiative Testing Table

Before selecting and executing an Action Option, each character tests Initiative with the following results:

CF: Character panics or freezes. This is a breakdown of morale and/or discipline. Roll 1d100 to determine specific effect(s):

01–25 Berserk.

26–50 Desperate.

51–75 Broken.

76–00 Cautious.

MF: Character is **Cautious** for this turn only (pass).

MS: Character selects and executes an Action Option normally.

CS: Character selects and executes any Action Option, with a +10 bonus to EML. If the character's current morale state is non-normal, it returns to normal.

Modifications

The most important morale consideration is a character's perception of the situation. If things look bleak, the character is more likely to behave oddly. Seeing a friend slain, or being vastly outnumbered, may make one character turn and flee, while another fights harder. The GM may apply penalties to effective Initiative according to the situation. The table is a guide.

- 20 Desperate Situation
- 10 Bad Situation
- +0 Normal Situation
- +10 Good Situation
- +20 Excellent Situation

Morale States

Normal: A character with normal morale behaves without constraint, selecting and executing any reasonable action option.

Cautious: A cautious character will not *Engage*, must choose *Pass* if engaged, and cannot select the *Counterstrike* defense.

Desperate: Character tries to conclude the battle, one way or the other, as soon as possible. Until the situation changes and a new Initiative Test is passed, the character selects the most aggressive option available.

Broken: The character is unable to fight in any useful way. The only available options are flight or surrender. Flight is normally preferable; surrender is a last resort. If neither is feasible, the character makes a *Rest* or *Pass* action option, but can defend if attacked except that *Counterstrike* is prohibited.

Berserk: This is a special state of battle frenzy. Any character who enters this mode **must** take the most aggressive action available for Attack or Defense, adding 20 to EML to Attack or *Counterstrike*. Further Initiative rolls are ignored until the battle ends.

Some characters may have a cultural heritage of berserking, or a particular reason to go berserk; their chances of doing so may be enhanced by the GM.

☐ PCs may voluntarily enter berserk mode after sufficient cause (GM discretion).

❑ QUICK COMBAT SYSTEM

Quick Combat simulates the dynamics of a melee without concern for details that would not be apparent to PCs who are not directly involved. It is only used when one NPC attacks another NPC. Any battle may simultaneously involve PCs/NPCs who are using the normal combat system and NPCs who are using the Quick System. NPCs switch to the normal system when they attack/defend against PCs.

All NPCs in a battle are operated by the GM and have the same Action Options as other characters. When a NPC attacks another NPC, however, the GM has the option to use the QCS to resolve the attack.

GAC [General Armour Class]

GAC is a general assessment of the armour worn by a character. It is assessed by the GM as needed:

GAC	Rating	Typical Armour
0	Unarmoured	Ordinary Clothing
1	Light	Leather/Quilt/Fur
2	Medium	Ring/Scale
3	Heavy	Mail and Quilt
4	Superheavy	Mail and Quilt with some Plate

AF [Attack Factor]

AF is equal to the Attacker's weapon ML, plus five times the weapon's Attack Class (from the Weapon Data Table), minus 10 times the Attacker's General Armour Class:

$$ML + (5 \times WAC) - (10 \times GAC) = AF$$

Hence, the AF of a warrior with GAC 3, bearing a weapon with ML 70 and WAC 4, is: $70 + (5 \times 4) - (10 \times 3) = 60$.

DF [Defense Factor]

DF equals the Defender's weapon ML, plus five times the weapon's Defense Class (from the Weapon Data Table), minus 10 times the defender's General Armour Class:

$$ML + (5 \times WDC) - (10 \times GAC) = DF$$

IM [Impact]

Weapon Impact is read off the Weapon Data Table as needed. It equals the impact of the striking weapon's best aspect. The IMP of a broadsword (B3 E5 P3), for example, is five.

QUICK COMBAT RESOLUTION

The Attacker generates a success level using AF and the Defender generates a success level using DF. Attacker and Defender success levels are then cross-indexed on the QUICK COMBAT MATRIX to generate a result:

QUICK COMBAT MATRIX				
DEFENDER				
ATKR	CF	MF	MS	CS
CF	•	•	DTA	DTA
MF	A/3	•	•	DTA
MS	A/1	A/3	•	•
CS	A/0	A/1	A/3	•

DTA: Defender Tactical Advantage:

Attacker backs up one hex. If this is over an obstruction, a Stumble Roll is required.

• **No Effect:** End of turn.

(A): Attacker strikes Defender. Subtract the number given (A/3 means subtract 3) from the striking weapon IMP. To determine final impact also subtract Defender's GAC.

$$\text{Strike} = \text{IM} - A^* - \text{GAC}$$

Interpret the Strike as follows:

< 0 No effect (turn ends)

0 Attacker Tactical Advantage (Defender pushed back).

> 0 Defender Down. A downed character falls prone and remains down until the battle is over. Characters downed by Quick Combat are ignored until the "Mopping Up" phase.

EXAMPLE: Attacker generates MS, and the Defender generates MF. The result is A/3. Attacker weapon IM is 5, and Defender GAC is 1.

$$\text{Strike} = 5 (\text{IM}) - 3(A^*) - 1 = +1.$$

The Defender is downed.

COMBAT 20

QUICK COMBAT: MOPPING UP

Once the battle is over, the PCs may wish to determine the injuries sustained by downed NPCs, especially if they are friends or potentially-valuable prisoners. For each downed NPC, roll on the Mopping Up Table (right) cross-indexing the NPC's GAC with a 1d10 die roll.

The GM may fill in details, locate injuries, and generate Injury Levels as desired. It may be assumed all downed characters are unconscious when examined and will remain so for 1d10 minutes.

REGAINING CONSCIOUSNESS

When a character recovers consciousness (1d10 minutes after the battle ends), a character who was downed tests 5 x Endurance. On CF/MF, the character is in shock. For information on recovering from shock, see the PHYSICIAN article.

A NOTE ON BIGGER FIGHTS

Any combat which involves more than 20 or so combatants is unwieldy with the amount of detail permitted by the *HårnMaster* system. The Quick Combat System helps to speed up the process, but there are limits.

If Player-Characters are involved in a large battle, their knowledge and influence should be limited to the action immediately surrounding them, generally to what is happening in their vicinity. PCs may win a part of the greater conflict while an army as a whole is routed. Similarly, they could fare poorly and be saved by victorious reinforcements from another part of the battle.

MOPPING UP TABLE					
		GAC			
1d10	0	1	2	3	4
1	M1	•	•	•	•
2	M1	M1	•	•	•
3	S2	M1	M1	•	•
4	S2	S2	M1	M1	•
5	S3	S2	S1	M1	M1
6	S3	S3	S2	S2	M1
7	G4	S3	S3	S2	S2
8	G4	G4	S3	S3	S2
9	G5	G4	G4	S3	S3
10	G5	G5	G4	G4	S3

- No Significant Injury
- M1** Minor Bruise, Cut, or Stab
- S2, S3** Serious Bruise, Cut, or Stab
- G4, G5** Grievous Bruise, Cut, or Stab





Healing is a widely-practiced art. Clerics of Peoni generally have considerable medical expertise. Nearly all layfolk, especially in rural areas, have some understanding of herbal remedies. Most warriors know enough to provide emergency treatment of battlefield wounds.

SOCIETY OF PHYSICIANS



Those who practice the healing arts full-time generally belong to the *Society of Physicians*, a loosely-organized, quasi-guild. The Society does not care much about preserving its monopoly, and makes little attempt to maintain standards. Some masters are incompetent quacks, while others are highly-skilled surgeons. However, a physician who maims or kills too many patients will soon encounter difficulties from outraged friends and relatives.

Master physicians may take on as many apprentices as they wish. There are no journeymen in the Society, nor bonded masters in the normal sense; masters may take employment as they see fit. Many masters are associated with the church of Peoni, and some dabble in the arcane arts.

Most physicians confine themselves to the treatment of minor ailments. Fees vary dramatically, sometimes according to the skill brought to bear, but mostly according to reputation. Fees typically range from 3d for fairly basic first aid to 240d for "major" surgery. Medicines, provided by the Apothecaries' Guild, and hospital care (rare) can double or triple fees.

Hârníc doctors are far more competent than their medieval Terran colleagues. They know, for example, it's a good idea to keep open wounds and surgical instruments as clean as possible, although they do not know why. One theory has to do with fiery, invisible elementals which can be driven off with hot water.



PHYSICIAN 2

INJURY RECOVERY

HårnMaster deals with injuries and their recovery in a fairly detailed and realistic manner. Characters who sustain Serious or Grievous wounds may die during the healing routine. On the other hand, various types of magic, miracles, psionics, and potions usually improve healing (see Sidebar).

❑ [1] BLOODLOSS (Optional)

If the *Bleeding Wounds* rule is in play (COMBAT 14) stopping bloodloss is the most immediate threat; if not halted, the patient bleeds to death. Wounds may be treated only **after** all bleeding stops. To stop bleeding, see PHYSICIAN 3.

[2] TREATMENT

The TREATMENT table suggests treatments which, if provided, give a bonus to the Treatment Roll. Without treatment, injuries heal as indicated under **NT** (No Treatment). Minor wounds usually heal by themselves, but Serious and Grievous wounds may cause permanent impairment or death if *untreated*. If not in shock, the victim can self-treat Minor/Serious wounds, but NOT Grievous wounds.

A Treatment Roll tests Physician EML of the treater. If the suggested treatment is provided, add the EML modifier shown to Physician ML. Results are given under CF, MF, MS, or CS. Some treatments require equipment/supplies; the quality and availability of these may modify EMLs at GM discretion. Treatment Rolls can be delayed, but if postponed more than 24 hours, reduce EML by 05 per day. **Make only ONE Treatment Roll per injury.**

[3] HEALING

Once treated, each injury has a Healing Rate (HR) generated by the TREATMENT table. A character receives one (1) Healing Roll every FIVE (5) days for each wound to reduce Injury Levels. When all Injury Levels are eliminated for a specific wound, it is healed.

The Injured PC

When PCs get sick or wounded, they are advised to get the best first aid available, and then seek someone with a decent Physician ML as soon as possible. Carrying a good supply of bandages and herbal remedies is always a good idea.

Esoteric Medical Treatments

For information on magical healing, see *HårnMaster Magic*.

For information on divine intervention (miracles) which affects healing, see *HårnMaster Religion*.

For some commonly-used medicinal potions, see TREASURE 4.

For information on psionic healing, see PSIONICS 5.

Treatment Roll (Example)

The treatment for a fracture is a Splint for which there is a +20 EML bonus. It takes 5d6 minutes to perform. Assuming a Physician ML of 65, the Treatment EML would be $65 + 20 = 85$. With MS on the Treatment Roll, the injury will have a Healing Rate of H5.

Convalescence

The healing routine assumes a character will mainly be resting during the healing process. One Healing Roll is made every five days. If a character gets involved in unreasonable physical exertion between Healing Rolls, the days of rest accumulated since the last roll are forfeit; wounds are often aggravated or reopened by premature activity.



TREATMENT TABLE

INJURY	DESCRIPTION	TREATMENT	EML	NT	CF	MF	MS	CS
Bleeder	Gushing or Spurting Blood	Tourniquet, etc.	+50	•	•	•	EE	EE
Bruise	Welts/Swelling	Compress	+30	H5	H4	H5	H6	EE
Fracture	Simple Fracture	Splint	+20	H4*	H3*	H4*	H5	H6
Crush	Compound Fracture/Bleeder	Surgery/Splint	+10	H3*	H2*	H3*	H4	H5
Minor Cut/Tear	Cut/Gash 1 – 2" long	Clean & Dress	+30	H5	H4	H5	H6	EE
Serious Cut/Tear	Cut/Gash 2 – 6" long	Surgery	+20	H4	H3	H4	H5	H6
Grievous Cut/Tear	Cut/Gash over 6" long/Bleeder	Surgery	+10	H3*	H2*	H3*	H4*	H5
Minor Stab/Bite	Puncture 1" deep	Clean & Dress	+25	H5	H4	H5	H6	EE
Serious Stab/Bite	Puncture 3" deep.	Clean & Dress	+15	H4	H3	H4	H5	H6
Grievous Stab/Bite	Deep Puncture/Bleeder	Surgery	+05	H3*	H2*	H3*	H4*	H5
Minor Burn	1st Degree Burn/Blisters	Compress	+30	H5	H4	H5	H6	EE
Serious Burn	2nd Degree Burn/Open Wound	Clean & Dress	+15	H3	H2	H3	H4	H5
Grievous Burn	3rd Degree Burn/Charred Skin	Clean & Dress	+05	H2	H1	H2	H3	H4
Minor Frost	Chilled Flesh/Shivering	Warming	+50	H5	H4	H5	EE	EE
Serious Frost	2nd Degree Frostbite	Warming	+25	H4	H3*	H4	H5	EE
Grievous Frost	3rd Degree Frostbite	Amputate	+10	•	G5	G4	S3	S2

TREATMENTS

AMPUTATE: Surgical amputation is the only treatment for Grievous Frost and may be used to halt the spread of infection. The body part with the injury/infection is removed and a new Serious or Grievous injury is created according to the operation's success. Roll on the treatment table again for the new injury.

BLEEDER: Treatment must be continued each *minute* until bleeding stops (an EE is obtained). If total Bloodloss points equals END, the patient is Dead.

CLEAN AND DRESS: Takes five (5) minutes per Injury Level and requires water and bandages.

COMPRESS: Apply cold compress for 5d6 minutes. Herbal remedies and balms that reduce swelling add 10–20 to EML.

EE: Injury heals in one day; no healing rolls are required.

H1/H2/H3/H4/H5/H6: Healing Rate as indicated. Enter the HR next to the Injury on the profile. If an asterisk (*) is listed, the victim will have a permanent 1d3 reduction of an attribute **after** the injury has healed. The attribute affected may be obvious (Dexterity, Agility, Comeliness, Eye, etc.) or assess the reduction against Stamina. Reduce derived SBs and subtract five (5) times the SB reduction (if any) from affected MLs.

SPLINT: Setting bone and splinting. Takes 5d6 minutes.

SURGERY: Includes cleaning and dressing the wound. Takes 10d6 minutes. Requires sharp knives, and a needle and thread for sutures. Anesthetic is highly recommended (patients tend to struggle and whimper otherwise) and disinfectants are a good idea too. Such items may be purchased from good apothecaries and improve Treatment EML 10–20.

WARMING: Gentle warming (blanket, healthy person's flesh, etc.) of the injury for 1d3 hours.

HEALING TABLES

BLOOD REGENERATION TABLE

Test HR x Endurance, once per FIVE (5) days..

CF: No Effect.

MF: No Effect.

MS: Reduce Bloodloss by one.

CS: Reduce Bloodloss by two.

Blood Supply is normal when **total** Bloodloss is reduced to Zero.

SHOCK RECOVERY TABLE

Test HR x Endurance, once per WATCH (4 hours).

CF: Reduce HR by two.

MF: Reduce HR by one.

MS: Increase HR by one.

CS: Increase HR by two.

Shock abates at HR6; Patient is dead at HR0.

HEALING TABLE

Test HR x Endurance, once per FIVE (5) days, for each wound.

CF: If this is an **open** wound, it is now **Infected**.

MF: No healing.

MS: Reduce Injury Levels by one.

CS: Reduce Injury Levels by two.

Wound is healed when Injury Levels are reduced to Zero (or less).

INFECTION TABLE

Test HR x Endurance, once per DAY, for each infected injury.

CF: Reduce HR by two.

MF: Reduce HR by one.

MS: Increase HR by one.

CS: Increase HR by two.

Infection is defeated at HR6; Patient is dead at HR0.

PHYSICIAN 4

HEALING TABLES

Blood Regeneration

Bloodloss may accrue from several wounds, but cumulative bloodloss points are treated and heal as one injury. The healing rate is always H6. Test END x6 on the Blood Regeneration table once per five (5) days.

Shock Recovery Table

Shock is treated as a special, separate injury. If a patient is in Shock, enter the word "Shock" along with a Healing Rate of **H5** in the injury section of the combat profile. Roll every four (4) hours on the SHOCK RECOVERY table. The Target Level is HR x END; add half of the Physician **EML** of an attending character. The patient recovers from Shock at H6, and dies from Shock at H0.

Healing Table

Non-Sindarin characters receive **one (1)** Healing Roll every five (5) day for each *uninfected* injury; Sindarin characters receive two (2) healing rolls per five (5) day for each injury. The object of a Healing Roll is to reduce **Injury Levels**; when they are reduced to zero, the injury is healed, although there may still be impairment (just because your broken arm healed doesn't mean it was set straight). The Target Level for a Healing Roll is HR x Endurance. Add half of the Physician **EML** of an attending character to this Target Level if applicable.

The daily Healing Roll assumes the character gets 12 hours rest per day. The GM may modify a Healing Roll if the character gets more/less rest than this, but EML may not exceed 95.

Infection Healing Table

Open wounds (see sidebar) can become infected during the healing routine. If a wound does become infected, write "INF" adjacent to that wound on the combat profile. Once a wound is infected, little can be done except to rely on fate (roll **Daily** on the INFECTION table). The Target Level for an Infection Roll is HR x Endurance; add physician **Skill Index** to the Target Level if applicable. If the HR reaches HR0, the patient has died. The infection is defeated when the wound reaches HR6; Daily healing rolls then resume at this (HR6) Healing Rate.

DISEASES

A disease is assigned a Contagion Index (CI) of one (highly contagious) to seven (barely contagious) and a healing rate of H1 (bubonic plague) to H5 (influenza). A C1/H1 disease would kill most of the population. When exposed to disease, a character tests CI x Endurance (maximum 95). If the roll exceeds this Target Level, the character catches the disease and will soon display appropriate symptoms. Note the disease name and HR in the injury section. A Recovery Roll is made daily on the INFECTION table. At H0, the patient dies; at H6, the patient recovers.

POISONS/TOXINS

Poisons are treated as "Infections", except the intervals between Healing Rolls may have to be shortened at GM discretion; it's not a good idea to make daily rolls with a poison that is fatal in five minutes.

A large dose of deadly poison would be H1, a small dose of mild poison H5. The GM may assign a Healing Rate for a venomous bite, or roll 2d3 - 1.

Healing Rate (Example)

If the patient's Endurance is 11 and the wound is an S2 injury rated at H4, healing rolls for the wound test a Target Level of 44. With a roll of 32, the success level is MS, meaning the wound heals by one (1) Injury Level to M1.

Open Wounds

Only open wounds can become infected. An open wound is a Grievous Blunt Injury, Serious or Grievous burn, or **any** cut or stab. A bandaged or stitched wound is still an Open Wound. Cauterization closes open wounds.

Cauterization

A secondary treatment to sterilize and seal a Minor or Serious wound. Cauterization cannot be used on Grievous wounds. The procedure is performed **after** the wound's Healing Rate has been established by the normal treatment rules. A metallic object and fire are required. Cauterization is attempted at Physician EML + 30. The effect is to close the wound and modify the Healing Rate: CS +2; MS +1; MF +0; CF -1.

Infection Reality

Historically, it was more common to die of infected wounds than to die outright in battle. The chance of infection in these rules is much less than is historically justified, and was set at this higher level for playability purposes.

NOTE: Infection may be combated by magic, miracles, amputation, or medicine. Sindarin are immune to infection.

□ Spreading Infections

When the Healing Rate of an infected wound decreases, it is assumed the infection has spread to adjacent body parts. If this continues unchecked the patient will die. GMs have the option to take this spreading into account by having characters generate infected "wounds" rated at H5 in 1d3 adjacent body parts, any of which can spread further. Naturally, this is a deadly (not to mention complex) process. Use with discretion.

Diseases

There are an immense variety of disease symptoms. Examples include abdominal pain, chest pain, coughing, fever, rashes, and swelling. These conditions are reflected by a Special Penalty of 10-30 to physical skills. Many of these symptoms can render characters non-functional until recovery.



When running a campaign, it is useful to draw a distinction between realtime and gametime. Gametime usually passes faster than realtime, sometimes slower. During mundane periods of the characters' lives, several gamemonths may pass in a few minutes of realtime; during combat or other crisis activity, five minutes of gametime can take an hour of realtime. This section gives procedures to efficiently deal with gametime, campaign events, and encounters within an ongoing campaign.

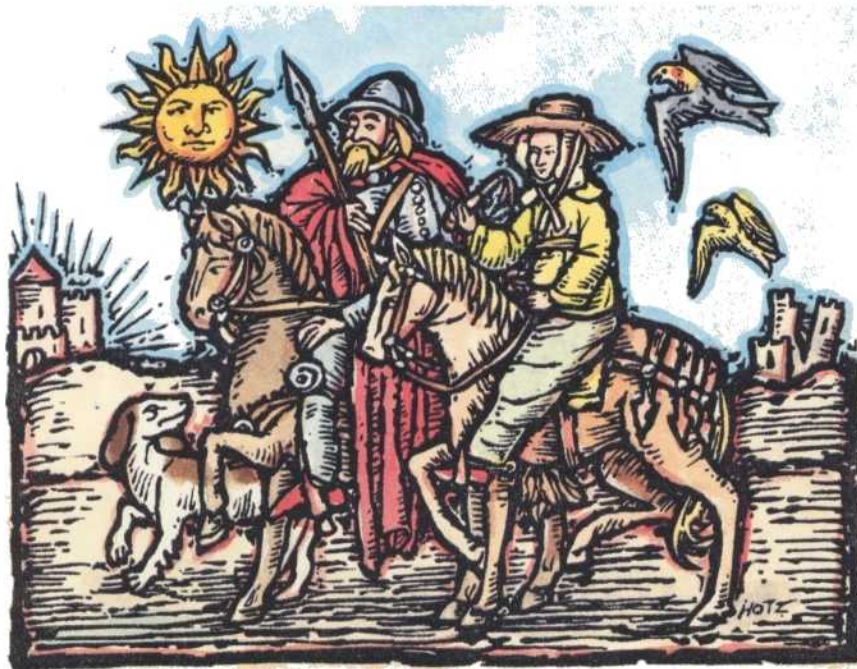
CALENDARS

The passage of time will be better appreciated by learning the basics of the calendar in use. On Hårn/Lythia, the Tuzyn Calendar prevails. It reckons dates from the founding of the Kingdom of Melderyn. Dates in Tuzyn Reckoning are indicated by the notation "TR" before or after the year. Years prior to the founding of Melderyn are indicated by "BT" which stands for Before Tuzyn. All publications in *HårnWorld* assume the current game year is 720 TR. As the role-playing group plays, the current game year advances beyond 720 in each GM's personal version of Hårn.

Months and Days

Tuzyn Reckoning is a lunar calendar derived from the orbit of Yael (the Moon). The year is divided into twelve, thirty day months. A full moon (Yaelah) occurs on the fifteenth of each month and a new moon (Yaelmor) on the thirtieth. The year begins with the vernal equinox, the first day of Spring. The month names are of religious origin.

Tuzyn Reckoning does not measure time in weeks. A tenday (three per month) is a common convenience, and a Hinyaël (fifteen days) is used occasionally. A day has 24 hours, divided into 60 minutes of 60 seconds each.



The Tuzyn Year

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

If a date is written with neither TR or BT, TR is assumed.

Days of the Week

In some regions and/or institutions, the days of the week are given names of their own, but there is nowhere near the conformity of usage there is with month.

CAMPAIGN 2

ROUTINES OF PLAY

Play consists of cycles, during which the GM determines (in order): [1] Environ, [2] Timetick, [3] Weather, [4] Encounters, [5] Movement, and [6] Mapping.

[1] ENVIRON

The Environ is the *kind of place* in which the PCs are located. It determines the general routine, including the likelihood/nature of encounters, and the movement rate.

- **URBAN:** Built-up areas, such as towns. The Timetick is one minute, during which a typical party can move 250 feet (25 mm or 1" on a local map).
- **RURAL:** Cropland, pasture, and regions with manors, villages, etc. The Timetick is one watch. For movement rates, see CAMPAIGN 7.
- **WILDERNESS:** Land with few/no permanent settlements, including forests, mountains, and deserts (which may be populated by nomads). The Timetick is one watch. For movement rates, see CAMPAIGN 7.
- **HIGHWAY:** Roads or well-traveled trails across a rural/wilderness Environ. The Timetick is one watch. For movement rates, see CAMPAIGN 7.
- **UNDERWORLD:** Caves, underground ruins, tombs, buildings, etc. The Timetick is one minute, during which a typical party can move 100 feet (10 cm on an interior scale map, or one cm on a local map).
- **RIVER:** Usually applicable only to characters on ships or boats, although the GM may use this Environ for PCs on riverbanks. The River Environ is any inland waterway, including narrow sea-straits. The Timetick is one watch. Movement depends on weather, vessel, crew, and pilot. For detailed information on ships and naval movement, see *Pilots' Almanac*.
- **SEALANES:** A ship or boat in coastal waters near civilized areas. The Timetick is one watch. Movement depends on weather, vessel, crew, and pilot (see *Pilots' Almanac*).
- **OPEN SEA:** A ship or boat out of sight of land, and away from established sealanes. The Timetick is one watch. Movement depends on weather, vessel, crew, and pilot (see *Pilots' Almanac*).
- **SAFE ENVIRON:** See sidebar.

Routines of Play

- [1] Environ
- [2] Timetick
- [3] Weather Generation
- [4] Encounter Generation
- [5] Movement
- [6] Maps and Mapping

The Safe Environ

This is a game device to quickly get through periods of inactivity, convalescence, etc. When PCs wait in the Safe Environ, the GM tells them of background and/or historical events as they occur. It may be assumed all encounters are significant offers to the group; everyone will be seeking aid or employment, bringing messages, offering work, etc. The Timetick is a full day (24 hours).

Any of the encounter tables may be used in the Safe Environ; the GM uses whichever table is most appropriate. If the players are staying at a tavern, the Urban table is used, and so on.

If an encounter is generated in the Safe Environ, determine which watch it occurs in by rolling 1d6. This gives a clue to the kind of business involved. A merchant seeking caravan escorts is less likely to make an approach in the dead of night. A thief intent on robbing the group is unlikely to make the attempt at high noon. This is common sense, not a hard rule. If the GM needs to adjust the group's time plot, the timing of these events may be altered.



[2] TIMETICK

The rate at which gametime passes. The most common Timetick is the four-hour **Watch**. The first watch runs from midnight to 4 AM, the second from 4 AM to 8 AM, and so on. However, the Timetick used in any Environ may change according to the situation at GM discretion.

In crisis situations, such as combat, the Timetick is 10 seconds, regardless of Environ. Similarly, the one-minute Timetick is recommended for the Urban Environ, but this is NOT meant to imply each hour must be handled minute by minute. If characters are asleep or "killing time" inside a town, a Timetick of one watch normally suffices; if they pick a fight with some local heavies, ten-second Timeticks would be appropriate.

[3] WEATHER GENERATION

If weather is likely to be significant, a new weather report should be generated, at the beginning of each watch, to apply (generally) throughout the watch. Because weather patterns are regional, comprehensive weather tables are provided in each regional module. A weather report should include the data shown (table right). Meteorological effects such as snow, sleet, hail, and thunderstorms may also be generated. Once the weather report is generated, the GM makes a note of it and gives it to the players.

[4] ENCOUNTER GENERATION

Encounters occur instantaneously in Urban and Underworld Environs, but may be future events in others. At the beginning of each watch, the GM rolls to determine if an encounter will occur. If so, the GM then rolls 1d8 to determine in which half hour it will occur; 1d30 will generate the precise minute (if needed). If the PCs move through several different Environs, or change Environs, before the "scheduled" encounter occurs, the GM uses discretion. For more information on encounters, and tables to generate them, see CAMPAIGN 11.

[5] MOVEMENT

The GM asks the players in which direction they wish to travel. Using the MOVEMENT table (CAMPAIGN 7) the GM calculates how far the party can travel, allowing for Environ, weather, and transportation mode, until the next scheduled encounter (if any) or the end of the watch. The party then moves on the GM map. The GM describes the terrain crossed to the players, who may map it.

The rates of travel given on the MOVEMENT table are for ONE watch of *steady* travel. Double the rates for two watches, etc. Few parties move at night, or for more than 12 hours a day.

[6] MAPS AND MAPPING

Maps are an integral part of role-playing. The *HårnWorld* mapping system has been developed specifically for fantasy role-playing games. There are several different map types, each with a specific form and purpose.

Poetic Maps

Poetic maps are copies of actual maps in the fantasy environment. That is, a poetic map is something a character could purchase from another character or from a lexigrapher or cartographer. They are actual items in the game; if the map is lost, destroyed, or stolen, the player loses the copy. When PCs are together, they may show each other their poetic maps.

TIMETICK TABLE

Environ	Timetick
Urban	1 Minute
Rural	1 Watch (4 hours)
Wilderness	1 Watch (4 hours)
Highway	1 Watch (4 hours)
Underworld	1 Minute
River	1 Watch (4 hours)
Sealanes	1 Watch (4 hours)
Open Sea	1 Watch (4 hours)
Safe	1 Day (6 Watches)

WEATHER REPORT TABLE

Sky	Clear, Cloudy, Overcast, or Foggy
Temperature	Freezing, Cold, Cool, Warm, or Hot
Wind Direction	from the N, NE, SE, S, SW, or NW
Wind Force	Calm, Light, Steady, Gale, or Storm
Precipitation	None, Fog, Showers, or Steady Rain

NIGHT AND DAY BY SEASON

Watch ►	1	2	3	4	5	6
Spring						
Summer						
Autumn						
Winter						

The table above shows the distribution of night and day according to season. It is most accurate at 45° latitude. At the equator, days are always 12 hours long.

CHANCE OF ENCOUNTER TABLE

Roll 1d20			
Environ	Timetick	Day	Night
Urban	1 Minute	16+	19+
Rural	1 Watch	14+	19+
Highway	1 Watch	17+	19+
Wilderness	1 Watch	19+	20
River	1 Watch	18+	19+
Sealanes	1 Watch	19+	19+
Open Sea	1 Watch	20	20
Underworld	1 Minute	20	20
Safe	24 Hours	20	n/a

Roll 1d20 at the beginning of each "Timetick"; if the roll is greater than or equal to the number on the table above, an encounter occurs (see CAMPAIGN 11).

CAMPAIGN 4

Regional Maps

Regional maps cover large areas, such as Hårn. The GM and player have different versions:

GM Regional Map

Each *HårnWorld* regional module has at least one full-color GM regional map, drawn on one-cm hexpaper, showing vegetation, topography, rivers, roads, trails, and major settlements. This is a master map of the part of Lythia where the action is taking place.

Player Regional (Memory) Map

Players draw regional maps on blank hexpaper showing only the areas their PCs have traveled. These are referred to as "memory maps" since they simulate the PC's memory. Players may **not** examine each others' memory maps.

Atlas Maps

An atlas map shows, in greater detail, a smaller area than a regional map. Many *HårnWorld* Kingdom Modules have atlas maps. PCs may or may not have copies of Atlas maps (GM discretion).

Local Maps

A local map covers a small area of special interest, such as a village, town, or ruin. They show buildings and other details.

Common Local Map

Full color maps of prominent local sites or settlements. The amount of detail shown is roughly equivalent to what could be perceived by an observer at the location. Whenever PCs are at the site, the common local map is laid out in plain view with a marker to show the PC's location.

GM Local Map

Black-and-white versions of common local maps with all important details keyed and explained. Numbering on the GM local map is excluded from the common map so the players do not automatically know where all the important locations are.

Player Local Map

A personal local map given to each player or group upon entering the local site for the first time. *HårnWorld* modules contain such maps, designed for photocopying. Players may then record and key any details they discover by exploration as a permanent (memory) reference.

Interior Plans

Shows the inside of buildings, or other small areas, along with details such as the types and arrangement of furniture, doors, walls, stairs, etc. They may also be used to detail small outdoor areas. The scale is 1 mm = 1 foot. This is the highest level of detail in the *HårnWorld* system.

GM Interior Plan

The GM interior map is kept secret from the players since it shows details they are supposed to discover by exploration. *HårnWorld* modules provide a selection of GM interior maps for castles, keeps, taverns, temples, caverns, etc.

Player Interior Plan

When a PC first enters a mapped interior/area, a sheet of blank paper (or metric gridpaper) is used to record details as they are discovered. Obvious and visible physical features may be freely given to the PCs. This is a memory map kept for permanent reference.

HårnWorld Mapping Scales

Poetic Maps: Rarely drawn to any proper scale; often quite fanciful.

Regional Map: 1 cm = 12.5 miles = 20 km = 5 Hårnic Leagues = 1 hex.

Atlas Maps: Scale varies according to the area covered.

Local Maps: 1 mm = 10 feet.

Interior Plans: 1 mm = 1 foot.

Moving the Party on the Map

A small piece of acetate with a dot in the center makes an excellent marker.

In some cases, the Players' Local Map is produced by photocopying the (color) Common Local Map in a *HårnWorld* Module.

Group Mapping and Records

In theory, every player should have a distinct set of memory maps and be forbidden to study other players' memory maps. In practice, it is easiest for group members to specialize. One player can maintain common memory maps, another can record the group's possessions and provisions, another can keep a common player journal, etc. If someone leaves the group for a period of time, they update their personal memory maps, journal, etc. to include the common information before they go and when they return. If a new PC joins the group, all players in the existing group update their own memory maps, and start a new common set from scratch.

CAMPAIGN TIME

In an ongoing fantasy campaign, different PCs or groups often move through time at different rates. Some groups may role-play more often than others. Some groups may get bogged down in a thirty-minute (gametime) crisis that takes an entire session to resolve, while another skips through several months of gametime. Even if the GM is handling only one group of players, they may part company (willingly or otherwise) and get separated in time.

PERSONAL GAMETIME (PGT)

The GM must not only know where a character is, but also *when* the character was there. Once a player starts playing, each PC the player is running has a Personal Gametime (PGT). Because players/characters with different PGTs may meet, the GM must exercise great care with time flow. If this is not done, players with more advanced PGTs may unknowingly reveal key future information to players with less advanced PGTs.

Time Chart

A GM with more than one RPG group is advised to maintain a time chart. This simply consists of a calendar with markers representing each PC. It lets the GM tell at a glance when and where everyone is in time.

Journals

We recommend that all players keep a journal to record their last known time and place, especially if the players have more than one character. Journals are the easiest method of keeping track of PGTs, and handy to record weather reports and encounters for each watch. A sample journal page, which may be photocopied for personal use, is provided at the end of this article. It does not hurt for the GM to keep a journal as well.

GAMEMASTER TIME (GMT)

The GM must always be aware of the PGT of the most advanced player/group in time. We call this GMT. Events prior to GMT are more or less fixed, while events to follow are subject to GM manipulation.

Multiple Groups

When running more than one group, the GM should keep a time plot of all PCs, and it is best to strive to keep the PCs as close together in time as possible. When a group begins a play session, its PGT is checked. If the group is more than a month behind GMT, it should be caught up as soon as possible.

Catching up might be delayed if the group has a *good* reason to continue play in their current time (they are in the middle of an ambush, for example) but the GM should try to ensure the group playing has the most advanced PGT at the end of the session. It is inevitable that different groups will be spread out somewhat in time. The trick is to minimize the spread. It is easiest to catch up at the beginning of a gaming session: "Since your last session two gamemonths have passed. Here are the events that have occurred...."

Manipulating Time

GMs with multiple gaming groups inevitably have to manipulate time to some extent. When glossing over periods of gametime, there should be a rationale (e.g., if an ambush has occurred, the wounded characters will need some time to recover from their wounds). If the PCs require support for the time period being glossed over, the rationale should provide it. The players are informed of background events as they occur, and are given their monthly skill development rolls (SKILLS 8). Once the group is close enough to GMT, normal play may resume.

CAMPAIGN 6

FUTURE HISTORY

The current game year for all *HårnWorld* material is 720 TR. Once players begin moving through time, the GM extends the published, historical framework. Since the possibilities of future history are endless, every GM will be operating a unique version of Hårn/Kelestia; the longer the GM operates, the more unique the world will become. Players can read *HårnPlayer*, and other publications, to find out what *has* happened, but they will not know what *will* happen.

EVENT GENERATION

A campaign benefits greatly from a rich background of events independent of the activities of the PCs. We recommend GMs always have at least a year of gametime roughed out in advance of GMT. The RANDOM EVENT table (below) may be used to generate major events the players may learn of by rumor or other means. Such events may give an opportunity for adventure, and will certainly influence the lives of PCs from time to time. Players may rush off to slay some beast said to be terrorizing a village, join an army in time of war, or get caught in the middle of a plague or pirate raid. Of course, the GM is free to modify the table.

Random Event Table

Roll 1d100 once per game month for each important region (a GM may roll less than once per month, or favor only some regions with monthly rolls):

Spring	Summer	Fall	Winter	Event
01-02	01-03	01-02	01	State Occasion —State Wedding/Birth, Tournament/Contest, Visit by Dignitary
03-04	04-05	03-04	02-03	Edict —Inquisition/Witch Hunt, Persecution, Royal Proclamation, Scandal, Tax Levy
05-06	06-07	05-06	04-05	Civil Unrest —Major Intrigue, Riots/Rebellion
07	08	07	06	Death/Illness —Assassination Attempt, Sickness/Death of Personage
08-12	09-11	08-09	07-08	War/Raids —Border/Pirate/Viking Raid, Civil War, Invasion/Foreign War
13-15	12-14	10-12	09-13	Terrorization —Crime/Crimewave, Major Brigandage, Marauding Creature
16-17	15-17	13	n/a	Epidemic —Plague/Infestation (May Spread)
n/a	n/a	14-15	n/a	Good Harvest —Population Growth, Price Collapse
n/a	n/a	16-17	n/a	Poor Harvest —Animal and/or Crop Blight, Famine/Food Shortage, Food Riots, Prices High
18-19	18-19	18-19	14-17	Disaster —Avalanche, Earthquake, Fire, Flood, Landslide, Meteor, Mudslide, Volcanic Eruption, Collapse/Damage to Major Bridge/Building
20	20	20	18-20	Freak Weather —Blizzard, Cold Snap, Drought, Heatwave, Hurricane, Lightning Strike, Tornado
21-22	21-22	21-22	21-22	Multiple Events —(Roll 1d20 twice)
23-00	23-00	23-00	23-00	No special events

Event Calendar

A blank Event Calendar, which may be photocopied for personal use, is provided at the end of this article. It is used to record major events that have happened or will happen. It can also serve as a quick reference chart and history of one game year. Events may be recorded for as many regions as desired.

There is nothing to prevent the GM from having a current game year prior to 720. This provides the GM with detailed information about future events. The disadvantage is that PCs may be aware of these upcoming events since they are already in print.

Interpreting the Results

Some generated events will simply not “fit” or may be unlikely given previous events. These may be ignored, or the GM may improvise alternatives or re-roll. The table generates a general event type and a few possible manifestations. When a major event is generated, it may be wise to cease rolling for the region and let the event develop over time. Some events, such as droughts or witch hunts, could reasonably last for years. The table is meant only to inspire the GM, not to dictate events. Use discretion.

Organizing Future Events

Most adventure scenarios, plot ideas, etc. can be sorted into the 11 categories given on the RANDOM EVENT table. When a particular event category is rolled, the GM can flesh out whichever idea looks the most promising and/or appropriate.

Event Calendar

An event calendar also helps avoid the embarrassment of the GM telling one group at GMT they are smack in the middle of a rebellion, while another group passing through the same spacetime in a later session is told “all is well.”

MOVEMENT TABLE

All movement rates are at GM discretion. The following is intended as a guide. The movement rates are given in Leagues/watch, which is approximately equal to Km/hour. A Hârn League is 2.5 miles (4 Km). Five leagues equal one hex on a regional map.

The table lists movement rates for various types of vegetation and topography. Foot means walking at a steady pace, horse means walk/trot when mounted, and cart/wagon rates assume average (see below) loads and draft animals. Generally, pack animals move at the Foot rate.

Topography	Vegetation/Terrain	Foot	Horse	Cart	Wagon
Flat	Paved Road	5	10	5	5
	Unpaved Road	5	9	5	4
	Trail	5	9	4	3
	Cropland/Pasture	4	6	2	1
	Mixed Woodland	4	6	2	1
	Heathland	4	6	0.5	0.5
	Mixed Forest	3	4	0.5	0.5
	Needleleaf Forest	4	5	1	0.5
	Swamp	1	1	•	•
Rough/Hilly	Paved Road	4.5	9	4	4
	Unpaved Road	4.5	8	4	3
	Trail	4.5	7	2	1
	Cropland/Pasture	3.5	5	1	0.5
	Mixed Woodland	3.5	5	1	0.5
	Heathland	3.5	5	0.5	0.5
	Mixed Forest	2.5	2	0.5	•
	Needleleaf Forest	3.5	3	0.5	•
Mountainous	Paved Road	3	6	3	2
	Unpaved Road	3	6	2	1
	Trail	3	5	1	0.5
	Cold Woodland	2	4	•	•
	Alpine Vegetation	2	4	•	•
	Mixed Forest	1	1	•	•
	Needleleaf Forest	2	2	•	•
	Ice/Snow/Rockfield	1	2	•	•

WEATHER MOVEMENT SUMMARY	
Weather	Movement Reduction
Blizzard	75–100%
Mud	50%
Rain	10–25%
Snow (Hardpack)	20%
Snow (Over Ankles)	25–50%
Snow (Over Knees)	75–100%

WEATHER MODIFICATIONS

Weather conditions should modify movement rates (at GM discretion). Rain falling for two or more watches will create mud on trails and unpaved roads, reducing movement by 50%. Ground cover (e.g., grass) usually prevents mud, except for very heavy rain (one or more days). If there is no mud, rain may reduce movement by up to 10–25%.

Deep (ankle- to knee-high) snow slows movement by 25–50%; for roads/trails, reduce only 20% if hardpack. Snow deeper than knee-high slows movement dramatically; for this, and for blizzards, all movement should be at most one-quarter rate. Individuals wearing skis can move at Horse rate; snowshoes will generally negate the effects of powder snow and allow the user to move at Foot rate.

FORCED MARCHES

A force march is moving for over two watches per day, or moving faster than normal over a watch. At GM discretion, movement rates may be increased by 25%, but this will require 10–20% additional food/water as noted below.



CAMPAIGN 8

TRANSPORTATION

This section summarizes the capacities and requirements of various transport modes. Note that these are average capacities.

Porters

Human porters are not normally used on Hârn or northwestern Lythia, but are fairly common in Anzeloria (southern Lythia). Where slavery is permitted, some caravan masters include slaves/porters with their expeditions, partly to haul goods, and partly as guards. The cost of hiring a porter is 1d per day. Porters require (approximately) five pounds of food and five pounds of water per day.

Pack/Draft/Riding Animals

These animals may normally move for two watches per day, but require one hour of rest, grazing, and watering after each watch of moving. If animals force march for one watch, they require two hours of rest, grazing, and watering after it. Grazing must occur in daylight hours; animals will not graze at night, but will eat fodder if provided.

If the proper resting periods are ignored, or if adequate food/water is not available, animals are subject to attrition. Expeditions sometimes carry fodder/water for their animals if grazing/water is likely to be insufficient, but this additional load must be allowed for and the need for rest remains the same.

Horse

These animals are sometimes used as pack/draft animals, but are more commonly used as mounts. The load noted is for the average workhorse; superior or inferior animals may be modified, and GMs may wish to modify for other types of horse. Each animal requires about 15 pounds of (average) fodder and 80 pounds (8 gallons) of water per day. Higher- or lower-quality food will change the feeding requirements accordingly.

Animals may founder, go lame, etc.; this is reflected as an event in the Encounter tables. If, however, the animal is force marched, the chance of foundering, etc. is 2% per watch moved. Increase the base chance by 10% for each consecutive day of inadequate food/water. That is, a horse without sufficient food/water for three consecutive days has a 30% chance per watch of foundering. Partial availability of food/water is handled at the GM's discretion.

Donkey

Rarely used as mounts, donkeys may be used as pack animals. Their daily food/water requirements, foundering, etc. are similar to horses.

Mule

A crossbred horse/donkey, the mule is an efficient pack animal, but almost impossible to train as a draft animal. On difficult routes, such as the Silver Way (Tashal/Azadmere) they are the common mode of transport. Mules require the same amount of food/water per day as horses. Their chance of foundering when force marched is 3% per watch moved and 5% for each consecutive day of food/water shortage.

Ox

Sometimes used as pack animals, but more often as draft animals to pull wagons, carts, and plows. They are capable of pulling heavier loads than any other beast, but because of their sensitive, unshoeable hooves, they must be driven slowly and with great care. Each animal requires 35 pounds of food and 100 pounds of water per day. Their chance of foundering when force marching is 3% per watch moved and 15% for each consecutive day of food/water shortage.

FOOT/PACK ANIMAL TABLE

Mode	Load (lbs)	Daily Food (lbs)	Daily Water (lbs)
Porter	60	5	5
Horse	200	15	80
Donkey	220	15	80
Mule	250	15	80
Ox	300	35	100
Camel	400	10	70

VEHICLE TABLE

Mode	Load (lbs)	Chance of Mechanical Breakdown per Watch
Cart	2,500	5%
Wagon	8,000	8%
Sled	2,000	2%
Barge	50 x length ²	n/a

FORCE MARCH TABLE

Mode	Chance of Problems Per Watch of Force March	Day Without Food/Water
Horse	2%	10%
Donkey	2%	10%
Mule	3%	5%
Ox	3%	15%
Camel	3%	10%
Cart	5%	varies
Wagon	8%	varies
Sled	2%	10%
Barge	n/a	n/a

Note: If pack/draft/riding animals are denied food/water for any length of time, they will tend, when food/water becomes available, to gorge themselves; this can result in bloating, illness, and, in extreme cases, death or incapacitation.

Camel

The most common beast of burden on the long-distance caravan roads of Dalkesh and Beshakan. They are often used as mounts in these areas. Their movement rate is the same as for horses. Each animal requires 10 pounds of food and 70 pounds of water per day. Their humps contain a fat reserve which is burned under adverse conditions. They can last for some time with inadequate food and water, depending on load and weather conditions. Camels are notoriously ill-tempered and intractable; they will sometimes refuse to move for no apparent reason. Their chance of foundering when force marched is 3% per watch moved and 10% for each consecutive day of food/water shortage after their hump is exhausted.

Vehicles

There are dozens of different wagons used in western Lythia. For the sake of sanity, we have reduced these to two principal types: carts and wagons (defined below). Each vehicle requires a teamster and draft animals.

Cart

Defined as any two-wheeled vehicle for hauling goods. Their movement rate is generally the same as the Foot rate on roads/trails, and they can be used on rougher trails than can wagons. Carts are generally pulled by a single ox, and the load and speed given assumes this. If a pair of oxen are used, increase load by 50% but decrease speed by 10%. Horses may be used instead of oxen; for horses, decrease load by 20%, but increase speed by 50%. The chance of mechanical breakdown is 5% per watch moved. The GM may vary this based on terrain and force marching.

Wagon

Defined as any four-wheeled vehicle for hauling goods. Wagons can only be used on the best of roads; they are almost useless for off-road travel. Wagons are generally drawn by two oxen, and the load/speed given assumes this. If four oxen (never three) are used, or horses are used instead of oxen, percentage adjustments to load/speed are the same as for carts. The chance of mechanical breakdown is 8% per watch moved.

Sled

Under snow/ice conditions, sleds move at double the Foot rate, but are, of course, useless without such conditions. Sleds are most commonly used in Ivinia and Altland, but are seen in other parts of Lythia when the climate is favorable. Sleds can be drawn by any draft animal, often by trained dogs. The load/speed given assumes a team of six dogs is roughly equivalent to one horse in food/water requirements. The chance of mechanical breakdown, dogs foundering, etc. is 2% per watch moved. Each consecutive day without food/water adds 10% to the chance of the dogs foundering. GMs may check for the team as a whole or for individual dogs as desired.

Barges

Ships and barges are the most efficient means of transport when their use is possible, roughly five times as efficient as land transport. In western Lythia, barges are extensively used for moving goods on navigable rivers. The load capacity of a vessel is (roughly) equal to the square of its length (in feet) x 50 pounds. The common river barge, about 30 feet in length, could carry about 45,000 pounds (22.5 tons) of cargo. Barge movement rates depend on the speed of the current and whether the barge is floating downstream or being pulled upstream. Detailed maritime movement rules are provided in *Pilots' Almanac*.



CAMPAIGN 10

Caravans and Baggage Trains

The major caravans of Hårn and elsewhere are operated by specialist members of the Mercantylers' Guild known as Caravan Masters. Most are ex-military officers who have demonstrated some skill at getting the job done. They organize all aspects of a caravan and its journey. They are responsible for hiring teamsters and guards; deciding who joins a caravan; establishing departure dates, camp sites, etc. They have the power to abandon goods (and their owners) if their presence is deemed hazardous to the caravan.

Assuming the Caravan Master does not wish to split the caravan up, the movement rate of any caravan is that of its slowest member. When caravans force march, or cannot provide adequate food and water for their livestock, rolling for individual animals is not practical. If the expedition force marches, it has a 50% chance per day of taking 1d3 percent losses in livestock/wagons. In the event of food/water shortage, caravans lose 1% of livestock after one day, 2% after two days, 4% after three days, 8% after four days, etc.

Joining a Caravan

Mercantylers pay a fee to be included in a caravan. The fees given assume the mercantylers provide food, transportation, etc. Some caravan masters own carts, wagons, and pack animals which they will lease for double or triple fees, but this includes the fee to join the caravan. Most caravan masters will allow individuals who are not mercantylers to join a caravan for double the normal fees, perhaps for free if the traveler agrees to "work the passage" with mercenary assistance.

The CARAVAN FEES table (right) shows standard fees (one-way) between major Hårnic towns. Fees charged for wagons/carts include oxen/horses to pull them. For other caravans, or partial routes, it can be assumed the fee per 20 Km (one hex on a regional map) is Wagon: 6d, Cart: 3d, Horse: 2d, and Person: 1d.

Freight Rates

Some teamsters and ship owners offer freight service of goods between two points. They will generally join caravans/convoys when practical. Freight rates are expensive due to the poor roads and the high risks involved in moving goods by land or sea. As a general guide, it can be assumed the freight rate per 20 Km (one hex on a regional map) is 1d/100 lbs by land transport and 1d/500 lbs by water transport.

Tolls

Tolls may be levied by anyone who thinks they can be collected. Travelers passing through the smallest village, or the range of any tribe, may be challenged and ordered to pay a "toll." Such unofficial tolls may be avoided if the travelers are well armed. Throughout civilized Lythia, various authorities have established official tollhouses on major highways and caravan routes. Such tolls can vary, but standard rates are shown on the table (right).

CARAVAN FEES TABLE

Caravan	Wagon	Cart	Horse	Foot
Golotha/Tormau	30d	15d	10d	5d
Coranan/Aleath	24d	12d	8d	4d
Coranan/Golotha	24d	12d	8d	4d
Coranan/Shiran	24d	12d	8d	4d
Coranan/Tashal	96d	48d	32d	16d
Tashal/Azadmere	48d	24d	16d	8d
Tashal/Burzyn	42d	21d	14d	7d
Burzyn/Thay	48d	24d	16d	8d
Tashal/Leriel	60d	30d	20d	10d
Leriel/Geldeheim	36d	18d	18d	9d
Other (Per Hex)	6d	3d	2d	1d

TOLL RATES TABLE

Per Person afoot	0.25d
Per Horse/Mule/etc.	1.00d
Per Sheep/Goat/etc.	0.25d
Per Camel/Ox/etc.	0.50d
Per Cart *	0.25d
Per Wagon *	1.00d

* Draft animals extra, one teamster free.

ENCOUNTERS

The following tables may be used when the CHANCE OF ENCOUNTER table (CAMPAIGN 3) indicates an encounter has occurred. The Environ (CAMPAIGN 2) determines which encounter table to use. Numbers in square brackets [] indicate subtables which generate additional information, activities, etc.

ENCOUNTER TIMING

Generated encounters can be scheduled to the nearest minute. If the Timetick is a watch, roll 1d8 to determine in which half hour the encounter will occur; 1d30 will generate the precise minute (if needed). In the Safe Environ, the watch is generated by rolling 1d6.

INITIATIVE

It is sometimes necessary to determine who sees whom first. When two parties meet, Awareness (or some appropriate attribute) is tested to determine this. It is only necessary to roll for the individual in each group with the best Awareness. If the PC group spots the encounter first, they will have the option to evade, lay an ambush, etc., depending on the time involved.

ATTITUDE

Some creatures are inherently hostile, but most exhibit varied behavior. Most animals are wary of humanoids and will avoid encountering them unless they are very hungry or feel threatened (it's been said a bear does not attack unless provoked, but it is, of course, the bear who decides what is and is not a provocation).

If the GM is unsure how encountered creatures should behave, attitude may be randomized with 1d100; the higher the roll the "friendlier." Of course, for some beasts, the friendliest thing they will do is simply go away.

USEFUL ENCOUNTERS

In general, only *significant* encounters are detailed to the players. Scores of people may be *seen* while walking through a busy marketplace, but only a few accost the PCs. If an encounter is generated by the CHANCE OF ENCOUNTER table, it is assumed to be at least potentially significant.

Examples of Significant Encounters

- A direct attack on the PCs by an angry bear is always significant.
- A wild deer wandering through camp may only be significant if the characters need food.
- A peddler may not represent a threat, but the characters may desire the peddler's wares.
- A cleric met on a town street will probably take no notice of a PC; but, in the wilderness, may wish to converse.

Urban Encounter Table

Lawful		Lawless		Encounter
Day	Night	Day	Night	
01	01	01-02	01-03	Beggar/Cripple/etc. [1]
02	02	03	04	Cartographer/Artist [1]
03-07	03-07	04-08	05-09	Cleric/etc. [4]
08-09	08	09	10	Crier (news/edict/etc.)
•	09	10	11-12	Dog/Rats [11]
10-11	10	11	13	Servant/Cook/etc. [1]
12-25	11-13	12-20	14-15	Farmer/etc. [6]
26-30	14	21-24	16	Fisherman/monger [1]
31-33	15	25-27	17	Foreigner (Reroll)
34-55	16-26	28-42	18-27	Guildsman [3]
56-57	27	43-44	28	Hunter/Trapper/etc.[1]
58	28-32	45-47	29-34	Items from window...
59-63	33-44	48-58	35-54	Lia-Kavair [3a/5]
64-68	45	59-62	55	Laborer/etc. [1]
69-78	46-61	63-70	56-61	Military [8]
79-83	62	71-76	62-63	Mob/Crowd/Assembly [2]
84-85	63	77-78	64	Noble/Personage [7]
86-88	64	79-80	65	Local Official [9]
89	65	81	66	Mercantylor [1/3a]
90	66-67	82-84	67-69	Pimp procuring/etc.
91	68-77	85-88	70-75	Prostitute
92	78-81	89	76-77	Ratter/Scavenger [1]
•	82-83	90	78-86	Street Ruffian [1/5]
93	84	91	87	Scribe/Scholar [1]
94	85-86	92-93	88	Slaver-Mercantylor [1]
•	87-91	94	89-91	Street Cleaner
95	92	95	92	Teamster [1/3a]
96	93	96	93	Toymaker [1]
97	94	97	94	Unguilded Peddler [1]
98	95-99	98	95-99	Unguilded Criminal [5]
99-00	00	99-00	00	Urchins/Children [1/2]

Rural Encounter Table

Lawful		Lawless		Encounter
Day	Night	Day	Night	
01-05	01-02	01-05	01-02	Local Lord/escort [1/8/10]
06-55	03-20	06-50	03-20	Farmer/etc. [6]
56-60	21-40	51-55	21-35	Forester [1]
61-62	41-60	56-65	36-60	Poacher/Hunter [1]
63-75	61-70	66-75	61-70	Reroll as Highway
76-95	71-90	76-90	71-85	Reroll as Urban
96-00	91-00	91-00	86-00	Reroll as Wilderness

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Highway Encounter Table

Lawful		Lawless		Encounter
Day	Night	Day	Night	
01-25	01-60	01-30	01-70	Reroll as Wilderness/Rural
26-35	61-63	31-35	71-72	Reroll as Urban
36-45	64-65	36-40	73-74	Journeyman [3b]
46-55	66	41-50	75	Caravan with Escort
56-60	67-68	51-53	76	Peddler/Mercantyle [1/3b]
61-65	69-70	54-57	77-79	Cleric/etc. [4]
66-70	71-80	58-60	80-81	Forester [1]
71-80	81-85	61-70	82-83	Soldiers on Patrol
81-85	86-94	71-90	84-94	Brigands/Highwayman [1]
86-90	95-96	91-95	95-96	Military [8]
91-95	97-98	96-97	97	Personage [7]
96-00	99-00	98-00	98-00	Adventurer [10]

Wilderness Encounter Table

Day	Night	Encounter
01-20	01-15	Tracks/Spore/Sounds (Reroll)
21-45	16-45	Local Tribe/patrol/etc.
46-47	46-48	Wild Dog/wolf/etc. [11]
48-49	49-51	Mountain Lion/Wild Cat/etc. [11]
50-51	52-53	Ursine: Bear [11]
52-54	54-55	Stag/Deer/Hind/etc. [11]
55	56-57	Wild/stray Cattle/etc. [11]
56-57	58-59	Wild/stray Sheep/goats/etc. [11]
58-59	60-61	Wild/stray Boar/pig/etc. [11]
60-61	62	Avian: Eagle/hawk/falcon/etc. [11]
62	63	Equine [11/12]
63	64-66	Reptile [13/11]
64	67-69	Ivashu [15/11]
65	70-73	Ethereal [16]
•	74-75	Dryad (Forest only)
66-82	76-79	Human Adventurer [10]
83	80-88	Gargun (Wandering Band) [1/10]
84-85	89	Khuzdul Adventurer [10]
86	90-91	Sindarin Adventurer [10]
87-88	92	Geomorphic: Landslide/Bog/etc.
89-90	93	One/more of party gets lost
91-92	94	Spoilage/loss of Food/etc.
93-94	95	Lame Horse or Equipment Loss/failure
95-96	96-97	Sickness/Food Poisoning/etc.
97-98	98	Mutiny/Dissent/Argument/etc.
99	99	Plant Hazard (poison ivy/etc.)
00	00	Slime/Mold/Fungus [14]

Maritime Encounter Table

River	Sealane	Open	Encounter
01-34	01-25	01-05	Local Fishing Boat
35	26-30	06-08	Foreign Fishing Boat
36-65	31-55	09-22	Local Merchantman
66-75	56-65	23-29	Foreign Merchantman
76-80	66-70	30-40	Pirate/Privateer/etc.
81-84	71-74	41-44	Local Warship
85	75	45	Foreign Warship
86-90	76-80	46-59	Mutiny/Dissent/Argument
91-94	81-82	60	Maelstrom/Freak Current
95-96	83-84	61-62	Fire on Board
97-98	85-86	63-65	Equipment Failure
99	87-90	66-70	Food and/or Water Spoilage
•	91	71-72	Killer Whale (Orca)
•	92-94	73-77	Dolphin/Porpoise
•	95	78-81	Gray/finback/sperm Whale
•	96	82-84	Humpback/bowhead Whale
•	97-98	85-90	Right Whale/Narwhal
•	99	91-98	Seal/Walrus/Sealion
00	00	99-00	Sea Monster or Water Monster

Underground Encounter Table

1d100	Encounter
01-10	Tracks/Spore/Sounds (Reroll)
11-40	Resident Creatures (as applicable)
41-55	Reroll as Wilderness (as applicable)
56-65	Gargun (probably wandering band) [10]
66-70	Reptiles: Snake/dragon/etc. [13]
71-78	Ivashu [15]
79-85	Ethereal: Ghost/demon/etc. [16]
86-90	Cave-in/Bad floor/etc.
91-92	One/more of party gets lost
93	Failure/loss of Equipment
94-95	Mutiny/Dissent/Argument
96-98	Slime/Mold/Fungus [14]
99-00	Other/unique Creature (GM discretion)

Subtable 1: General Activities

Day	Night	Activity
01-20	01-24	Eating/Drinking/Gambling/etc.
21-25	25	Going to/from Market/church/work
26-30	26-30	To/from Visiting Friends/etc.
31-35	31-35	Seeking/offering Directions
36-40	36-40	Seeking/offering Services
41-45	41-75	Camping/seeking Lodgings/etc.
46-55	76-85	Offering Employment
56-85	86-90	Working/Looking for Work/etc.
86-90	91-96	Escaping the Law/service/etc.
91-95	97-98	On Errand/Bearing Message
96-00	99-00	Seeking/in a Duel/fight/etc.

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Subtable 2: Mob/Crowd Activities

Day	Night	Reason For Gathering
01-05	•	Auction/Impromptu Market/sale
06-10	01-10	Brawl/Looting/Rioting
11-15	11-15	Fight/Boxing Match/Duel
16-20	16-20	Hue and Cry
21-35	21-35	Juggler/Acrobat/Jester/Fool
36-40	•	Mob Sport: Soccer/greased pig/etc.
41-55	36-50	Musician/Bard/Singer
56-60	51-55	Edict/Proclamation/Spectacle
61-70	56-60	Play/Puppet Show/Animal Show
71-75	61-67	Political Orator/Debate
76-80	68-82	Procession/Funeral/etc.
81-85	83-87	Public Execution [Crime: 5]
86-90	88-97	Public Punishment [Crime: 5]
91-00	98-00	Religious Sermon/Orator/Debate [4]

Subtable 3: Guild

Urban	Other	Guild	Urban	Other	Guild
01	01	Apothecary	41-49	25-31	Mercantylor
02	02	Alchemist	50-59	32-41	Metalsmith
03	03	Astrologer	60-61	42-59	Miller
04-05	04	Chandler	62	60-69	Miner
06	05-06	Charcoaler	63-66	70-72	Ostler
07-12	07-08	Clothier	67	73	Perfumer
13	09	Courtesan	68-69	74	Physician
14	10	Embalmer	70	75	Pilot
15	11	Glassworker	71-78	76-79	Potter
16-17	12	Harper	79-80	80-81	Salter
18	13	Herald	81	82	Seaman
19-23	14-16	Hideworker	82	83	Shek-Pvar
24-27	17-18	Innkeeper	83	84	Shipwright
28-29	19	Jeweler	84	85	Tentmaker
30	20	Lexigrapher	85	86	Thespian
31-35	21	Litigant	86	87-89	Timberwright
36	22	Locksmith	87-89	90	Weaponcrafter
37-40	23-24	Mason	90-00	91-00	Woodcrafter
3a Guild Rank			3b Guildsman Activity		
01-20	Apprentice		01-30	At/seeking work	
21-65	Journeyman		31-40	On errand	
66-80	Bonded Master		41-50	Seeking materials	
81-95	Freemaster		51-55	Seeking employees	
96-99	Syndic		56-65	Delivering goods	
00	Guildmaster		66-00	Other [1/10]	

Subtable 4: Clerics

1d100	Cleric
01-15	Acolyte/Novice
16-30	Mendicant Lay-brother/sister
31-40	Mendicant Friar/etc.
41-60	Deacon(ess)/etc.
61-70	Mendicant Priest(ess)
71-85	Temple Priest(ess)
86-96	High Priest(ess) with attendants
97-99	Bishop(ess) with attendants
00	Primate/Pontiff/Archbishop(ess)
1d100	4a Clerical Activity
01-10	Ministering flock/Dispensing alms/etc.
11-15	Inspecting Church Property/lands/etc.
16-20	Preaching/About to Preach/etc.
21-30	Meditating/Praying/etc.
31-40	Seeking Victims for Rituals/etc.
41-50	Inquisiting after Heretics/apostates/etc.
51-60	Begging/soliciting Alms (as applicable)
61-65	On Pilgrimage
66-00	Non-Church-Related Activity [1]

Subtable 5: Criminal Activities

Day	Night	Activity
01-10	01-10	Collecting Extortion/etc.
11-15	11	Collecting Dues/Patrolling/etc.
16-35	12-13	Pursecutting/Stalking a Mark/etc.
36-45	14-20	Con Job/Gambling/Touting/etc.
46	21-45	Burgling/Casing Job/etc.
47	46-60	Moving/smuggling Goods/contraband
48	61-62	Assassin Stalking Prey/etc.
49-00	63-00	Non-Criminal Activity [1/3b]

Subtable 6: Peasant/Rural Folk

1d100	Peasant/Rural Folk	
01-20	Serf/Poor Thrall	
21-45	Half-Villein/Average Thrall	
46-70	Villein/Wealthy Thrall	
71-75	Reeve (Chief Serf/Thrall)	
76-80	Farm Worker (Freeman)	
81-90	Freehold (Tenant) Farmer	
91-95	Yeoman (Freehold Farmer)	
96	Thatcher	
97-98	Woodcutter/Iceman	
99-00	Forester	
Day	Night	6a Peasant Activity
01-05	01-15	Running Away (seeking protection?)
06-30	16-20	Traveling to/from Work/market
31-70	21-25	At Work (Making/selling Goods)
71-85	26-30	Herding Livestock (as applicable)
86-00	31-00	At Leisure (non-work-related) [1]

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Subtable 7: Nobles/Personages

1d100	Noble/Personage
01-75	Enfuffed Knight/Patrician
76-85	Grandmaster/officer of Fighting Order
86-95	Duke/Earl/Baron/Great Patrician/etc.
96-00	King/Emperor/Tribal Chieftain/etc.

Subtable 8: Military Encounters

1d100	Military	
01-50	Local Garrison/guard/patrol/etc.	
51-60	Militiaman	
61-75	Legionnaire/Man at Arms	
76-84	Mercenary	
85-88	Naval Seaman/Marine (as applicable)	
89-93	Gladiator (Free)	
94-00	Knight-Bachelor (Landless)	
Day	Night	8a Military Activity
01-45	01-60	On Guard/patrol
46-50	61-65	Bearing Message/Moving Cargo
51-60	66	Training/on Maneuvers/etc.
61-65	67-69	Recruiting
66-70	70	Investigating Crime/etc.
71-80	71-75	Seeking Employment
81-95	76-95	Off Duty [1]
96-00	96-00	Absent Without Leave [1]

Subtable 9: Officials

1d100	Official
01-20	Bailiff/Sheriff/Constable
21-55	Mayor/Alderman/Town Bureaucrat
56-70	Judge/Magistrate/Royal Official
71-80	Gaoler/Executioner (with prisoners?)
81-00	Reeve/Inquisitor
1d100	9a Official Activity
01-25	Collecting/assessing Taxes
26-60	Inspecting Businesses/Public Works/etc.
61-75	Investigating Crime
76-00	Off Duty [1]

Subtable 10: Adventurers

Day	Night	Adventurer Activity
01-05	01-70	Camping/seeking Accommodations/etc.
06-23	71-72	Exploring/seeking Adventure
24-58	73-74	Questing/Crusading/Geas/etc.
59-63	75-76	Seeking Directions/protection
64-70	77-86	Escaping Persecution/the Law/etc.
71-80	87-93	Hunting Criminals/runaways/game
81-90	94	Escorting Cargo/treasure/etc.
91-93	95-96	In Distress/Under Attack/etc.
94-96	97-98	Caring for Wounded/dead
97-98	99	Preparing/springing Ambush/etc.
99-00	00	Dividing Loot after Fight/etc.

Subtable 11: Animal Activities/Habits

1d100	Activity
01-50	Sleeping/Hibernating/Dormant
51-85	Stalking/hunting Prey or Fleeing Predator
86-00	Eating Kill/Grazing/Foraging/Hunting/etc.

Subtable 12: Equines

1d100	Type of Equine
01-95	Wild Horse/pony [11]
96	Centaurin [1/11]
97	Unicorn [11]
98-99	Hirenu (Hippogriff) [11]
00	Unique/rare Equine (GM discretion)

Subtable 13: Reptiles/Etc.

1d100	Type of Reptile
01-10	Ordinary Reptile/lizard [11]
11-50	Ordinary Snake (non-poisonous) [11]
51-80	Ordinary Snake (poisonous) [11]
81-90	Ordinary Snake (constrictor) [11]
91-96	Yelgri (Harpy) [11]
97-99	Wyvern/Ilme (as applicable) [11]
00	Dragon [11]

Subtable 14: Fungus/Slime

1d100	Type of Fungus/Slime
01-35	Langlah (Gray Ooze)
36-65	Lurishi (Ochre Mold)
66-95	M'nogai (Green Slime)
96-00	Unique/rare Fungus/Slime

Subtable 15: Ivashu

Day	Night	Ivashu Species
01-25	01-15	Aklash (the Vessel of Choking Wind) [11]
•	16-40	Hru (the Rock Giant) [11]
26-50	41-65	Nolah (Hárníc Troll) [11]
51-60	66-75	Umbathri (Gargoyle)
61-95	76-95	Vlasta (the Eater of Eyes) [11]
96-00	96-00	Unique/rare Ivashu (GM discretion)

Subtable 16: Ethereals

Day	Night	Type of Ethereal
01-15	01-10	Elmithri/Water Sprite/Water Elemental/etc
16-50	11-20	Asiri/Aulamithri/Air Sprite/Air Elemental/etc.
51-60	21-30	Earth Elemental (as applicable)
61-70	31-40	Fire Elemental (as applicable)
71-84	41-60	Shade/Ghost/Astral Entity/etc.
85	61-70	Amorvrin ("Free" Undead)
•	71-80	Gulmorvin ("Enslaved" Undead)
86-90	81-90	Possessed Entity/Golem/Zombie/etc.
91-95	91-95	Demon/demigod (as applicable)
96-00	96-00	Unique/rare Ethereal (GM Discretion)

JOURNAL

YEAR

MONTH

DAY	1st Watch 0:00 to 04:00	2nd Watch 04:00 to 08:00	3rd Watch 08:00 to 12:00	4th Watch 12:00 to 16:00	5th Watch 16:00 to 20:00	6th Watch 20:00 to 0:00
1						
2						
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EVENT CALENDAR

YEAR

LOCATION:

SPRING	NUZYAEL						
	PEONU						
	KELEN ¹						
SUMMER	NOLUS						
	LARANE						
	AGRAZHAR						
AUTUMN	AZURA						
	HALANE						
	SAVOR						
WINTER	ILVIN						
	NAVEK						
	MORGAT						

LOCATION: The spaces can be used for generate events for various sizes of regions [kingdom, shire, town, etc.]

1. Ivinians call this month *Saraju*.



There is no limit to the amount of information players may request about items of real or perceived value they have acquired. This section includes GM procedures to determine the color, texture, size, shape, etc. of such items. We have also included information about the most common items of a magical and/or divine nature.

The Values of Items

Both valuable and mundane items may be generated with this system. Value is relative, and difficult to ascertain without the necessary appraisal skills (see SKILLS 7). PCs may have no idea of the value of "treasure" they find.

Treasure Register

The GM should maintain a secret register of all "treasure" found by PCs. Any item whose nature, value, or powers are unknown by the players should be included with a unique registration number. The GM may generate and record information only as needed or discovered. When players are dealing with a number of items, it is easy to try to use an item they have no longer have. Thus, when an item is lost or sold, the GM notes this in the register to prevent this kind of error from occurring.

Treasure Age

The GM may have an idea of an item's age from its design or location, but some items could reasonably be of any age. If random age generation is needed, the TREASURE AGE table (right) may be used.

Treasure Condition

Neglect and decay can take a terrible toll. Many found items are encrusted with grime and/or in poor condition. Even enchanted artifacts may be broken. The decay of artifacts may be slowed or prevented if they are made of noble metals or stored in a dry location. Artifact condition may be determined with the TREASURE CONDITION table (right). The GM may select for *Found* (lost or abandoned) or *Person* (personal possession) as appropriate. Interpretation of the result depends on the type of item; a jeweled bracelet in poor condition may have had its gems removed, and so on. The GM may adjust the 1d100 roll to reflect the time since the item was lost, how it has been stored, and so on. Written works have their own condition table.



Hoards

The rumor of a fabled hoard can spur one to overcome great adversity to find it. Of course, finding a hoard is one thing, keeping it is another. Hoards may also be chanced upon.

To generate a hoard, determine its general nature and size. Use the Personal Possessions Tables following as guides, and generate specific items as desired.

TREASURE AGE TABLE		
1d100	Age of Item	
01-75	Modern	6th to 8th century TR (1d3+5)
76-87	Middle	1st to 5th century TR (1d5)
88-91	Ancient	1st to 12th century BT (1d12)
92-95	Condominium	13th to 70th century BT (3d20+10)
96-97	Pre-Khuzan	71st to 100th century BT (1d30+70)
98	Lost Years	101st to 150th century BT (1d50+100)
99-00	Earthmaster	151st to 200th century BT (1d100+150)

TREASURE CONDITION TABLE		
Found	Person	Condition
01-20	01	Broken/Decayed (unrecognizable?)
21-60	02-03	Poor (corroded, pieces missing, etc.)
61-80	04-10	Fair (needs repair and/or cleaning)
81-95	11-90	Good (may need cleaning, etc.)
96-00	91-00	Excellent (as new)

Written Works have their own condition table (see TREASURE 8).

TREASURE 2

PERSONAL POSSESSIONS

The PERSONAL POSSESSION tables (right) are used to randomly generate items carried by individuals. At need, the GM assigns encountered individuals to one of the categories. The tables are intended for humans, but can be used for Sindarin and Khuzdul with or without modification. Gargun would be classified as bandits, hunters, or vagrants. Generally, only sentient creatures have any items. If someone fits more than one category, roll for the higher chance. It is sometimes best to generate certain possessions as soon as the individual is encountered. Persons with useful defensive weapons tend to use them to defend themselves, provided they understand their use and nature.

The listed categories are checked for each individual. Two numbers are given in each category. The first number is the percentage chance the individual possesses such items. The second number indicates the die roll to determine the number of such items. An asterisk (*) indicates there is a subtable for that category, to be found on the page indicated.

Clothing/Armour

The entry for clothing indicates the garb normally worn by the individual. Wealthier persons usually have better garments. Clothing may vary according to current activities, time of year, weather, and so on. Second-hand garments usually sell at 30–60% of cost. Note the clothing of deceased individuals may be damaged (sword cuts, bloodstains, etc.). Clothing may be supplemented by armour. Whether an individual is wearing armour depends on how much they anticipate getting into a fight.

Silver/Gold

The number of drams of silver (usually in coin form) carried in a moneypurse or moneybelt. A silver penny weighs one dram. Some individuals may also carry gold, which may or may not be in coin form. The type of coin/ingot depends on locale and GM discretion.



Personal Possession Tables

ALCHEMIST

Clothing: Robe/hose/etc.	
* Armour (p. 11)	5%:1d3
Silver (pence/drams)	90%:7d6
Gold (ounces/ounce coins)	25%:1d3
* Gems/Jewelry (p. 5)	10%:1d3
* Weapons (p. 11)	10%:1d4
* Written Works (p. 8)	70%:1d4
* Potions/Elixirs (p. 4)	90%:1d8
* Esoterica (p. 12)	30%:1d3

ARCANIST/SCHOLAR/SHEK-PVAR

Clothing: Gown/hose/etc.	
* Armour (p. 11)	5%:1d2
Silver (pence/drams)	90%:9d6
Gold (ounces/ounce coins)	25%:1d3
* Gems/Jewelry (p. 5)	10%:1d3
* Weapons (p. 11)	10%:1d4
* Written Works (p. 8)	75%:1d6
* Potions/Elixirs (p. 4)	20%:1d8
* Esoterica (p. 12)	40%:1d3

BANDIT/OUTLAW

Clothing: Tunic/leggings/etc.	
* Armour (p. 11)	65%:1d4
Silver (pence/drams)	75%:1d6
Gold (ounces/ounce coins)	5%:1d3
Usurers' Notes	2%:1d2
* Gems/Jewelry (p. 5)	15%:1d3
* Weapons (p. 11)	95%:2d2
* Written Works (p. 8)	1%:1d3
* Potions/Elixirs (p. 4)	5%:1d3
* Esoterica (p. 12)	1%:1d2

CLERIC (Adjust per Religion)

Clothing: Robe/hose/etc.	
* Armour (p. 11)	10%:1d3
Silver (pence/drams)	90%:6d6
Gold (ounces/ounce coins)	20%:1d3
* Gems/Jewelry (p. 5)	5%:1d3
* Weapons (p. 11)	20%:1d3
* Written Works (p. 8)	40%:1d6
* Potions/Elixirs (p. 4)	30%:1d3
* Esoterica (p. 12)	10%:1d3

HUNTER/FORESTER/TRIBESMAN

Clothing: Tunic/leggings/etc.	
* Armour (p. 11)	35%:1d4
Trade Goods (furs/hides/etc.)	50%:2d6
Silver (pence/drams)	20%:3d6
Gold (ounces/ounce coins)	2%:1d2
* Gems/Jewelry (p. 5)	1%:1d3
* Weapons (p. 11)	85%:1d4
* Written Works (p. 8)	1%:1d2
* Potions/Elixirs (p. 4)	10%:1d3
* Esoterica (p. 12)	1%:1d2

TREASURE 3

Usurers' Notes

Notes appear to the illiterate as small "scrolls." Each should be assigned a place of origin. Value may be determined by rolling 1d100 x 10d (at GM discretion). There are two basic kinds of notes: (1) bearer notes which may be traded by anyone, and (2) personal notes which may only be redeemed by the individual to whom they are issued. About 90% are bearer notes.

Gems/Jewelry

Most jewelry consists of items habitually worn by the individual. This depends on the location of the encounter; few people wear their best jewelry on camping trips, but may carry loot, trade goods, etc.

Trade Goods

The type of trade goods a mercantylet is likely to carry depends on the mercantylet's party size, culture, and encounter location. A solitary trapper may only have a few furs; a large merchant caravan may carry tons of luxury goods. For inspiration, roll for each item on the NPC OCCUPATION GENERATION table (CHARACTER 17).

Miscellaneous Items

Most characters habitually carry the following items upon their persons:

- Tinderbox/Flint and Steel/etc.
- Keys (depends on wealth/etc.)
- Credentials (proof of any status)
- Knife (tool, not a weapon)
- Professional Tools (as applicable)

Credentials: persons tend to carry proof of status, if they have any. Guildsmen carry documents or badges proving their membership, and so on.

Camping/Exploring Equipment

Individuals on an expedition generally have some of the following equipment. Use discretion.

- Alcoholic Beverages (ale/wine/etc.)
- Backpacks/Sacks/Bags
- Blanket/Bedroll (quality varies by status)
- Climbing Gear (spikes/grapple/ropes)
- Cooking Equipment (pots/pans/salt/etc.)
- Fishing Gear (hook/line/net)
- Hatchet/Woodaxe/Wood Saw
- Lantern/Oil/Torches
- Provisions (fresh/salted/dried rations/etc.)
- Snares/Traps
- Spare Clothes, Sewing/Repair Kits
- Staff/Walking Stick (probably self-made)
- Tent/Tarpaulin (usually carried only by groups)
- Waterskin/Waterbottle

Personal Possession Tables Continued

LIA-KAVAIR (THIEF)	
Clothing: Tunic/hose/etc.	
* Armour (p. 11)	5%:1d2
Silver (pence/drams)	90%:8d6
Gold (ounces/ounce coins)	10%:1d3
Usurers' Notes	10%:1d3
* Gems/Jewelry (p. 5)	25%:1d6
* Weapons (p. 11)	75%:1d3
* Written Works (p. 8)	5%:1d3
* Potions/Elixirs (p. 4)	5%:1d2
* Esoterica (p. 12)	5%:1d3

MERCHANT/TRADER	
Clothing: Gown/tunic/hose/etc.	
* Armour (p. 11)	5%:1d2
Trade Goods	80%:3d6
Silver (pence/drams)	90%:9d6
Gold (ounces/ounce coins)	35%:1d6
Usurers' Notes	90%:1d8
* Gems/Jewelry (p. 5)	35%:1d6
* Weapons (p. 11)	20%:1d2
* Written Works (p. 8)	30%:1d3
* Potions/Elixirs (p. 4)	10%:1d2
* Esoterica (p. 12)	5%:1d2

VAGRANT/BEGGAR/ETC.	
Clothing/Armour (GM discretion)	
Silver (pence/drams)	10%:1d8
Gold (ounces/ounce coins)	1%:1d2
* Gems/Jewelry (p. 5)	1%:1d2
* Weapons (p. 11)	2%:1d2
* Written Works (p. 8)	2%:1d2
* Potions/Elixirs (p. 4)	2%:1d2
* Esoterica (p. 12)	1%:1d2

WARRIOR/NOBLE (Adjust for Wealth)	
Clothing: Gown/tunic/hose/etc.	
Steed	85%:1
* Armour (p. 11)	99%:2d6
Silver (pence/drams)	90%:7d6
Gold (ounces/ounce coins)	30%:1d3
Usurers' Notes	10%:1d6
* Gems/Jewelry (p. 5)	15%:1d3
* Weapons (p. 11)	99%:2d3
* Written Works (p. 8)	10%:1d3
* Potions/Elixirs (p. 4)	10%:1d2
* Esoterica (p. 12)	5%:1d3

TREASURE 4

POTIONS/ELIXIRS

A potion may be defined as any substance designed to be applied to the body internally or externally, or which looks like it may be meant for such a purpose.

There are infinite possibilities in this category. The same potion may vary in appearance, and potions that appear identical may have vastly different effects.

The appearance, general function, etc. of a potion/elixir may be randomly determined by means of the POTION/ELIXIR tables (right). The GM may fill in details as to dosage and specific effect as desired.

Most potions tend to lose their effect with age. A 10,000 year old medicine may not have much kick left. Magic may preserve potency in some cases.

Commonly-Used Potions/Elixirs

Healing

Kargele usually consists of golden leaves wrapped around a few, very small, brown seed pods. The leaves sometimes smell like brandy. A patient who eats the leaves and seeds will fall into a deep sleep for 20–50 hours, during which their rate of healing is increased by 20%. The patient wakes up with a voracious appetite, undoubtedly because 10% of the patient's body mass is burned up by the potion. *Kargele* is often used by the Church of Peoni.

Anesthetic and Disinfectant

Berelik is a greenish-yellow, oily paste which is spread lightly over an open wound. It will deaden the pain of a minor wound for four hours, a serious wound for two hours, or a grievous wound for one hour. The chance of the wound becoming infected is halved. Aftereffects include numbness for 6–10 hours and lethargy (1d6 Fatigue Levels).

Hallucinogen

Fanosel usually consists of clear crystals. They are mixed with a liquid and drank. The drinker will, within 5–15 minutes, experience euphoria, delusions of grandeur, and reduced inhibitions for 2–6 hours. Aftereffects include depression and irritability. *Fanosel* is outlawed in all civilized countries because it is highly addictive and continued use leads to personality disintegration.

Stimulant

Olru also consists of clear crystals. When mixed with a liquid and drank, the drinker will become quite hyperactive. The drug will halve the rate at which fatigue is accumulated, and will keep a person awake for 21–40 hours, during which 5–20% of the user's body mass is burned up. When the drug wears off, the drinker is exhausted (2d6 Fatigue Levels).

Depressant and Poison

Lavaryctia is an acrid, yellow liquid. Drinking a few ounces of it causes the drinker to sleep for 7–12 hours. A massive overdose causes coma or death.

Holy Water

The churches of the 10 major deities use Holy Water for christenings, exorcisms, summoning rituals, etc. The only exception is the church of Agrik, the god of fire. Agrikans use Holy Ash instead. Ordinary water/ash becomes Holy Water/Ash when blessed by a cleric.

Esoteric

Habsulara is a brown-black powder which is burned and inhaled. About 2–12 minutes later, the inhaler's Intelligence will increase by 1d6 for 1–3 hours. Nausea is a common side effect. Possession of *Habsulara* is illegal in Melderyn.

Potion/Elixir Tables

APPEARANCE TABLE

01–45	Liquid (watery/oily/etc.)
46–60	Ointment/Salve/Grease/etc.
61–85	Powder/Granules/Crystals/etc.
86–90	Fibrous (thready/plant fibers/etc.)
91–00	Resinous (sticky/etc.)

COLOR TABLE

01–25	Colorless
26–50	Brown
51–55	Black
56–70	White/Milky
71–85	Gray
86–87	Multicolored
88–89	Red/Pink
90–91	Orange
92–94	Yellow/Golden
95–96	Green
97–98	Blue
99–00	Violet/Purple

POTENCY TABLE

01–10	Useless (powers entirely lost)
11–30	Weak (large dose required)
31–70	Average (typical dose required)
71–90	Strong (small dose required)
91–00	Concentrated (very potent)

PURPOSE TABLE

01–25	Healing (restorative, etc.)
26–35	Anesthetic (deaden pain)
36–60	Poison (kill or injure)
61–70	Disinfectant/etc. (aid healing)
71–75	Drug (hallucinogen, etc.)
76–85	Stimulant (increase metabolism)
86–90	Depressant (slow metabolism)
91–95	Holy Water (varies)
96–00	Esoteric Effect (enchanted)

Abundant, Cheap Healthcare

A high incidence of healing potions is generated by these tables. This is no accident—PCs and NPCs often seem to be in need of such things and, oddly enough, a generous supply of healing potions does not unbalance the game overmuch.

But It Doesn't Look Right!

Nowadays, aspirin looks more or less the same all the time because we have established customs. In the middle ages, no such conventions existed. On Kethira, each alchemist and/or apothecary applies their own standards of aesthetics. The same medicine could be a green cake which is eaten or a blue liquid which is drank.

GEMS AND JEWELRY

These tables generate jewelry and unmounted gemstones. The ITEM GENERATION tables (right) determine specific items. The weights of items are indicated and the chance of adornment (Adorn) is also given. The MATERIAL table (right) is used as needed to generate an item's basic composition.

Valuation of Jewelry

The values on the MATERIAL table apply to *unadorned* items of finished jewelry, and are roughly three times the base materials cost (silver bullion, for example, is worth 20d per ounce, but silver jewelry is worth 60d an ounce). This assumes high-grade materials have been used and the item has been worked by a master jeweler (ML 71+). The value of any piece may be computed by multiplying its weight by the material value given, making sure the units of weight (drams or ounces) are the same. This value is only a guide. Anyone selling an item to a jeweler or mercantile would be lucky to receive half this amount, and the value of items may vary dramatically according to age, condition, and craftsmanship.

Adornment

If jewelry is generated as having adornment, use the ADORNMENT table (right) to determine its nature. Adornment increases value significantly; but, if improperly or poorly executed, it could reduce an item's value.

Gemstones

The value and type of gemstones varies greatly and may either be chosen by the GM or generated with the Gemstone section (TREASURE 7). The GM must use discretion; few jewelcrafters adorn pure gold with cheap stones.

Inlay

An inlay usually involves the inclusion of a precious or semi-precious material (GM discretion). As a general guide, inlays increase the value of a piece by up to 150–500%, depending on materials and craftsmanship.

Engraved/Carved

Engraving/carving may be considered simply to enhance the value of the item by up to 120–200%. Note: engraving/carving may be purely decorative (90% chance) or possibly a motto, invocation, owner's coat of arms, etc.

Gem/Jewelry Generation Tables

ITEM TABLE			
1d100	Item	Weight	Adorn
01–05	Raw Gems (see: Gems)	n/a	n/a
06–15	Cut Gems (see: Gems)	n/a	n/a
16–40	Ring	1d6+4 dr	65%
41–55	Pendant	3d6+2 dr	50%
56–65	Necklace	2d6+2 oz	75%
66–70	Bracelet	1d6+2 oz	30%
71–80	Broach	2d6+2 dr	65%
81–85	Comb	2d6+4 dr	35%
86–95	Earrings	1d4+1 dr	70%
95–99	Anklet	1d6+6 oz	25%
00	Rare Item (use subtable below)		

RARE ITEM TABLE			
1d100	Rare Item	Weight	Adorn
01–10	Tiara	2d6+2 oz	80%
11–60	Circlet	1d6+2 oz	90%
61–75	Wand	8d6+2 oz	80%
76–85	Orb/etc.	4d6+2 oz	90%
86–95	Statuette	5d6+2 oz	10%
96–00	Crown	5d6+2 oz	85%

dr = Dram oz = Ounce

MATERIAL TABLE		
1d100	Material	Value
01–05	Bone/Horn	1d/oz
06–10	Pewter	1d/oz
11–12	Copper or Bronze	1d/oz
13–15	Brass	1d/oz
16–20	Glass	6d/oz
21–30	Ivory	16d/oz
31–40	Amber	50d/oz
41–75	Silver	60d/oz
75–80	Jade	500d/oz
81–99	Gold	1200d/oz
00	Mythral (Platinum)	7500d/oz

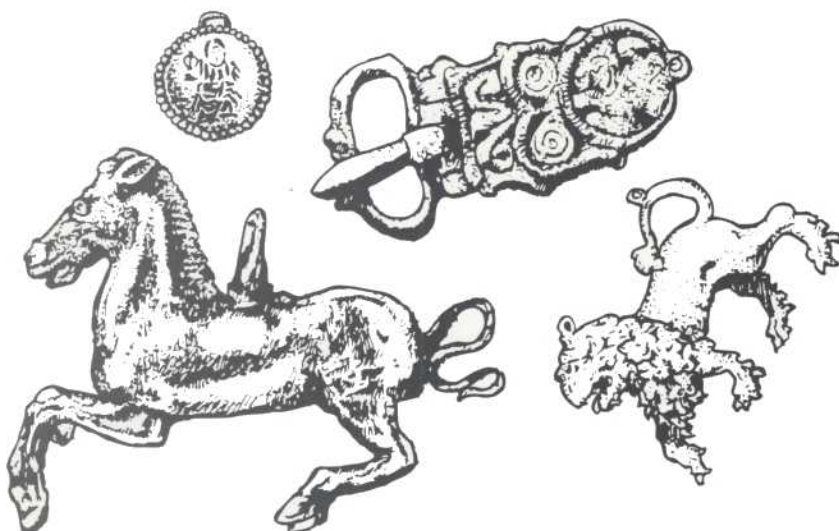
ADORNMENT TABLE	
1d100	Adornment
01–70	1d6 Gemstones/etc.
71–75	Inlay/Cameo (gold, ivory, etc.)
76–90	Engraved/Carved (if applicable)
91–00	Multiple Adornments (roll twice more)

Inlay Adornment (Example)

An item of value 100d could be worth up to 250d–600d with suitable inlaying.

Engraved/Carved Adornment (Example)

An item of value 100d could be worth up to 220d–300d with suitable engraving/carving.



TREASURE 6

GEMS

The variety of gems found in Lythia number in the hundreds. We have listed and described only the 19 most common and/or valuable. The GM may choose an appropriate stone, or randomly generate with 1d100.

Transparency and Color

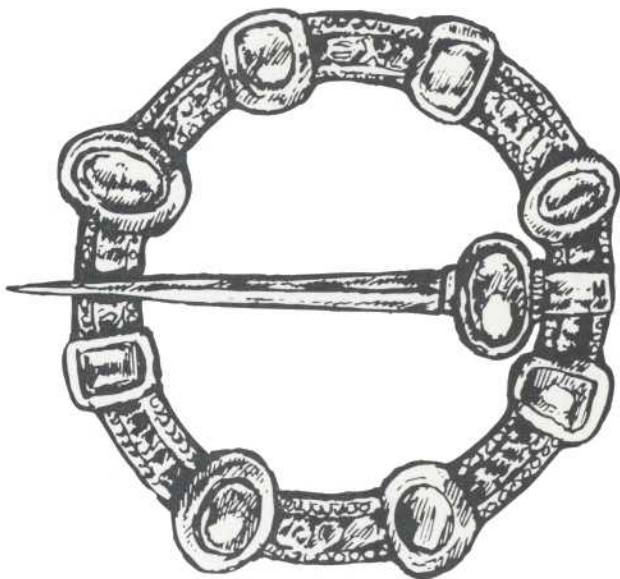
A stone's appearance is usually the only information discernable by non-jewelers. Clear quartz might be described as a "sparkling clear stone," a garnet or ruby as a "red gem," and so on. To learn more, Jewelcraft skill is usually necessary, although some items, such as pearls, are readily recognizable.

Size

Size is given as a dice roll to determine the number of carats. One ounce is equal to 142 carats. This roll may generate stones of a size that modern Terrans would drool at; gemstones tended to be larger in medieval times. The GM may wish to generate even larger stones, although we do not recommend this. A twenty-carat diamond is worth as much as a castle; the result of having several of these in a character's pocket is obvious.

Value

The values given for gems are in pence for CUT stones of average quality, crafted by a master jeweler of average skill (ML75). The GM may vary the quality of stones and adjust for craftsmanship as desired; stones cut by the Khuzdul tend to be at least twice as valuable. The value of any stone is its size in carats SQUARED times the value given (e.g., a three carat diamond is worth $3 \times 3 \times 800d = 7,200d$). The valuations and weights given do NOT apply to *raw (uncut) stones*. These tend to be worth one-fifth (20%) of cut stones and weigh 2–3 times more.



1d100	Name	Carats	Value	Common Gems
01-10	Agate	3d6	10d	An opaque, multicolored stone, usually reddish brown with white wavy lines. It is considered a charm against evil, and to enable one to seduce the most unwilling of virgins.
11-25	Amber	3d6	2d	A yellow-orange, translucent, fossil tree resin. Many pieces contain preserved insects and are thought to have magical properties. Gem-quality amber is expensive compared to bulk amber (16d/oz).
26-35	Bloodstone	2d6	15d	An opaque, deep-green gemstone with flecks of red. It is said to possess the power to stop bleeding, and is known in some regions as the "Healing Stone." It is often carried by physicians and is regarded with awe and respect. Many are inscribed with symbols said to be "miraculous cures" for numerous ailments.
36-45	Carnelian	2d6	25d	A translucent, reddish-brown gemstone. The carnelian is considered to be one of the luckiest jewels to wear, a talisman of joy and good fortune.
46-65	Jet	4d6	1d	A form of coal, velvet-black in color. Capable of taking a high polish, this stone is believed unlucky, but is still popular due to its low price.
66-70	Moonstone	2d6	30d	A translucent, semi-precious stone, generally white with a light blue sheen. It is said to be remarkably adept at storing curses.
71-75	Onyx	3d6	20d	A strikingly-beautiful, opaque, black-and-white-banded stone. Onyx is associated with Naveh and considered a stone of ill fortune and bad dreams.
76-77	Opal	3d6	80d	A multicolored, translucent gem. Higher-quality stones are almost transparent. Colors range from light blue to green to orange.
78-80	Pearl	3d6	10d	An opaque, abnormal growth found in oysters. Pearls come in a variety of colors including cream (most common) pink, blue, silver, gold, and black. The last three, especially black, are rare and expensive. Pearls are associated with wisdom; a black pearl in a silver ring is worn by the pontiff of Save-K'nor. Most pearls originate in the Eastern Venarian Sea, Gulf of Mafan, and Melurian Sea.
81-94	Quartz	3d6	5d	Gem-grade quartz is transparent and colorless, yellow, brown, blue, black, pink, or green. Rare purple quartz (amethyst) is 10-20 times more valuable.
95-98	Spinel	2d6	40d	Spinel comes in a variety of colors. The best spinels are often passed off as rubies, sapphires, and emeralds.
99-00	Rare Gem			Roll on Rare Gem Table.
1d100	Name	Carats	Value	Rare Gems
01-20	Chrysolite	1d6	500d	A transparent, golden gemstone with a slight hint of green. Its sparking gleam is likened to Nolumar (the sun) and is often believed to be capable of dispelling dark forces. Rich deposits of chrysolite are said to exist in western Anzeloria.
21-30	Diamond	1d6	800d	The hardest of stones, the diamond is pure carbon and quite rare. The Khuzdul, who have developed gemcutting to a high art, value diamonds above all other stones due to the brilliance of a well-cut stone. Many diamonds come from Jankor in the far east and the heart of the Anzelorian subcontinent, although the dwarves may have other sources. Most diamonds are colorless, but they can be tinted yellow, blue, or green; such stones are highly prized.
31-45	Emerald	1d6	700d	A transparent gem in various shades of green. Emeralds have always been considered lucky because green symbolizes fertility and growth. The Church of Peoni has a thirty-carat emerald at the pontifical seat of Perna in Trierzon.
46-70	Garnet	1d6	400d	A transparent, deep-red gem, the ruby is a Laranian symbol. The pontifical crown of Larani's church is adorned with garnets, and wealthy clerics often wear garnet rings. Garnets are often confused with the more valuable ruby.
71-75	Jankorez	1d6	1200d	A transparent, deep purple, corundum gem. It is one of the most valuable and rarest of gems (the only known deposits are in Jankor in Eastern Lythia). Jankorez is often confused with purple quartz.
76-80	Ruby	1d6	1,000d	Known throughout Eastern Lythia as the "King of Stones," rubies are among the most prized of gemstones. Either translucent or transparent, they come in various shades of red; transparent stones of deep red with a hint of blue are the most valuable. Lythians believe rubies will protect them from a vast array of phenomena, including thunder, lightning, and earthquakes. The highest-quality rubies come from Kaneum in Southeastern Lythia. Rumor has it that a ruby as big as a man's hand is owned by the Khan of Kaneum.
81-90	Sapphire	1d6	900d	A stone related to the ruby; it comes in shades of blue. The sapphire is associated with the sky, and astrologers call it the "celestial gem."
91-00	Topaz	1d6	600d	A transparent, yellow gem that shines more brightly in the light of Yael (the moon). A topaz is also thought to bequeath beauty and intelligence which waxes and wanes with the phases of Yael.

TREASURE 8

WRITTEN WORKS

Written works also include glyphic items and/or pictures. Whenever a written work is obtained, the GM determines six basic properties:

[1] Medium

The WRITTEN MEDIUM table (right) randomly generates materials/tools with which a written work was produced. Cultural considerations govern—books are far more common in a feudal environment than among vikings, for example.

[2] Age

The GM may already know the age of a written work, or can use the AGE GENERATION table (TREASURE 1). Written works are *Ancient*, *Middle*, or *Modern*. Pre-ancient works are either Sindarin (Pre-Khuzan) or 70% Khuzan and 30% Sindarin (Condominium). The Earthmasters left no (recognizable) written works.

[3] Condition

The chance of reading a written work depends on its condition. The WRITTEN WORK CONDITION table (right) can randomize written work condition according to its age. The roll may be adjusted according to the medium used; carved stone deteriorates more slowly than vellum.

The last column is an EML modifier for attempting to read the work. If a Rigged (cursed/encoded/misleading) work is generated, the GM rolls again for *apparent* condition. Hence, a rigged scroll could be in good condition and have a cumulative modifier of -15. GMs may ignore the Rigged result if the content of the work is not worth protecting.

[4] Regional Origin

Lythia is divided into 17 linguistic/cultural regions. A work's region of origin (whether local or more distant) is determined with the REGIONAL ORIGIN table (right). Specific locales within a region are randomly determined as needed. The regions adjacent to the Hârníc Isles are Ivinia, Trierzon, and Quarphor/Shorkyne. If a work's origin is another region, use discretion.

[5] Script and Language

The REGIONAL SCRIPT AND LANGUAGE table (TREASURE 9) indicates the scripts and languages used in each of 17 regions and three eras (Ancient, Middle, and Modern). In each table, the scripts are given first and the languages second. For example, in the Azeryan region, the Middle scripts are Zerin and Nuvesarl, and the Middle languages are Azeryani, Phari, and Azeri.

Within the region, the GM selects or randomizes script and language (the table lists them in order of prominence). There is a tendency for most languages to be written in particular scripts. Sindarin, for example, almost exclusively (95%) uses Selenian, but all tongues within a region/era have been written in all scripts of the same region/era, at least sometimes. See also languages in *HârnWorld*.

Properties of Written Works

- [1] Medium
- [2] Age
- [3] Condition (legibility)
- [4] Regional Origin (and locale if needed)
- [5] Language and Script
- [6] Content

Written Work Tables

WRITING MEDIUM TABLE	
01–05	Wax Tablet and Stylus
06–10	Slate and Chalk
11–35	Parchment and Ink (book, scroll, etc.)
36–70	Vellum and Ink (book, scroll, etc.)
71	Paper (papyrus) and Ink (book, scroll, etc.)
72–73	Fabric and Paint
74–75	Tapestry (fabric and thread)
76–90	Carved Wood/sticks
91–98	Carved Stones
99–00	Carved/Engraved Metal

WRITTEN WORK CONDITION TABLE				
Ancient	Middle	Modern	Condition	
01–02	01–10	01–15	Perfect	+10
03–05	11–25	16–35	Good	+5
06–10	26–50	36–70	Fair	+0
11–30	51–75	71–85	Poor	-5
31–95	76–95	86–95	Very Poor	-10
96–00	96–00	96–00	Rigged	-20

REGIONAL ORIGIN TABLE	
01–85	Local Region
86–95	Adjacent Region
96–00	Other (more distant) Region

Regional Script and Language Table

TREASURE 9

Azeryan

Ancient	Middle	Modern
Tianta	Zerin	Ayaran
	Nuvesarl	Lakise
Jarind	Azeryani	High Azeryani
	Phari	Low Azeryani
	Azeri	

Byria/North Anzeloria

Ancient	Middle	Modern
Neri	Neramic	Neramic
Kono	Zerin	Ayaran
Anzela	Panhaonic	Byrian
		Tuwarese
		High Azeryani
		Thonian
		Pechalari

Central Lythia (Ketarh)

Ancient	Middle	Modern
None	Sheni	Shenya
Ketar	Old Ketari	Reksyni
Phari	Mafaketa	Anil Ketari
Mafani		Besha
		Kyaman
		Ketari
		Mafanese

Dalkesh

Ancient	Middle	Modern
Neri	Neramic	Neramic
	Zerin	
Anzela	Panhaonic	Dalken
	Mafaketa	Besha
		Pechalari

Diramoa

Ancient	Middle	Modern
Sheni	Sheni	Shenya
Resheni	Argolan	Diramoan
	Jankori	Chomsuni

East Venarian Coast

Ancient	Middle	Modern
Alanta	Milanta	Ayaran
	Zerin	
Azeri	Karuia	Urmech
Ketar	Besha	Karejian
		High Azeryani

Gulf of Mafan/Molnasia

Ancient	Middle	Modern
Kono	Tankono	Tankono
	Neramic	
Mafani	Mafash	Mafanese
Ketar	Panhaonic	Shenti
Molkuri		Thota
		Chogori
		Molnasian
		Kyaman
		Besha

Hârníc Isles

Ancient	Middle	Modern
Selenian	Khruni	Lakise
Khruni	Selenian	Runic
	Nuvesarl	Selenian
Sindarin	Old Hârníc	Hârníc
Khuzan	Old Jarinese	Jarinese
Jarind	Sindarin	Ivinian
	Khuzan	Sindarin
		Orbaalese
		Khuzan

Hepekeria

Ancient	Middle	Modern
Tianta	Hekori	Hekori
	Zerin	Ayaran
Hepeka	Old Numec	Numer
	Panhaonic	Falani
	Azeryani	Korlic
		High Azeryani
		Low Azeryani

Ivinia/Altland/Harbaal

Ancient	Middle	Modern
Selenian	Khruni	Runic
Khruni		
Jarind	Old Altish	Ivinian
Sindarin	Khuzan	Altish
Khuzan		Yarili
		Harbaalese
		Khuzan

Karejia

Ancient	Middle	Modern
Tianta	Zerin	Ayaran
		Neramic
Azeri	Karuia	Karejian
Phari	Azeryani	High Azeryani
		Low Azeryani
		Dalken
		Elbythian
		Besha

Northeast Lythia (Jankor)

Ancient	Middle	Modern
Soma	Somish	Perika
	Sheni	
Resheni	Mengolan	Jankorian
	Argolan	Argolan
	Jankorian	Mengolan

Quarphor/Shorkyne

Ancient	Middle	Modern
Selenian	Khruni	Lakise
Khruni		Runic
Jarind	Quar	Quarph
	Old Trierzi	Shorka
	Shorka	Harbaalese

Shoju

Ancient	Middle	Modern
Soma	Somish	Kalphori
Resheni	Jankorian	Shoji

Southeast Lythia (Molkura)

Ancient	Middle	Modern
Miluan	Miluan	Tankono
	Tankono	
Molkuri	Molken	Molken
	Homori	Homori
	Lashoi	Chomsuni
	Kanic	Kanic
		Lashoi
		Melurian
		Pechos

Southwest Anzeloria

Ancient	Middle	Modern
Neri	Neramic	Anneri
Anzela	Old Wernai	Neshai
		Gelaphic
		Wernai

Trierzon

Ancient	Middle	Modern
Selenian	Khruni	Lakise
Khruni	Nuvesarl	Ayaran
		Runic
Jarind	Quar	Trierzi
	Old Trierzi	Palithanian
	Emela	Emela
		High Azeryani

TREASURE 10

[6] Content

Content needs to be determined only if the work is successfully read. In many cases, the work will be illegible or unreadable. A work may, in any case, be read only if *both* the language and script are known.

People record an immense variety of things. A written work can be anything from a treasure map to a shopping list. The CONTENT table (right) can generate the subject. The GM can fill out details, add historical background, familiar religious and/or philosophical tone, cultural assumptions, etc. as desired.

Mystic Tomes

Mystic tomes are sacred or enchanted written works which grant the reader increases to the ML of a particular skill. The skill improvement is achieved simply by reading the tome. The ML increase is 1d10 points; but, no ML can be improved to more than 100 + SB. If the reader does not have the skill, the reader is often able to open the skill after reading the tome.

Tomes have no effect if read a second time by the same person. After being read by 1–4 different people, a tome will dissolve.

Holy Tomes: There are separate tomes for each deity, and some demi-deities. If the reader is an adherent, the tome increases the reader's Ritual skill. Non-adherents do not benefit; in fact, a person whose morality is inappropriate to the deity or demideity may sustain a curse simply by opening the cover.

Tomes of Esoteric Mystery: There are separate tomes for each convocation. If the reader of the tome is a mage who is attuned to the convocation, the tome increases the appropriate convocational magic skill. If the person reading the tome is not a mage attuned to the convocation, they accrue four Fatigue Levels (F4) and make a Shock Roll.

Tomes of Alchemical Excellence: Increases Alchemy skill. A reader who does not have Alchemy skill opens it to SB2.

Tome of Amaeri: Increases Physician skill. A reader who does not have Physician skill opens it to SB2.

Tomes of Valor: Increases the ML of a weapon skill. The subject of each book is at GM discretion, but only one weapon type is generally covered. There is a tendency for these works to cover "chivalric" weapons (e.g., there are more books on swords than on grain flails). A reader who does not have the particular skill may open it to OML + SB.

The Accursed Penultimate Tome: An enchanted book with the power to *fascinate*. Anyone who begins to read it will believe its subject to be of great usefulness; a mage might think it is a Tome of Esoteric Mystery, for example. If the character expresses a desire to stop reading in the first minute, they must test Will x5 to do so; after two minutes test Will x4, and so on, until putting the tome down of one's own volition is impossible and the character dies of thirst/starvation. If forcibly separated from the book, the character accrues four Fatigue Levels (F4) and makes a Shock Roll. The tome's magic may be dispelled, but not by the reader (Savorya/VIII).

Scrolls of Magery: Scrolls which contain a specially-prepared, randomly-generated spell. When the scroll is invoked, the spell executes and the scroll dissolves. No skill is required to use such scrolls, just the proper invocation. The magic may be attached to an item other than a scroll.

Written Work Tables Continued

CONTENT TABLE	
01–04	Inventory, Census, or list
05–07	Law/Legislation or Edict/Decree
08–09	Military Orders/Strategy, etc.
10–12	Usurer's and/or Promissory Note (may be difficult to collect on)
13–15	Contract/Transaction Record
16–18	Spell Descriptions
19–21	Descriptions of artifacts, esoteric process, magical phenomenon, etc.
22–24	Alchemical Recipes and/or Treatise
25–26	Philosophical Treatise
27–29	Theological Treatise, Prayer, Ritual Invocation, etc.
30–32	Treatise—Natural Sciences
33–34	Treatise—Craft/Lore
35–40	Letter/Personal/Other Correspondence (subject varies)
41–45	Journal/Diary, Daily Record
46–48	Literature, Legend, Folklore, Story(ies) Poetry
49–50	Song/Piece of Music
51–54	Historical Text
55–56	Culinary Arts (Cooking)
57–58	Map/Rutter/Navigational Aid
59–60	Picture/Illustration/Art Work
61–65	Mystic Tome (see below)
66–00	Multiple (possibly unrelated) subjects

MYSTIC TOME GENERATION TABLE			
01–25	Holy Tome		
01–09	Agrik	55–63	Peoni
10–18	Halea	64–72	Sarajin
19–27	Ilvir	73–81	Save-K'nor
28–36	Larani	82–90	Siem
37–45	Morgath	91–96	Servant Demi
46–54	Naveh	97–00	Ind. Demi
26–30	Tome of Esoteric Mystery		
01–13	Lyahvi	51–63	Odivshe
14–25	Peleahn	64–75	Savorya
26–38	Jmorvi	76–88	Neutral
39–50	Fyvria	89–00	Multiple
31–45	Tome of Alchemical Excellence		
46–60	Tome of Amaeri		
61–70	Tome of Valor		
71–75	Accursed Penultimate Tome		
76–95	Scroll of Magery		
	Use Tome table for convocation.		
96–00	Other (GM Discretion)		

ARMOUR

GM discretion is the main consideration for generating armour. An elaborate armour generation procedure would, therefore, be of limited utility. Armour/clothing worn by NPCs encountered in the course of play is probably already known and does not, therefore, need to be generated, except perhaps in terms of quality and details. Of course, if an NPC is going to fight, armour/clothing should be determined first.

The ARMOUR GENERATION table (right) can be used to generate chance-found armour pieces, or the armour worn by an undeveloped NPC. In the latter case, the armour pieces and their construction should be assigned according to the wearer's status. Expensive pieces are usually worn by wealthy characters (or by those who have robbed them).

WEAPONS

Weapons and shields may be generated by means of the following tables. On the WEAPON GENERATION table (right) determine the class of weapon (shield, dagger, etc.) then the specific type (broadsword, falchion, etc.). The WEAPON ADORNMENT and WEAPON QUALITY tables (below) are used to add details when appropriate.

Adornment

Weapons may be adorned, given as a chance under "Adorn." Most kinds of adornment increase the weapon's market value but have no effect on combat effectiveness. Use discretion; swords are unlikely to be painted, but shields may well be. Roll 1d100 below:

WEAPON ADORNMENT TABLE

01-10	1d6 Gems
11-40	Inlay (gold/silver/ivory/etc.)
41-90	Engraved/Carved
91-00	Multiple Adornments (roll again twice)

Weapon Quality

The quality of a chance-found piece of equipment may be randomly determined (as necessary) by rolling 2d6 on the table below:

WEAPON QUALITY TABLE

2d6	Weapon Quality	2d6	Weapon Quality
2	Average WQ - 4	9	Average WQ + 1
3	Average WQ - 3	10	Average WQ + 2
4	Average WQ - 2	11	Average WQ + 3
5	Average WQ - 1	12	Average WQ + 4
6-8	Average Quality		

Example: 2d6 are rolled to determine the quality of a broadsword (average WQ = 12); the result is 11. Since 11 results in a weapon quality three points above average, the broadsword's quality is $12 + 3 = 15$. If a two had been rolled, the broadsword's quality would have been eight.

Weapons and armour may be enchanted (GM discretion) and may have some special powers beyond simple enchantment. This would require the item to possess an Ego. See *HårnMaster Magic* for rules on artifact enchantment.

ARMOUR GENERATION TABLE

01-20 Headgear only halfhelm/full helm/etc.
21-70 Head & Body armour + byrnie/hauberk/etc.
71-95 Head/Body/Leg armour + leggings/boots/etc.
96-00 Head/Body/Leg/Arm armour + vambrace/mittens/etc.

WEAPON GENERATION TABLE

1d100	1d100	Adorn
01-15 Shield	01-10 Buckler	10%
	11-40 Knight Shield	15%
	41-75 Roundshield	6%
	76-95 Kite Shield	10%
	96-00 Tower Shield	5%
16-25 Dagger	01-40 Dagger	5%
	41-70 Knife	1%
	71-85 Taburi	1%
	86-00 Keltan	5%
26-35 Sword	01-05 Longknife	20%
	06-30 Shortsword	5%
	31-40 Mankar	1%
	41-45 Mang	1%
	46-70 Broadsword	15%
	71-75 Estoc	2%
	76-80 Falchion	2%
	81-93 Bastard Sword	10%
	94-00 Battlesword	15%
36-45 Club	01-30 Club	1%
	31-70 Mace	3%
	71-85 Morningstar	2%
	86-00 Maul	1%
46-55 Axe	01-05 Sickle	3%
	06-10 Shorkana	1%
	11-30 Hatchet	1%
	31-75 Handaxe	2%
	76-85 Warhammer	5%
	86-00 Battleaxe	4%
56-60 Misc.	01-02 Nachakas	1%
	03-12 Grainflail	0%
	13-72 Ball and Chain	3%
	73-82 Warflail	2%
	83-87 Net	1%
	88-00 Whip	2%
61-85 Spear	01-15 Javelin	2%
	15-25 (Quarter)staff	3%
	26-90 Spear	1%
	91-95 Trident	2%
	96-00 Lance	5%
86-90 Polearm	01-33 Falcastra	1%
	34-63 Glaive	3%
	64-98 Poleaxe	3%
	99-00 Pike	1%
91-00 Missile	01-40 Shortbow	1%
	41-60 Longbow	2%
	61 Hartbow	5%
	62 Crossbow	2%
	63 Blowgun	1%
	64-76 Sling	1%
	77-81 Staff Sling	2%
	82-94 Arrows *	1%
	95 Quarrels *	1%
	96-00 Sling stones *	1%

* 2d12 items present

TREASURE 12

ESOTERICA (1d100)

This category includes religious, magical, and Earthmaster artifacts. There is no limit to the variety of such items.

Artifact Attunement

Some artifacts (usually the more powerful ones) can only be *invoked* (used) by entities *attuned* to them. Attunement is a special, empathetic relationship (familiarity) between an entity (attuner) and an artifact. There are various ways in which the relationship can be established depending on the skills/talents of the attuner and the attributes of the artifact.

Purpose and Attunement

When a character tries to attune to a major artifact with a *Purpose*, the GM judges whether the attuner's objective is for, against, or neutral with regard to the artifact's purpose.

- If the user is opposing the purpose (e.g., trying to slay a member of the royal line the artifact is meant to defend) Mental Conflict occurs (see SKILLS 23).
- If the user's intent is neutral to the artifact's purpose, Mental Conflict occurs, but the artifact's Mental Conflict EML is halved.
- If the user is advancing the purpose, Mental Conflict is unnecessary.

If the motivation/purpose of either party changes, new conflict occurs. Of course, all this depends on the artifact's ability to assess its user's intent. Artifacts vary in their ability to assess long-term effects. Some can be convinced that actions which seemingly act against their purpose actually further it.

Manual Attunement

This is the simplest and most time-consuming method. The artifact is kept on the attuner's person (preferably in skin contact) for several days. It is necessary to handle and contemplate the artifact in a conducive environment for an hour a day. The total time required depends on the attuner's Aura and the elemental and/or moral relationship between the attuner and the artifact. After an appropriate period, the attuner tests Aura x3 (GM discretion) to determine if attunement occurs.

Psionic Attunement

Sensitivity talent can be used to attune to an artifact if and when this seems appropriate. Sensitivity is faster and more reliable than the manual option—success is determined by testing Sensitivity EML.

Spell Attunement

Wizards can create spells specifically to attune themselves to artifacts—see *HårnMaster Magic*.

Actively Attuning Artifacts

Some artifacts are themselves active attuners. These artifacts are more easily and quickly attuned to. The drawback is that an active attuner tends to “punish” failure, often by inflicting a Shock Roll. The effectiveness of active attuners varies. Some simply help the process of being attuned to; some instantly attune to potential users who touch them.

Staying Attuned

Once attunement is achieved, it usually continues until mental linking is broken. Mental linking is facilitated by physical proximity; so, if skin contact is broken, attunement is often lost. If the artifact and the attuner are separated over time/distance, the relationship almost certainly terminates.

Mysterious Esoterica

Although we have provided some “common” artifacts, all artifacts are in fact unique. Artifacts are works of high art made by individualists who do not consult each other very often. It follows that there must be variety. The GM should tinker with the artifacts to preserve “uniqueness” and to help maintain the sense of mystery. It is arguable that even the greatest of the Shek-Pvar do not fully understand a enchanted artifact they have made.

Multiple Attunements

A character can be attuned to more than one artifact at the same time. In fact, a character can be simultaneously attuned to a maximum of $(WIL + AUR) / 5$ artifacts.

INVOCATION

Artifacts that are not working constantly require some sort of activation by an invocation. There are several types of invocation:

Verbal Invocation

Artifacts invoked by speaking a particular key word or phrase. The verbal key is sometimes inscribed on the artifact where it can be read by anyone who knows the language and script (determined as a Written Work). More often, the key word must be divined by various spells or psionic talents, or failing that by trial and error. Most verbal invocation keys are nonsense words or phrases (to prevent accidental invocation). A verbal invocation may not require the words to be spoken aloud; if the user is attuned to the artifact, merely thinking the key may invoke it. However, it is usually easier to focus one's thought by speaking the key aloud. Verbal invocation applies mainly to minor artifacts (i.e., those without personalities).

Mental Invocation

Artifacts invoked psionically or by thought. In order to invoke such an artifact, the invoker usually has to be attuned to the artifact. Apart from being silent, Mental invocation is similar to Verbal invocation. Mental invocation may apply to minor or major artifacts.

Self Invocation

Artifacts invoked by particular events. They are somehow able to detect when a situation occurs and automatically trigger themselves. An amulet of protection, for example, might "turn itself on" when it detects particular inimical forces. Either minor or major artifacts may self-invoke.

Self Motivation

Artifacts having personalities with some, most, or all of the personality attributes of living creatures. These artifacts are able to employ the esoteric powers they possess as they see fit. An artifact may, however, have some sort of restraint placed upon it. Artifacts with (real or artificial) personalities are termed *major artifacts*, and are dealt with in more detail later.

Limits on Invocation

Some artifacts are limited in *who* may invoke them, perhaps a member of a specific Shek-Pvar convocation, or an adherent of a particular religion. An artifact sacred to Agrik, for example, may only be invocable by Agrikans. There may also be a minimum Piety total for their use (see sidebar). Non-adherents or impious individuals trying to invoke such artifacts do so at their own risk.

POWER

All artifacts use some kind of power to create an effect. Magical artifacts draw their power from an elemental plane; religious artifacts draw their power (and intent) from the deity or demideity involved. These sources are usually tapped for power at the time the artifact attempts to create the effect. An alternate method is to tap the external power source before an effect is created, and to store the energy until it is needed. For information on creating both types of artifacts, see *HårnMaster Magic*.

The Earthmasters created artifacts which do not draw their power from the elemental planes. Most scholars and clergymen agree the power source is not of divine origin; a few mages even believe the Earthmasters' power source is greater than the power of a major deity. All that can be said with certainty is that the source of power for Earthmaster artifacts is not generally known. It is sometimes rumored that the Gray Mages of the Shek-Pvar and/or the clerics of the Church of Save-K'nor have this information and refuse to divulge it.

□ Piety and Religious Artifacts

- In order to attune to a religious artifact, the attuner's Piety Point total must exceed the artifact's Ego/Will.
- In order to invoke a religious artifact, the attuner's Piety Point total must exceed three times the artifact's Ego/Will.

TREASURE 14

Charges

Most esoteric artifacts have limits to the number of times they can produce an effect; these are referred to as *charges*. Each charge is capable of creating the effect embodied in the artifact. A charged artifact does not usually contain several different spells, just one spell which may be used repeatedly until there are no charges remaining.

The number of charges remaining in an artifact is never obvious but may be divined. The notation "Charges" in an artifact description indicates the number of charges remaining in a chance-found artifact of the type. The maximum number of charges is normally equal to the maximum possible dice roll under "Charges."

Recharging Artifacts

It is theoretically possible to develop spells to recharge artifacts without knowing how to create the artifact or cast the spell in the artifact. Holy artifacts may be recharged via divine intervention.

Artifact Convocation

Some artifacts are of specific convocations. Powers installed in such an artifact must be of the same convocation or severe/fatal stress results. If a Shek-Pvar of a different convocation attempts to invoke a convocational artifact, Mental Conflict (SKILLS 23) always occurs.

Stopping Artifact Effects

The effects of most artifacts may be terminated by:

- casting Dispell (a neutral spell which terminates other spells),
- calling for divine intervention,
- casting a diametric spell, or
- invoking an artifact power (as appropriate).

These above methods do not necessarily affect the artifact which created the effects.

Destroying Artifacts

Most artifacts can be physically broken or destroyed (although this may be untrue for some Earthmaster artifacts). Breaking an artifact prevents further invocation, but does not necessarily terminate any effects already in progress. Physically destroying an artifact does not necessarily disenchant it (although it usually does).

Physical damage to an enchanted artifact can cause unpleasant (i.e., misfire) side effects. Destroying a religious artifact tends to attract the attention, and often the wrath, of the deity involved.

Minor Artifacts

Minor Artifacts have no personality and can hold no more than one minor power. In other words, a minor artifact is simply an ordinary object with one power attached thereto.

Major Artifact Personality

A Major Artifact has some kind of personality and can, consequently, hold multiple powers. Personality can be implanted in artifacts by magic, possession (self-implanted) or divine intervention (see *HårnMaster Religion*). Artifacts can also be created by converting living creatures into "inanimate" objects (see the Soul Stealer spell in *HårnMaster Magic*.)

RANDOM CONVOCATION TABLE

1d8	Convocation
1	Lyahvi
2	Peleahn
3	Jmorvi
4	Fyvria
5	Odivshe
6	Savorya
7	Neutral
8	Multi-Convocational

Some artifacts may be of a particular element and/or convocation. If this is the case, this table may be used at GM discretion to randomly generate a convocation.

CONVOCATIONAL HUES TABLE

1d8	Conv.	Hue
1	Lyahvi	Red, sometimes Pink
2	Peleahn	Orange/Rust
3	Jmorvi	Yellow, sometimes Mustard, Brown, or Ochre
4	Fyvria	Green, sometimes Brown
5	Odivshe	Blue, sometimes Gray
6	Savorya	Violet, sometimes Mauve or Pink
7	Neutral	Black, White, or Gray
8	Multiple	Black, White, Gray, or Multicolored

Artifacts of a particular convocation are often of an appropriate hue (this is especially true for clothing).

CONVOCATIONAL AMULET FORMS TABLE

1d8	Conv.	Amulet Form
1	Lyahvi	A red gem in a light copper setting.
2	Peleahn	An orange flame.
3	Jmorvi	A small golden hammer.
4	Fyvria	A small bag of organic material.
5	Odivshe	A small blue bowl.
6	Savorya	A small runestone or purple inkpot.
7	Neutral	A large pearl or spherical piece of colorless, polished quartz.
8	Multiple	Often looks the same as neutral.

Natural and Artificial Personality

There are two basic types of major artifact personalities: Artificial and Natural. An Artificial Personality is created by arcane means. Such personalities tend to lack fine definition and are expressed in terms of Ego. An artificial personality is, at most, semi-intelligent. It has no true life of its own, and functions as an extension of its invoker/user. Artificial personalities vary in sophistication. More advanced types may have Morality and/or Purpose and can make "decisions" independent of, or even in opposition to, their users.

A Natural Personality is the kind possessed by living creatures. Natural personalities are defined by a full spectrum of personality attributes such as Aura, Will, Intelligence, and Morality, and are created with the *HårnMaster* character generation system.

Major Artifact Ego/Will

Artificial personalities have an attribute called Ego. Natural personalities have Will. For most purposes, Ego and Will are equivalent to one another. Either permits the installation of major (Ego-dependent) powers, and makes the artifact more difficult to use.

The higher an artifact's Ego or Will, the greater its potential powers and the more difficult, fatiguing, and dangerous it is to use. An artifact with Ego tends to resist its user, who may have to engage in Mental Conflict (SKILLS 23) to invoke its powers.

Artifact Purpose

Purpose may be installed in artifacts with Ego (Natural personalities devise their own purposes). Examples of purpose might be: "to defeat followers of Agrik" or "to serve the interests of clan Elendsa." The purpose of an artifact is compared with the objectives of any character who attempts to attune to and/or use the artifact. See Artifact Attunement (TREASURE 12).

Artifact Morality

Some artifacts have Morality. Whenever a user whose Morality differs from that of the artifact by more than two points attempts to invoke the artifact's powers (regardless of Purpose) Mental Conflict occurs.

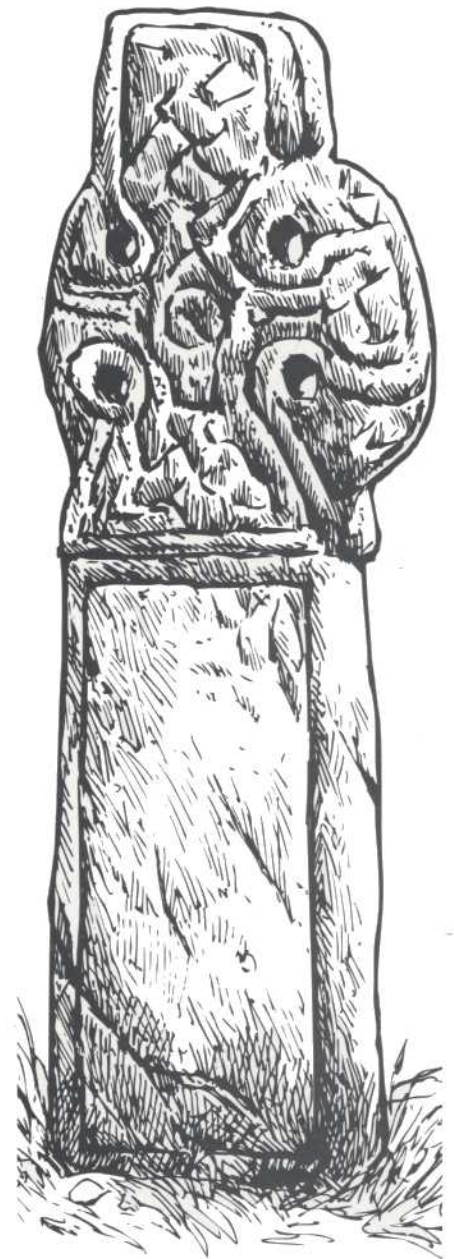
Morality and Purpose Compatibility

Morality and Purpose help define the nature of an artificial personality. If they are incompatible (GM discretion) the artifact is severely stressed and may develop a form of multiple personality disorder which can lead to self-destruction.

Artifact Powers

Major artifact powers are Ego/Will-dependent; they can only be installed in major artifacts (those with Ego/Will). Each major power requires an amount of Ego/Will. Hence, a major power might "occupy" three points of Ego/Will. The sum of all major powers' Ego-point-requirements cannot exceed the artifact's Ego/Will. Hence, an artifact with an Ego of 11 could have, for example, two four-point powers and one three-point power. Minor powers require no Ego, but cannot be combined with other major or minor enchantments.

Some powers can be major or minor; they are considered minor powers if they are installed in a minor artifact and major powers if installed in a major artifact.



STANDING STONE

TREASURE 16

MAJOR ARTIFACTS

It may be assumed any chance-found Major Artifact has been created by means of False Soul or a similar spell. The following attributes are generated for Major Artifacts:

Type of Personality

Roll 1d100 to determine if the artifact's personality is natural or artificial. If the personality is natural, use *HårnMaster* character generation to generate personality attributes such as Intelligence, Aura, Will, Morality, etc.

Artificial Personality Attributes:

Duration of False Soul, Ego, Morality, and Purpose

If the artifact's personality is artificial:

- [1] Use the FALSE SOUL DURATION table to determine whether the artifact's personality is permanent or indefinite.
- [2] Roll 1d10 to determine the artifact's Ego.
- [3] Use the ARTIFICIAL MORALITY table to determine the artifact's Morality (if any).
- [4] Use the ARTIFACT PURPOSE table to determine (any) Purpose.

Type of Natural Personality

If the personality is natural, the GM may roll to determine its basic nature (how/why it came to be where it is, etc.).

Artifact Convocation

Chance-found artifacts may be of a particular convocation. The convocation usually matches the material of which the artifact is made (e.g., metallic artifacts are most often Jmorvi). This is best left to GM discretion. The RANDOM CONVOCATION table (TREASURE 14) can also be used.

Major Artifact Powers

Determine the powers installed/possessed by the major artifact using the MAJOR ARTIFACT POWERS table (right). Roll for each power in order (starting with Fount of Power). If 1d100 is less than or equal to the percentage chance given (under %) the artifact has the indicated power.

Powers which require other powers may be skipped if the requisite power is not generated (e.g., if Fount is not generated, do not roll for Resurge).

Each power has an Ego/Will capacity requirement. No major artifact can contain powers whose total Ego/Will requirement exceeds its Ego/Will. If there is not enough "room" for the next power on the table, skip it. If the total Ego/Will requirements equal Ego/Will, stop generating powers—the artifact is full.

Once the end of the list is reached, the process of "installing" powers is complete. Artifacts may have various combinations of powers, or no powers at all.

Descriptions of powers follow. For information on spells typically used to create/install powers, see *HårnMaster Magic*.

Major Artifact Attributes

TYPE OF PERSONALITY TABLE

01–20	Natural
21–00	Artificial

FALSE SOUL DURATION TABLE

01–50	Permanent
51–00	Indefinite

ARTIFACT MORALITY TABLE

01–50	No Morality Attribute
51–00	Determine Morality with 3d6

ARTIFACT PURPOSE TABLE

Roll 2d6 and add Ego

12 or Less	No Purpose
13 or More	Artifact has a Purpose determined at GM discretion

TYPE OF NATURAL PERSONALITY TABLE

01–40	Natural Ethereal willingly residing in the artifact.
41–85	Natural Ethereal trapped in the artifact by inimical magic.
86–90	Disembodied (normally corporeal) entity with a body somewhere. The entity is probably trapped in the artifact by inimical magic.
91–00	Disembodied (normally corporeal) entity with no body (e.g., a ghost)

MAJOR ARTIFACT POWERS TABLE

%	Ego/Will	Power
50%	3	Fount of Power
50%	2	Resurge (Requires Fount)
50%	1	Ward
30%	3	Power of Daras (Psionic Talent)
25%	1	Talin's Eye
50%	1	Talin's Bane (Requires Talin's Eye)
30%	4	Vessel of Iladan
50%	3	Focus
50%	variable	Other (GM Discretion)

Fount of Power

Fount of Power is a Neutral enchantment which enables the artifact on which it is laid to hold a store of Energy Levels which may be used (instead of, or as well as, acquiring Fatigue Levels) by a character invoking a psionic talent or a mage casting a spell. A major or minor artifact enchanted with a Fount of Power spell is often called an Artifact of Power.

Fount of Power may be installed in an artifact on a permanent or indefinite basis (depending on whether it is installed as the artifact is made/grown or later). Fount may also be installed in a minor artifact, in which case it will be that artifact's only power.

An Artifact's Energy Level Capacity is determined by rolling 2d6.

Resurge

Resurge can be present only in *major* artifacts with Fount of Power or a similar energy-storing enchantment. The power is "installed" by means of a Neutral spell called Resurge, or by some similar enchantment. An artifact with this power recharges itself with 25% of its Energy Level Capacity each hour (hence it will fully recharge from empty in four hours). If the Fount of Power is Permanent, there is an 85% chance the Resurge is also Permanent. In any other case, the Resurge is Indefinite.

Ward

A Ward's function is to protect an artifact from magical "interference." While in place, the ward is fully effective and no magic can alter the artifact until the ward is removed. There are various ways to do this (see *HårnMaster Magic*).

If the artifact has a convocation (see above) the Ward must have the same convocation; otherwise the Ward's convocation is determined with the RANDOM CONVOCATION table (TREASURE 14).

A Ward must also have a Level of Complexity—determined by rolling a die with the same number of sides as the artifact's Ego or Will (e.g., if the artifact has an Ego of nine, roll 1d9 to determine the Ward's Level).

Psionic Talents

Psionic Talents may be installed in natural or artificial personalities, or even added to natural personalities which already have them. Talents are typically installed by means of a Neutral spell called Power of Daras, or some similar enchantment. Multiple talents may be installed in an artifact.

Talin's Eye

Talin's Eye is a Neutral spell which installs a power of the same name (other spells may install a similar function.) The power enables the artifact to detect a given class of living (or aurally active) objects in close proximity, and to alert the user by glowing, vibrating, etc.

Talin's Bane

Talin's Bane is a Neutral spell which installs a power of the same name (other spells may install a similar function). It can only be installed in a major artifact which also has Talin's Eye, and its object must be the same as that of Talin's Eye. Its function is to enhance the other powers of the artifact when they are used against the class of object involved. The nature of the enhancement is usually beyond control. Talin's Bane cannot be installed in an artifact with a natural personality.

Vessel of Iladan

A major artifact power which enables an attuned user to store other spells in the artifact for instant recall. The power is created by a Neutral spell called Vessel of Iladan, or some similar enchantment. A chance-found artifact is unlikely to have spells currently stored.

An attuned user may install spells by expending three Fatigue Levels and twice the normal Time to Cast. Once spells are installed, they may be invoked (TREASURE 13) without fatigue accumulation, in one second. When a spell is installed in the Vessel, its ML is recorded. The success roll is made for the spell when it is invoked.

The number of spell levels which can be stored is limited by a Vessel's Level Capacity (LC). For a chance found artifact, LC may be determined by rolling 2d6 x 3. Any combination of spells, up to a combined complexity level of LC, may be stored. An attuned person is aware of the contents of the Vessel. If anyone attempts to install an incompatible (e.g., wrong convocation, etc.) spell in the artifact, or a spell which causes the sum of the stored spell's levels to exceed LC, all spells stored in the Vessel misfire.

Focus

Focus enhances the chance of success for an attuned user to cast a compatible spell *through* the Focus. The user must be in direct skin contact with the Focus in order to channel spells through it. The power may be installed in major or minor artifacts by a multi-convocational spell called Focus, or some similar enchantment.

A Focus has a Convocation (if appropriate, randomize with the table on TREASURE 14) Level (determined by rolling 2d4) and Value; Determine Value by rolling 1d5 - 3 (if this result is less than one, increase it to one) then multiply the result (one or two) by 2d6. The effect of a Focus is to increase the EML of spells of equal or lower level by Value (for Primary spells) or by half Value (for Secondary Spells). Spells of tertiary or diametric (or neutral) convocations are unaffected. A Neutral Focus affects only Neutral spells.

Other Powers

The GM, as well as NPCs and PCs, have virtually unlimited options in developing artifact powers.

If the GM does not want to create a custom artifact power at this time, adding an additional psionic talent is a quick, viable alternative.

TREASURE 18

01 Major Artifact (See: TREASURE 16)

02–04 Amulet of Defeating Portals

Usually in the form of a small silver or iron key. It can open locks up to its Complexity Rating (determined by rolling $1d6 + 3$). Charges: 1d100.

05 Amulet of Divine Vision

There are distinct versions of these amulets for each of the 10 major deities; they are also made for demideities. The amulets are eye-shaped and made of precious stones in valuable metal settings. Amulets of Divine Vision are, in effect, partially-operative “eyes” of their deities. When invoked, they call the deity’s conscious attention to the situation. The effect of this is amorphous. It usually increases the chance of intervention for pious persons, or decreases it for impious ones, by 10 (subject to GM discretion, of course). These artifacts are often found in the possession of high-ranking church officials. If one is abused, it may lose its power and/or result in the miscreant suffering divine retribution. Charges: 4d6.

06 Arrow of Ponulana

An enchanted silver arrowhead which never misses its target if within range. Other enchanted missiles exist with different names. Charges: 2d6.

07–08 Artifact of Anasiron

An amulet, wand, or garment of neutral or gray appearance. When invoked, the artifact absorbs the energy of spells being cast within 30 feet. This has no ill effects on the caster, but the absorbed energy cannot be retrieved. These artifacts have a limited capacity ($2d6 \times 3$ Energy Levels) and the GM should keep track of the number of Energy/Fatigue Levels currently absorbed. The artifact dissipates absorbed energy at a rate of one EL/FL per hour. If the capacity is exceeded, the amulet melts, explodes, misfires, or transfers the excess to its wearer. About 20% of these artifacts self-trigger at need. Charges: n/a.

09 Artifact of Banishment

A rod, amulet, staff, etc. designed to banish ethereal creatures by broadcasting a form of ethereal energy which causes them extreme discomfort. Its effects are variable and depend on the ethereal’s Will; several charges may be simultaneously expended to increase the chance of success. The rod is usually invoked by a single word or short phrase. Charges: 1d20.

10–12 Artifact of Negation

A wand, rod, staff, amulet, or other item able, when invoked, to protect against magic and/or psionics. The effect of one charge is to reduce the EML for a designated attempt by 10. The charges may not be expended simultaneously. Charges: 3d6.

13 Artifact of the Heart’s Desire

A wand, rod, ring, amulet, or bowl able to grant wishes. The wish must be clearly stated. Most wishes take a long time to grant, and it may be impossible to tell if the wish was really granted or if the result is sheer chance. Some “wishwands” (40%) have one-word invocations. Charges: 1d3.

14 Barsol’s Bowl

An opaque, glass bowl. Liquids placed within will boil and evaporate at a rate of one gallon per hour. There will be no residue left in the bowl. The bowl uses one charge per hour. Charges: 1d100.

15 Boots of Amberthan

Also called the Boots of Resilience. When invoked on stone or earth by a single word command (often “Amberthan”) the wearer is rooted to the spot for one minute, but may engage in any activities which do not require foot movement. During this period, the wearer recovers fatigue at 10 times the normal fatigue recovery rate. Charges: 4d6.

16 Boots of the Curse of Lyaman

These comfortable, fur-lined, hide boots cause their wearer to find unexpected danger/trouble. The effects are subtle, and the wearer may remain ignorant of it for quite a long time. One effect is to make encounters more frequent and/or dangerous. Charges: n/a.

17–18 Boots of Turentan

Also called “Elven Boots,” these gray, hide boots allow their wearer to move more silently, climb better, and find their way in a forest more effectively. The effects are subtle. They do not protect their wearer from being seen, nor will they suppress the noise of conversation, jangling coins, etc. Charges: n/a.

19 Cape of Turentan

The “Elven Cloak” is light but warm, colored in forest hues, and possessed of a mild enchantment which makes its wearer difficult to see in forested terrain. It does not provide invisibility. Charges: n/a.

20 Chandela’s Bowl

A twelve-inch bowl of beaten copper. When incense or powder is burned within the bowl and it is properly invoked (usually by a repeating chant) a “smoke elemental” will form from the fumes. The user (only) may command the smoke creature (test user’s Will $\times 5$) to perform a simple task. Charges: 1d10.

21 Collar of Kartan

A narrow strip of soft hide, 24 inches long, with a delicate silver clasp. Once the collar is placed, invocation of the key word, usually "Kartana," causes it to constrict, and "Kartana-dor" to expand. The collar cannot be broken by physical force, but its power may be dispelled (Neutral/V). The collar continues to constrict until ordered to expand; it will amputate/cut through any object and can even be made to disappear completely. It can only expand to its original size. Each constriction or expansion expends one charge. The final (uncheckable) constriction causes the collar to vanish. Charges: 4d6.

22-23 Cone of Esoteric Insight

A conical hat which enables its wearer to think more efficiently. They are sometimes used by scholars undertaking difficult research. Cones halve skill development or learning time. They can also be used in spell research to increase RTL by SB (a Cone of Esoteric Insight does not cause Aural Interference). Use of the cone is tiring (2-12 Fatigue Levels). They have been known to cause shock or brain damage when overused. Charges: 3d6.

24-25 Container of Demon Essence

A container, usually inscribed with a pentagram, which contains, or is capable of containing (indefinitely) the "soul" of a demon, ethereal, astral entity, etc. The container does not force an ethereal to enter; it only captures an ethereal if the container is closed while the ethereal is inside. A container's magic fades if it is left open, so a container is normally sealed whether it contains as essence or not. The effect of opening an occupied container depends upon the nature of the inhabitant and GM discretion. Charges: n/a.

26-27 Cord of Querelia-Sim

A silken rope which knots or unknots itself when invoked. The rope's length is highly variable. Cutting the rope dispels its power. Charges: 1d100.

28 Crystal Wand of Isala

A clear or red wand 10 inches long. When invoked, it becomes a soft, cool light source illuminating a sphere 2d6 x 10 feet in radius for one hour. Charges: 4d6.

29 Decanter of Marvelous Elixir

A bowl, jug, etc. able to produce desired or specific liquids, etc. The chance of producing the desired substance (even when the key phrase is known) is equal to Aura x5. MF causes the item to produce nothing. CF produces a random potion whose properties (except color) are unknown. Charges: 2d6.

30-31 Decanter of Tears

A jug, jar, or bowl which, when uncovered, is able to precipitate water from the atmosphere. In a moist environment, the decanter can collect about a cup of fresh water in an hour. Charges: 4d6.

32 Dhivu's Rod

A staff or rod, commonly made of horn. When the rod is invoked and its tip is touched to bare flesh, bitter cold is inflicted on the victim; the cold causes 2d6 points of frost impact. The effect *cannot* pass through any kind of clothing or armour. Charges: 3d6.

33-34 Divining Aid

A mildly-enchanted throw-stick, crystal ball, or amulet which temporarily increases EMLs for Prescience, Psychometry, etc. by 1d6 points. Charges: 2d6.

35-36 Enchanted Instrument

A harp, lyre, flute, etc. which increases the artistry of its player. Double Musician EML when used.

37-40 Fertility and Love Charm

The most common type of amulet made. It is usually a small bag of herbs/etc. on a string or a cheap chain. They are sold in large numbers to anyone who wants children, or who is suffering from unrequited love. Effectiveness varies. Few last more than a few months.

41 Focus

A minor artifact with the Focus Power (see TREASURE 17). The form/appearance of the Focus is (usually) appropriate to the convocation.

42-44 Fork of Etosha

An enchanted wooden fork which, when invoked and touched to solid food, will inform its user if the food is safe to eat. Only a yes or no answer is given. Minor impurities might be detected; major impurities are always detected. Charges: 4d6.

45-46 Fount of Power

A minor artifact created by Fount of Power or a similar spell. Founts of Power hold Energy Levels which may be used (instead of, or as well as, acquiring Fatigue Levels) by a character invoking a psionic talent or a mage casting a spell. A minor Fount has no self-recharging ability; once expended, its energy must be "manually" replaced by means of a Neutral spell called Charge, or a similar spell.

47 Girdle of Heredara

This attractive, red silk belt adds 1d6 to its wearer's Comeliness. If Comeliness rises above 18, it may cause members of the opposite sex (and possibly of one's own sex) to fall helplessly in love (or lust). The effect terminates when the girdle is removed. Charges: 2d6.

48 Girdle of Ineffable Power

This heavy (five-pound) iron-studded, leather belt increases its wearer's Strength by 1d6 and increases the EML of any skill requiring Strength by five times the attribute increase (e.g., if Strength increases by four, Strength-related skill EMLs will increase by 20). The effect lasts for 1d6 minutes per charge. Charges: 2d6.

TREASURE 20

49 Gloves of Urenalda

These translucent gloves are light and almost invisible when worn; they are said to be made of skin from human hands. When worn, the gloves increase the wearer's Dexterity by 1d6 and increase EML of any skill requiring Dexterity by five times the attribute increase. Prolonged use (over 10 minutes) reduces the wearer's natural Dexterity by 1d6 points for a time equivalent to that worn. Charges: 4d6.

50 Golden Bowl of Wandering Souls

A large yellow or golden bowl. When it is filled with clear, fresh water, one who gazes within may have clairvoyant or prescient visions (chance = Aura x5). In addition, an attuned user may (same chance) project their astral form (see Disembodiment on PSIONICS 5); this consumes 1d3 charges. Charges: 4d6.

51 Harabrakin's Box

A black wooden box, two feet square and one foot deep. Mundane objects placed inside permanently dissolve into liquids of various viscosity in 1–4 days. Charges: 5d6.

52–53 Holy Artifact of Omniscient and Holy Potence

A Holy Relic (see below) which also grants special powers to its wearer. The powers are usually Ritual Invocations (miracles) determined at GM discretion. Charges: 3d6.

54–56 Holy Relic

A staff, rod, robe, etc. sacred to a particular deity or demideity. Any call for divine intervention by the artifact's wearer/user enjoys a 10% bonus. Charges: 2d6.

57 Horn of Kergis

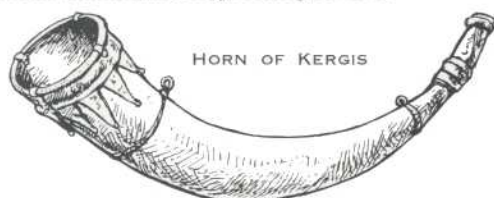
A horn which, when blown, will instill one's enemies with fear (test Will x3 to remain) and cause one's friends to have perfect morale. The effect lasts five minutes, but diminishes over 200 yards. Charges: 2d6.

58 Jorum

An urn, lockbox, etc. which contains raw elemental power of a single convocation. When at a location at which the elemental planes cannot be tapped for power, an *attuned* mage who opens the Jorum may use its power to cast a spell. Charges: one use only.

59 Mantle of Negation

Robes, cloaks, etc. of varying color and appearance. A typical Mantle is effective against one convocation (random table: TREASURE 14); some work against neutral magic. The effect of a Mantle is to reduce the ML of spells cast against/upon its wearer by 20. The charges may not be expended simultaneously. Charges: 2d6.



60–61 Morivian Skin

Shapechanger's skin. Morivian Skins exist for all human-sized (or larger) animals. One minute after being enfolded in the enchanted skin, the wearer assumes the form and physical powers of the animal involved until the night falls or dawn breaks. That is, the skins of nocturnal creatures work only at night and have no effect in daylight, and vice versa. Repeated use often causes personality changes. In some cases, repeated use causes the change to be permanent or uncontrollable, even in the absence of the skin; this has caused more than one person to be accused of being a lycanthrope. Charges: 4d6.

62 Orb of Slisana

Three-inch spheres of metallic luster. Upon striking a solid surface, the orb explodes. These artifacts are not necessarily enchanted. They are often used by the Lia-Kavair and/or clerics of Naveh, especially in eastern Lythia.

01–20	Smoke	51–60	Acid
21–40	Knockout Gas	61–80	Oil
41–50	Poisonous Gas	81–00	Empty

Charges: one use only.

63 Pebbled Shroud of Haravanal

Donning this pebble-covered cloak turns its wearer into a boulder for about 12 hours. Users are unaware of their surroundings unless clairvoyance (etc.) is used. The "boulder" cannot move, but may be moved by wheelbarrow, landslide, etc.; it weighs the same as the wearer. Chipping the boulder may (50% chance) destroy the shroud and release the wearer. Charges: 5d6.

64 Pendant of Teldain-Aran

A small silver octagon with numerous, small red gems. Each charge can remove or neutralize a curse. Charges: 2d6.

65–66 Periapt of Crimson Perception

A transparent ruby in a silver setting. By gazing through it, the user is able to perceive magical residues and/or living auras as reddish or multicolored glows. Limited additional information may be gained with practice. Charges: 4d6.

67–68 Periapt of Essential Wizardry

A non-rechargeable store of Energy Levels which may be used (instead of, or as well as, acquiring Fatigue Levels) by a character invoking a psionic talent or a mage casting a spell. A chance-found Periapt will have 1d30 Energy Levels. Periaps usually take the form of amulets.

69 Periapt of Hesitation

This is usually in the form of an ugly face carved in wood. When invoked (by being strongly presented) it causes most creatures to hesitate for a few seconds. Effects are variable; in a battle, for example, it causes a character to miss a turn. It might also cause a spellcaster to briefly lose concentration (reducing EML by 10). It will not work well on the same victim twice. Charges: 4d6.

70-71 Periapt of the Gift of Tongues

An amulet, in the form of a stylized mouth, which enables its wearer to understand and speak any language heard. The effect lasts for up to an hour. Charges: 5d6.

72 Riliar's Shell

A large enchanted seashell. When held to the ear and invoked, the user can clearly hear any conversation/noise within a range of 200 yards. Charges: 4d6.

73 Robe of Kesadarin

A full-length, light-blue robe which (almost) totally protects its wearer from natural cold and halves the effect of unnatural cold. It is also capable of healing one Injury Level of frost damage per watch if wrapped around a patient. Use of the robe expends one charge per watch. Charges: 1d30.

74-75 Runestones

A collection of small runestones. A typical full set contains 25 stones. They may be used to increase, by Runecraft SI, the EML of any spell calling for concentration or the EML of any divination-related psionic talent. Charges: n/a.

76-77 Scarab of the Innermost Mind

Usually in the form of a beetle encased in polished amber. When invoked, it will detect psionic energy by growing warm. It will halve the EML of any designated psionic talent or Savoryan spell cast against the wearer. Some (20%) will invoke automatically, expending two charges. Charges: 4d6.

78 Serpent Staff of Erdis

When invoked, this staff becomes a venomous (20% chance) or constricting (80% chance) snake which will attack a designated person. It will turn back into a staff by another invocation. If the snake is killed, the artifact is destroyed. Charges: 3d6.

79 Silken Boots of Juraya

When invoked, these lightweight stocking-boots enable their wearer to walk on any solid surface regardless of its inclination (even a ceiling). The wearer accrues one Fatigue Level for every five minutes of use. Each charge lasts 10 minutes. Charges: 1d10.

80-82 Spoon of Yavari

An enchanted wooden spoon which, when invoked and stirred in a source of water, will inform its user if the water is safe to drink. Only a yes or no answer is given. Minor impurities might be detected; major impurities are always detected. Charges: 2d6.

83 Staff of Draining Doom

A staff (or other artifact) which drains the energy of creatures when touched to flesh and invoked by a one word command. The effect varies a great deal, but generally inflicts 1-10 Fatigue Levels on the victim. The staff will *not* inflict fatigue through any clothing or armour. Charges: 2d6.

84 Staff of Sealing

A staff (or other artifact) able to jam/lock doors. The effect generally lasts an hour, during which the door cannot be opened by mundane means. The effect may be dispelled (Multi-Convocational/VII) or a second charge may be used to unlock the door. Charges: 4d6.

85-86 Tarot Cards

A full Hârníc tarot contains 72 (hand-made, full-color) cards. They may be used to increase, by Tarotry SI, the EML of any divination-related psionic talent or spell. Enchanted tarot cards only work if they are received as a gift. They must be kept in a soft leather bag in a wooden box, or their power will fade. Charges: n/a.

87 Tunic of Almariune

This blue tunic enables its wearer to float on water indefinitely, but will cause Peleahn mages who wear it to sink like a stone. When invoked, it also allows the wearer to swim underwater (holding their breath) for Endurance x 30 seconds (the normal maximum is Endurance x 10 seconds) at the usual triple fatigue rate. Charges: 4d6.

88 Unerring Guide of Skivaal

A short amber rod on a silver chain which points to true north when suspended. These have nothing to do with Skivaal, a semi-divine son of Sarajin. Charges: n/a.

89 Veil of Nathatará

This fine veil enables its *attuned* wearer to change facial appearance. The change takes about a minute to effect. Use of the veil is difficult, so novice users must keep changes simple and minor; expertise comes with practice. The effect will terminate 1d6 hours after the veil is removed. Charges: 4d6.

90 Violet Bowl of Shalgoram

When filled with seawater and successfully invoked (by testing Aura x5) this translucent purple bowl will divine for the user their exact location in relation to any specific object the user has previously seen and touched. Charges: 1d100.

91 Wand of Pain and Pleasure

A wand with inlaid red gems, which, when invoked, is able to inflict a brief experience of pain or pleasure when touched to flesh. An attuned wielder can choose which sensation the wand will produce, otherwise it is random. The effect is somewhat variable (GM discretion). Charges: 4d6.

92 Yisir's Hand

An amulet (or other artifact) in the form of a small hand carved from petrified wood. When strongly presented, it has a 80% chance of causing creatures of animal intelligence to depart. Charges: 6d6.

93-00 Unique Item

The GM may design an artifact or re-roll.

TREASURE 22

EARTHMASTER ARTIFACTS (1d100)

The GM should generate an Earthmaster artifact if the age of the item is appropriate. Note the Earthmasters left no (known) written works. Earthmaster artifacts are not rechargeable by Shek-Pvar except for a few, very accomplished gray mages. Powered by the most fundamental sources, these are the greatest artifacts; but, because of their great age, they are particularly subject to malfunction and unpredictability.

Earthmaster artifacts are all invoked by Aura, but physical contact is usually necessary. The normal process is to roll percentile dice against a multiple of Aura (usually Aura x5). Interpretation of success levels is left mostly to GM discretion, but MF inflicts two Fatigue Levels (F2) and CF inflicts four Fatigue Levels (F4) and causes a Shock Roll.

01-03 Amulet of the Blessing of Indaris

A small, gray hexagon of metallic luster which does not need to be invoked. For as long as it is worn, it increases its wearer's Aura by 1d6 points, and increases the EML of any skill requiring Aura by five times the attribute increase. When removed, the wearer's Aura is reduced by 1d6 for a similar period. Charges: 3d6.

04-09 Andarin-Wysan

A small, gray, translucent egg which is able to fully recharge other Earthmaster artifacts by expending one of its own charges. If an artifact is non-functional, it will attempt to repair it (even a Godstone). This expends three extra charges and is successful only half of the time. An Andarin-Wysan cannot itself be recharged. Charges: 1d100.

10-12 Bags/Boxes of Indethan

Usually in the form of a pair of matched black bags or boxes. When an item is placed in one of the bags and the bag is successfully invoked (test Invoker's Aura x5) the item appears in the other bag. With CS, the item teleports instantly; with MS, the item appears in 1d20 hours; with MF, the item appears in 1d30 days; with CF, the item is lost. Teleportation works over any distance, even between worlds. It is rare for both bags/boxes to be found in the same location. If one of the pair has been destroyed, items placed in the surviving bag will disappear. Charges: 1d100.

13-14 Bag/Box of Karadh

Such artifacts come in various forms/sizes (volume = 1d3 liters). They have the power to transmute matter into other materials. CS when invoking the artifact enables one to have *some* control of the outcome. Charges: 2d6.

15 Dreamstone of Relgaria

A translucent, multicolored crystal generally two feet across and weighing 400-2,400 pounds. If within 100 feet of the stone, the ML of all non-dormant psionic talents will (temporarily) double.

When any entity with Aura touches the stone, the entity enters a state of dreaming suspension. The entity will remain in stasis indefinitely, immune to harm until released; a captive may release itself by invoking the Dreamstone. Touching an immobilized creature will entrap the toucher. Anyone who has had contact with the stone for at least 24 hours may, when released, increase ML in one non-dormant psionic talent (chosen at GM discretion) by 1d6 to a maximum of 100 + SB.

Dreamstones are prone to malfunction and sometimes have alarming side effects, such as temporary or permanent madness or psionic blindness. Even when functioning properly, they are powerful psionic artifacts which inflict discomfort (1-4 Fatigue Levels per minute) to anyone within range, except those touching the stone. Charges: 10 x 1d100.

16-18 Eye of Xaral-Akyr

A four-inch-long, crystal egg. It vibrates in the presence of telepathic sendings and, when invoked, will enable the holder to receive them. Charges: 1d100.

19-20 Fortress-Box of Alakath

Normally in the form of a fifteen-inch white cube weighing 20 pounds plus the weight of its contents. When invoked, the box unfolds into a fifteen-foot cube, into which may be placed any object/person. The box may be refolded by the invoker with persons/objects inside, and will indefinitely maintain them free of erosion, aging, and harm. A charge is expended to fold or unfold the cube. Charges: 2d6.

21-25 Green Eye of Turembor

A spherical, transparent green stone. When held to the eye, it gives its user a magnified view (tinted green) of any object in line of sight. Charges: n/a

26-27 Hiri-Delyn

A black vest made of a very soft, flexible, and unknown material. When donned, the vest will expand or contract to fit its wearer. Forces which could injure the wearer cannot penetrate the vest; however, forces directed against a body area which is not protected by the vest have their usual effect. A charge is used each time the vest protects its wearer from harm. Charges: 3d6.

28-29 Hooded Robe of Nonbeing

This rare and powerful mantle is usually large, light, and shroud-like. About 30 seconds after enshrouding oneself, the wearer becomes invisible and non-corporeal for 10 minutes per charge expended. Charges: 2d6.

30-38 Idjar's Eye

A large piece of moonstone in a silver setting. By looking through the pendant at an interworld portal, the user can see the portal's destination; the Eyes are only about 90% accurate, however. These amulets actually have nothing to do with Idjar, a semi-divine son of the god Sarajin. Charges: n/a.

39-42 Jeweled Rod of Awe

A metallic rod adorned with clear gems. When held aloft and invoked, the rod causes everyone within 50 feet (except the user) to test Will x3. A victim accrues four Fatigue Levels (F4) with CF, two Fatigue Levels (F2) with MF, one Fatigue Level (F1) with MS, and no Fatigue Levels with CS. After accruing any fatigue, the victim makes a Shock Roll (except with CS). Charges: 2d6.

43-49 L'kirl-Wysan

A slim, silver, metallic egg about five inches long. When invoked, it may telepathically be given a message, which it will go to extraordinary pains to deliver, teleporting between worlds if necessary to seek out the intended recipient. The time it takes will depend on the success achieved invoking it. When the recipient is found, it will hover near them until they invoke the message, which it will telepathically transmit and then fall dormant. Charges: 1d100.

50-56 Mantle of Everlasting Balm

A large, thin, snow-white blanket, tacky to the touch on the inside. It weighs about 10 pounds. When wrapped securely around a (single) patient, it automatically invokes and will heal any/all physical ailments. One charge is expended for each Injury Level. An amputated arm is completely regenerated and fully healed at a cost of five charges, and a leg for seven. Any infection will be defeated at a cost of two charges. When all healing is complete, the mantle will restore life to a dead patient (two charges per each day dead). This form of revivification does not restore the (ethereal) spirit, which must be willing to return. The patient remains comatose for 100 minutes times the number of charges expended. Charges: 1d100.

57-59 Mirror of Soul Stealing

Usually takes the form of a multi-faceted, translucent cut gem. When invoked against a living creature, the prism attempts to draw the victim within itself. The victim tests Will x5 to avoid entrapment. Once within, captives are kept in separate facets. The capacity of the Prism may be randomly generated with 2d6. Charges: 5d6.

60-62 N'garith

A bowl of pure white jade. When a N'garith is filled with water, it becomes capable of curing a phobia or mental illness. On the other hand, a user with no phobia who gazes into a N'garith will acquire a phobia (use the MENTAL DISORDER table on CHARACTER 11). Users may also experience other-worldly visions. Charges: 1d100.

63-64 Putrid Bowl of Erag-Kanau

A four-inch bowl of unknown material. When invoked, any organic material placed within will, within 4-24 minutes, convert into a fungus (See Encounters Subtable 14). What use the Earthmasters had for such a thing is a mystery. Charges: 1d20.

65-74 Rings of Mystic Wonder

Such a ring is commonly a purple gem in a simple setting. Its gives its' wearer a randomly-generated psionic talent, the ML of which is the wearer's Aura x5, for as long as the ring is worn. Once it has been consistently worn for a month, the wearer tests Aura x1: with MS/CS, the ring grants the talent permanently at SB1. A ring always grants the same psionic talent (e.g., once it is determined the ring grants Healing, it will always grant Healing). Malfunctioning rings can cause madness or psionic blindness. Charges: n/a.

75-79 Rod of Scintillating Doom

A metallic staff about 30 inches long. When invoked, the rod fires a pencil-thin beam of burning, coherent light in a perfectly straight line up to a distance of 200 yards. The beam will burn through two feet of wood, a foot of stone, or six inches of metal in 10 seconds (one charge). It will not fire upon any creature, or item, with Aura. Charges: 5d6.

80-82 Shadow Bag of Iltain-Sheral

Usually a large, black sack which, when opened, releases a spatio-temporal discontinuity (nexus) which distorts magic, psionics, and even thought, and has been known to throw people between worlds (see "Loag's Box" in the Common Knowledge section of *HårnPlayer*). The nexus is a kind of psionic storm which remains in place until invoked back into the bag. The effects are random, often frightening, and uncontrollable by anyone with an Aura of less than 20 or Will under 17. Iltain-Sherals are sometimes called "raw essence of Godstone."

83-89 Sli-Hordrh

Usually in the form of a six-inch tetrahedron of clear crystal. If successfully invoked, the user is able to establish telepathic contact with well-known persons/creatures at any distance. With CS, it is possible to view well-known locations (i.e., clairvoyance). Charges: 1d100.

90-92 Ward of Shonjor-Kalim

A short rod which, when invoked, cannot be approached by any creature with Aura except the invoker. The closest approach possible is (25 - Will) feet. The effect will continue (using one charge per day) until stopped by the invoker's touch. Charges: 1d100.

93-96 Mysterious Earthmaster Artifact

See subtable on the next page.

97-00 Unique Earthmaster Artifact

The GM has the option to design a unique Earthmaster artifact or reroll.

TREASURE 24

Mysterious Earthmaster Artifacts

Whether valuable or totally useless, these artifacts' purpose/effect has been puzzling scholars for generations.

01–15 Earthmaster Artifact A

A two-foot-long cylinder (four inches in diameter) made of a very heavy, blue metal (the item weighs 280 pounds). Attached to one end of the cylinder is a small gray cylinder. When this small cylinder is pushed (like a button) the color of the large blue cylinder changes to red over a period of about 10 seconds. Pushing the "button" again restores the original color. Charges: 1d30.

16–30 Earthmaster Artifact B

A disk (six inches in diameter and one-half-inch thick) with a three-inch diameter hole in the middle. It appears to be made of a copper-like metal, but does not dent, scratch, or mar. If struck, it produces a high-pitched clear ringing. If flipped like a coin, it bounces in a strange manner and frequently comes to rest on its edge. Charges: n/a.

31–35 Earthmaster Artifact C

A twelve-inch-long bar with cross-section of a hexagon. The bar is two inches thick. It looks as if it is made of gold and feels like solid metal, but it weighs only about four pounds (if it were made of gold, the item would weigh nearly 30 pounds). It behaves in all other ways like rubber, except it does not break or scratch. Charges: n/a.

36–55 Earthmaster Artifact D

Comprises 36 balls, each one-half-inch in diameter, made of shiny, reddish stone. They behave as if they are connected magnetically, but they cannot be separated. They can be shaped into any configuration as long as each ball is touching at least one other ball. Over a period of days, however, they will gradually reorganize themselves back into a "default" shape. The "default" shape changes very slowly (almost imperceptibly) over time. Charges: n/a.

56–65 Earthmaster Artifact E

A three-inch diameter metal disk, 1/8 inch thick. One side has a flat gray finish; the other side has a flat black finish. The edge is highly polished and reflective. The disk is very resistant to scratching, especially on the edge. The edge even resists dirt, water, oil, and other substances, which appear to slide right off. Charges: n/a.

66–80 Earthmaster Artifact F

A thin (2 mm) metallic strip eight inches long by one inch wide. One side of the strip is glossy black; the other side has eight colored squares in a row (also with a glossy finish). The strip will securely attach itself to any non-living surface it comes into contact with; removal requires an Aura-based invocation roll. The strip will be stiff and straight when held in the air, but it will conform to any surface to which it adheres. Charges: 2d6.

81–95 Earthmaster Artifact G

A smooth, dull, gray stone orb, three inches in diameter, sitting on top of what looks like a six-inch tall, green vase. The vase has a grainy finish, like stone, but feels like metal, sounds like metal when struck, conducts heat and cold like metal, etc. The orb can spin in any direction, but will not come off the top of the vase. Charges: n/a.

96–00 Earthmaster Artifact H

A thin, cylindrical, metallic black shaft (seven inches long and one inch in diameter) with a pointed tip, piercing the center of three thin parallel metallic disks (six inches in diameter and about 1/2 mm thick) situated about half an inch apart. When invoked and spun like a top, the object will remain anchored in its position and rapidly accelerate to an alarmingly-large number of rotations per second. It will remain at that speed until stopped by another invocation or by physically grabbing the shaft (grabbing the disks while they are spinning would be a bad idea—finger sandwiches, anyone?). Charges: 2d6.

Other Earthmaster Artifacts

Pseudostone Slab

These slabs are often used as bases holding other Earthmaster artifacts. They are commonly a square slab (or slabs) of gray pseudostone, usually about an inch thick, and ranging in size from about three to 18 inches per side. When held in the air and successfully invoked (the usual Aural Invocation with physical contact required) the slab will remain in position hanging in midair. Once in position, the slab is immovable by any known physical force and can only be moved after another invocation. Charges: 3d6.

Crystals of All Shapes and Sizes

Crystals are often found at Earthmaster sites. Shapes vary a great deal: spherical, cylindrical, conical, pyramidal, cubical, egg-shaped, etc. They sometimes are found arranged in strange groupings or found singly (perhaps floating in midair on a pseudostone slab). They can be rough or polished, natural or cut. They are usually not gem quality (i.e., not very transparent—poor clarity). Charges: n/a.

BESTIARY 1



Bestiaries are a useful source of creatures to help, befriend, betray, or subdue the Players' Characters. A Bestiary with information about a creature's appearance, eating habits, prevailing territorial behavior, reaction to humankind, size, special powers, and vulnerabilities is the ideal to be strived for.

A Bestiary with this much information is beyond the scope of a publication dedicated to system rules, however. Thus, for detailed creature information, see *HårnMaster Bestiary*. It provides detailed information about most of the unique creatures found on Hårn and western Lythia.

If only average attributes and skill MLs are needed, refer to the tables on next two pages (BESTIARY 2-3). They give statistics for the creatures most commonly encountered by adventurers. Illustrations and basic information about most of these creatures is in *HårnPlayer*.

The statistics in the tables are only averages. The FACTOR VARIATION table (right) can be used to alter the values provided. The GM may do this at random by rolling 3d6, or can set the increase/decrease to account for the age and/or size of the creature. The table can be used to vary specific attributes and skill MLs, or to vary them all by the same percentage.

Continued on Page Four

FACTOR VARIATION TABLE

3d6	Variation
03-04	-30%
05-06	-20%
07-08	-10%
09-12	None
13-14	+10%
15-16	+20%
17-18	+30%



BESTIARY 2

Species	STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WILL
Aklash	24	18	06	08	04	10	06	04	01	14
Arcaeoc (Aquatic Ivashu)	04	09	02	05	•	10	18	04	04	03
Asiri (Air Sprite)	07	08	13	15	15	12	03	10	13	10
Aulamithri	05	04	15	16	11	15	06	09	15	09
Bear	20	18	12	12	10	12	17	•	01	13
Boar (Wild Pig)	16	16	•	07	08	12	19	•	01	15
Bull/Wild Cattle	24	18	•	07	10	12	16	•	01	10
Centaur	18	17	11	10	14	11	11	11	12	12
Dog (Attack Dog)	14	12	•	10	13	18	19	11	01	13
Dog (Hunting Dog)	10	05	•	09	16	19	20	10	01	07
Dog (Ratter)	06	12	•	08	11	16	17	13	01	12
Dog (Sheepdog)	08	10	•	09	12	14	15	14	01	15
Dolphin	13	12	•	15	10	16	14	14	12	13
Dragon (fire or frost)	48	36	05	08	17	15	14	13	13	19
Dryad	09	14	11	12	12	14	13	11	13	11
Elmithri (Water Sprite)	06	10	10	11	10	10	08	09	11	08
Gargu-Arak (Small Orc)	10	10	11	11	13	13	16	11	07	10
Gargu-Hyeka (Common Orc)	11	11	11	11	13	13	13	11	07	11
Gargu-Khanu (Black Orc)	13	13	11	11	13	13	13	11	07	13
Gargu-Kyani (White Orc)	11	11	11	11	13	13	13	11	07	11
Gargu-Viasal (Red Orc)	12	12	11	11	11	13	13	13	11	07
Griffin (Lioneagle)	20	19	•	15	19	15	15	08	01	12
Gytevsha	10	12	10	13	10	14	01	08	15	12
Hirenu (Hippogriff)	18	15	•	08	19	17	17	•	01	12
Horse/Pony (Chelni, Hodiri)	18	14	•	09	12	19	19	•	01	10
Horse/Riding Palfrey	20	16	•	08	12	19	19	•	01	10
Horse/Warhorse	22	16	•	10	12	19	19	•	01	11
Hru (Rock Giant)	57	40	08	04	07	07	07	11	01	13
Ilme (Mere Dragon)	36	30	07	06	12	14	14	11	08	06
Jellyfish	02	09	•	03	•	06	10	02	02	06
Lion (Mountain Cat)	20	13	•	18	16	17	18	•	01	10
Nolah (Hârníc Troll)	14	19	12	17	11	15	15	12	15	11
Ogarna (Ivashu)	32	37	10	02	•	01	01	18	20	18
Plasmory (Water Monster)	27	25	•	21	10	•	11	08	13	11
Polan-Tekek (Ivashu)	17	16	12	11	15	11	11	18	16	12
Ram/Mountain Goat/Sheep	17	15	•	17	15	19	19	•	01	15
Sea Turtle	23	19	06	12	08	09	10	12	09	13
Shark	15	12	•	10	08	12	20	07	06	06
Snake (Constricting)	16	12	•	10	13	13	18	•	01	08
Stag/Deer/Hind	17	13	•	09	19	19	19	•	01	12
Umbathri (Gargoyle)	10	14	12	17	15	15	01	13	19	12
Unicorn	24	16	•	10	16	20	20	08	15	15
V'hír	30	28	15	12	11	11	11	15	21	24
Vlasta (The Eater of Eyes)	05	10	17	21	17	15	19	02	01	10
Whale (Right)	60	50	•	06	07	09	12	08	07	09
Whale (Killer/Orca)	35	30	•	13	12	14	12	14	10	14
Whale (Sperm)	90	80	•	08	08	12	08	13	09	12
Wolf	14	13	•	14	16	19	20	•	01	13
Wyvern	25	18	•	11	19	15	17	•	03	13
Yelgri (Harpie)	11	08	08	10	17	15	15	06	01	10

BESTIARY 3

Species	Init	END	MOV	Dodge	Skills	Armour:	Blunt	Edge	Point	Fire
Aklash	55	19	10	40	Squeeze 30/9b, Bite 40/9p		10	08	07	07
Arcaeoc (Aquatic Ivashu)	17	05	•	25	Swimming 20		01	02	02	00
Asiri (Air Sprite)	59	12	16	75	Flying 60, Charm 65		01	02	01	01
Aulamithri	61	06	15	78	Scratch 95/2b, Bite 80/3p		Immune to mundane damage			
Bear	60	17	13	60	Claws 65/6be, Squeeze 30/10b		05	03	02	04
Boar (Wild Pig)	48	16	15	50	Tusks 50/5p		04	03	01	03
Bull/Wild Cattle	45	17	12	35	Horns 40/5p, Hooves 35/7b		04	03	01	03
Centaur	58	16	14	50	Shortbow 85, Hooves 65/6b		02	02	01	01
Dog (Attack Dog)	55	13	16	70	Bite 60/6p		04	03	01	03
Dog (Hunting Dog)	50	09	17	65	Bite 50/4p		04	03	01	03
Dog (Ratter)	45	10	11	55	Bite 85/3p		04	03	01	03
Dog (Sheepdog)	55	11	13	65	Bite 45/5p		04	03	01	03
Dolphin	75	12	01	75	Swimming 85, Nose 75/8b		04	03	03	02
Dragon (fire or frost)	60	34	14	40	Flying 80, Charm 85, Magic 60		12	15	12	14
Dryad	58	11	12	60	Charm 75, Staff 50, Fyvria 60		Immune to mundane damage			
Elmithri (Water Sprite)	55	08	10	55	Charm 65, Unarmed 35/1b		Immune to mundane damage			
Gargu-Arak (Small Orc)	51	10	13	55	Shortbow 50, Mankar 50, Shield 40		04	03	01	03
Gargu-Hyeka (Common Orc)	52	11	11	55	Shortbow 60, Mankar 60, Shield 50		04	03	01	03
Gargu-Khanu (Black Orc)	60	13	11	55	Shortbow 60, Mang 65, Shield 55		04	03	01	03
Gargu-Kyani (White Orc)	52	11	11	55	Shortbow 50, Mankar 50, Shield 40		04	03	01	03
Gargu-Viasal (Red Orc)	57	12	11	55	Shortbow 60, Mang 65, Shield 55		04	03	01	03
Griffin (Lioneagle)	61	17	14	45	Beak 80/12p, Claws 75/10be		03	04	02	04
Gytevsha	60	11	14	65	Mental Conflict 80, Savorya 70		Immune to mundane damage			
Hirenu (Hippogriff)	48	15	15	35	Beak 75/8p, Hooves 45/6b		04	03	01	03
Horse/Pony (Chelni, Hodiri)	37	14	14	45	Hooves 40/4b, Bite 35/1p		04	03	01	03
Horse/Riding Palfrey	37	15	15	40	Hooves 40/5b, Bite 35/2p		04	03	01	03
Horse/Warhorse	43	16	16	50	Hooves 50/6b, Bite 40/2p		04	03	01	03
Hru (Rock Giant)	67	37	07	40	Unarmed 60/15b		12	09	08	10
Ilme (Mere Dragon)	38	24	11	30	Bite 45/12p, Claws 50/10be		10	08	07	09
Jellyfish	15	05	•	15	Stingers 95/0p (Paralysis Poison H3)		05	01	01	01
Lion (Mountain Cat)	55	14	16	90	Bite 75/10p, Claws 70/8be		04	03	01	03
Nolah (Hârníc Troll)	68	15	13	85	Charm 85, Club/etc. 45		08	10	10	04
Ogarna (Ivashu)	52	29	02	10	Mental Bolt 120, Legs 40/10b		12	10	09	03
Plasmory (Water Monster)	70	21	01	85	Swimming 60, Bite 60/12p		12	09	07	04
Polan-Tekek (Ivashu)	63	15	12	55	Club/Spear/etc. 60, Pyrokinesis 85		04	03	03	04
Ram/Mountain Goat/Sheep	60	16	16	90	Horn 75/6b, Hooves 35/3b		05	04	01	03
Sea Turtle	45	18	02	60	Swimming 80, Bite 45/8p		15	10	10	04
Shark	45	11	01	40	Swimming 60, Bite 60/10p		04	03	03	02
Snake (Constricting)	27	12	14	70	Squeeze 45/12b, Bite 35/4p		02	01	00	02
Stag/Deer/Hind	60	14	14	45	Antlers 70/4b, Hooves 60/3b		04	03	01	03
Umbathri (Gargoyle)	60	12	17	85	n/a		Immune to mundane damage			
Unicorn	50	18	16	50	Fyvria 70, Horn 80/9p		06	04	02	05
V'hir	75	27	16	60	Peleahn 75, Whip 75/8bef		09	06	05	05
Vlasta (The Eater of Eyes)	71	08	25	95	Bite 65/2p, Claws 95/2be		02	01	00	02
Whale (Right)	35	40	01	30	Swimming 40, Fins 20/10b		10	08	06	05
Whale (Killer/Orca)	65	26	01	55	Swimming 75, Bite 50/10p		04	03	03	02
Whale (Sperm)	45	61	01	45	Swimming 70, Bite 40/25p		15	09	08	06
Wolf	56	13	15	70	Bite 80/7p, Claws 60/5be		04	03	01	03
Wyvern	65	19	10	40	Flying 60, Bite 65/10p		08	05	08	07
Yelgri (Harpie)	44	10	10	40	Claws 65/6be, Club/Spear 45		03	03	01	04

BESTIARY 4

The HårnMaster Bestiary Format

Since other *HårnMaster* publications provide creature information in the format used in *HårnMaster Bestiary*, a brief description of this format and a few sample creatures are provided for reference purposes.

Each creature in the bestiary has its own page. The pages are not numbered so the GM may arrange them in whatever order is desired: alphabetically, by habitat type, by Environ, etc.

The front of the page has a full-color illustration of the creature; the GM shows this to the players when their characters see the creature. Some creatures can be easily mistaken for another (such as zombies and Amorvrin). When this occurs, we have *deliberately* given the same illustration for both creatures.

The back page has information for the GM. A brief description of the creature is provided. It includes, when applicable, the creature's general behavior and reaction to humankind, habitat and territorial behavior, life expectancy and reproduction, eating/hunting habits, and special powers or disadvantages.

The sidebar has a smaller version of the creature's illustration, a guide to the pronunciation of the creature's name, and a table with the creature's statistics.

Attribute Generation Table

This table includes the attributes and skills for a typical member of the character's species. If the GM wishes to roll up the creature's statistics instead of using the average statistics, the dice rolls needed to roll up the creature's attributes are provided. The skill MLs are averages which can be varied if appropriate. The FACTOR VARIATION table (BESTIARY 1) is used to do this.

When combat skills are described, AML and DML (or skill ML if AML and DML cannot be easily determined) are provided as well as strike impact and aspects. The aspect abbreviations are: **b** blunt, **e** edge, **f** fire or frost, and **p** point. Squeeze attacks, such as a bear hug, are blunt aspect; claws are edge aspect; and bites are point aspect.

Combat skills are listed in order of typical preference. This is, if "claws" are listed before "bite," the creature is more likely to attack with its claw than bite. This does not apply to defense. All creatures use viable defensive options—an intelligent creature with a shield is likely to use it for blocking, and an animal is likely to dodge or counterstrike rather than use a paw to block. This is really just a matter of common sense.

Strike Location Table

Some creatures have locations humans do not, and the sizes of various body parts varies. Thus, each creature has a custom strike location table.

Armour Table

Each creature has its normal armour protection given. Statistics are shown in a linear form that indicates the protection against various kinds of strikes. For example, the sample armour table (sidebar) has a line reading "4 3 1 3", so a creature with this table would have an armour protection of four against blunt strikes, three against edge strikes, and so on. The exception to this format are intelligent, armour-wearing creatures, or creatures that have special types of protection. In these cases, the most common form of armour used is given, such as "mail and quilt." If a strike occurs, the ARMOUR LAYERS table on the Combat Tables may be used to quickly determine the protection value on the fly.

Miscellaneous

Some creatures' statistics depend on something other than the usual factors (e.g., Amorvrin). These creatures' information must vary from standard format.

Sample Attribute Generation Table

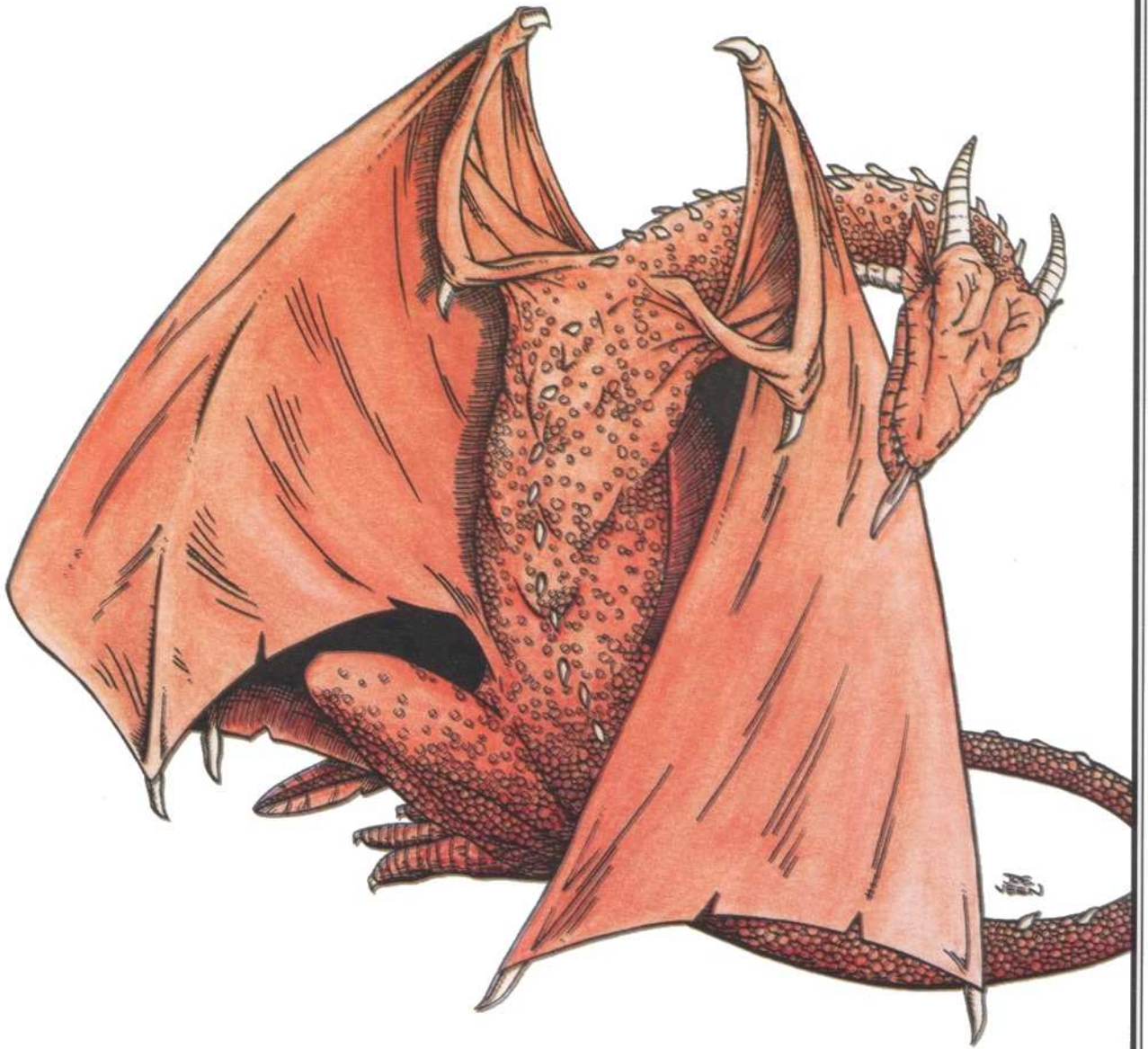
Nbr. Encountered	1d6
Life Cycle	Diurnal
Diet	Omnivorous
Age (yr.)	2d30 31
Height (in.)	4d6+54 68"
Frame	3d6 Average
Weight	Standard 153 lbs
CML	3d6 11
STR	3d6 11
STA	3d6 11
DEX	3d6 11
AGL	3d6 11
EYE	3d6 11
HRG	3d6 11
SML	3d6 11
VOI	3d6 11
INT	3d6 11
AUR	3d6 11
WIL	3d6 11
MOR	3d6 11
Initiative	Standard 55
END	Standard 11
MOV	Standard 11
Dodge	Standard 55
Fist	AML33/DML48/0b
Kick	AML38/DML38/1b

Sample Strike Location Table

STRIKE LOCATION TABLE			
High -10	Mid 0	Low -10	Strike Location
01-15	01-05	•	Skull
16-30	06-10	•	Face
31-45	11-15	•	Neck
46-57	16-27	•	•Shoulder
58-69	28-33	•	•Upper Arm
70-73	34-35	•	•Elbow
74-81	36-39	01-06	•Forearm
82-85	40-43	07-12	•Hand
86-95	44-60	13-19	Thorax
95-00	61-70	20-29	Abdomen
•	71-74	30-35	Groin
•	75-80	36-49	•Hip
•	81-88	50-70	•Thigh
•	89-90	71-78	•Knee
•	91-96	79-92	•Calf
•	97-00	93-00	•Foot
• Odd = Left, Even = Right			

Sample Armour Table

ARMOUR			
Blunt	Edge	Point	Fire
4	3	1	3



AHNERIN

FIRE DRAGON

One of two quasi-reptilian species that claim descent from the mating of the demigods Ahnu and Dhivu. Dragons are intelligent, and not necessarily hostile. Legend has it they hoard treasure. This may be to lure avaricious, mobile food sources (i.e., adventurers) to their lair. All dragons lie dormant for long periods, and do not grow hungry as often as their size would suggest. Ahnerin are long, sleek, and light-boned. They have four legs with taloned feet, and long, graceful tails. They have been sighted at over 40' in length. The proportions of a dragon are: head: 30%, body: 40%, and tail: 30%. Thus, a four-hex-long dragon would have a one-hex-long head, two-hex-long body, and one-hex-long tail.

Habitat

Ahnerin live in wilderness and mountainous regions, although one occasionally descends to hunt or lay waste to an isolated village. They prefer to dwell in caves above the tree line. A cave with numerous, winding passages (which makes maximum use of their ability to breathe fire) is the ideal choice for a home. Ahnerin almost always make their lairs near brimstone deposits. Some scholars believe they eat sulphur; others say Ahnerin need to be near large heat sources to be able to breathe fire and/or use their magical and psionic abilities.

Life Expectancy and Reproduction

Dragons typically live about 250 years, although some have reputedly reached 1,000. Mating occurs once every half-century or so; the chance of pregnancy is 1d4%. With success, the female lays 1d2 eggs after 30 days. They hatch 100 days later.

Hunting Techniques

When hunting, the Ahnerin takes to the air and begins flying in circles around its lair, slowly spiraling outwards, until a suitable meal is seen and plunged upon.

Charm

A dragon may precede its turn by attempting to *Charm* one nearby victim with its multifaceted, gemlike eyes. Charm is a unique psionic talent (see PSIONICS 8).

STRIKE LOCATION TABLE			
Head -10	Body 0	Tail -10	Strike Location
01-14	01-03	•	Skull
15-28	04-06	•	Face
29-42	07-09	•	Neck
43-46	10-13	•	•Front Hip
47-53	14-19	•	•Front Thigh
54-55	20	•	•Front Knee
56-60	21-24	•	•Front Calf
61-64	25-26	•	•Front Claw
65-86	27-43	01-10	•Wing
87-95	44-56	11-16	Thorax
96-00	57-63	17-24	Abdomen
•	64-66	25-29	Groin
•	67-83	30-49	Tail
•	84-87	50-60	•Back Hip
•	88-93	61-77	•Back Thigh
•	94	78-83	•Back Knee
•	95-98	84-94	•Back Calf
•	99-00	95-00	•Back Claw
• Odd = Left, Even = Right			

ARMOUR			
Blunt	Edge	Point	Fire
12	15	12	14



AN-ur-rin

pl. Ahnerin

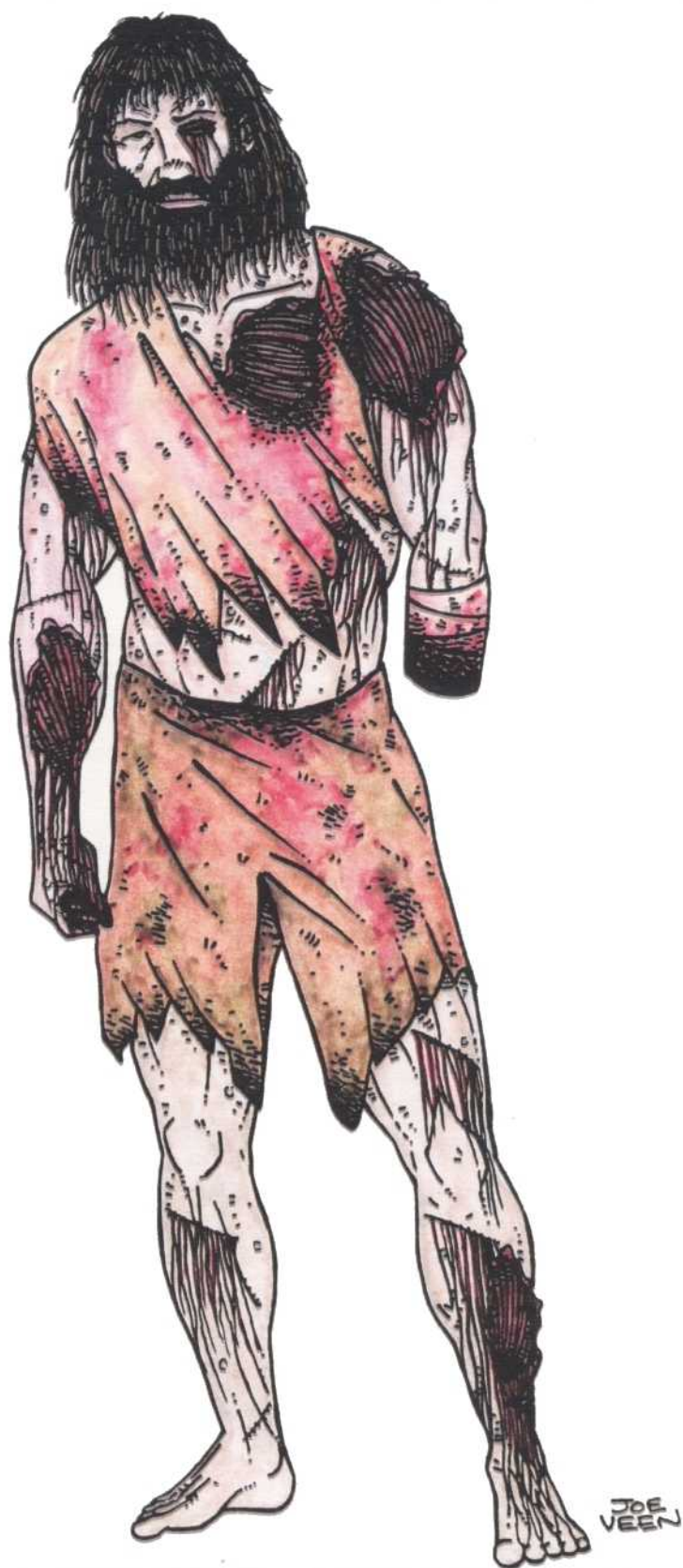
Number Encountered	1
Life Cycle	Diurnal
Diet	Carnivorous
Age (yr.)	1d6x40 120 years
Length (ft.)	Age/8 15 feet
Frame	Light
Weight	Age x3 360 lbs
CML	3d6 11
STR	8d6+20 48
STA	6d6+15 36
DEX	2d4 05
AGL	3d6-3 08
EYE	4d6+3 17
HRG	4d6+1 15
SML	4d6 14
VOI	3d6+2 13
INT	3d6+2 13
AUR	3d6+2 13
WIL	3d6+8 19
MOR	n/a n/a
Initiative (AGL AGL WIL)	58
END	Standard 34
MOV	Standard 14
Dodge	Standard 40
Flying	80
Charm	85
Peleahn Magic	60
Breath	AML75/9-Range(hex)
Bite	AML70/DML70/10p
Horns	AML60/DML60/7bp
Tail	AML60/DML60/7b
Claws	AML45/DML45/6be
Wings	AML30/DML45/8be

Magic

Half of all Ahnerin use semi-instinctive "Peleahn-like" magic. Peleahn ML is equal to half of the Ahnerin's age (maximum 100 + SB). The Ahnerin appear to be able to cast their spells without having a Peleahn Foundation within their aura. How they achieve this is not known to the Shek-Pvar; some mages believe it has something to do with the presence of Peleahn Principle in Ahnerin blood.

Breath

Ahnerin can exhale fire at will, provided they take a very deep breath first (this takes one combat round). The fire is an area attack: it forms a cone with a 60 degree apex; its length is three times as long as the dragon. The impact is equal to 60% of the dragon's length minus the victim's range in hexes. Ahnerin may use their breath weapon as often as they wish, but accrue two Fatigue Levels (F2) each time they use it.



AMORVRUS

THE GREY UNDEAD

The Amorvrin are mortals who have voluntarily succumbed to the Shadow of Bukrai (see *HårnMaster Religion*). They are the "free" undead, servants of Klyss the Necromancer, Morgath's chief lieutenant. Amorvrin automatically exude the Shadow of Bukrai; the strength of the Shadow varies (see the AMORVRIN SHADOW table below).

Amorvrin retain the appearance and powers they had in mortal life; but, because they exude the Shadow, they have an unnatural pallor and smell of the grave. Amorvrin also bear the marks of their previous lives and halflives. While the Shadow will revive them (up to 13 times) when they are slain, it does little in the way of cosmetic restoration; Amorvrin who are on their later halflives may be disfigured by wounds. As Amorvrin get older, they gradually acquire a sameness—all the older ones are malodorous and hideous. A young Amorvrus, one living its first or second halflife, can generally pass for human. However, since the Amorvrus exudes the Shadow at all times (whether it wants to or not) it does not make mortal friends very easily.

Eternal Halflife and Resurrection

Most Amorvrin were human in their mortal lives, but they can be of any mortal species except Khuzdul. Sensory attributes fade with time. The attributes given (right) are applicable for a male human Amorvrin who succumbed to the Shadow 60 years previously and is on its second halflife (i.e., has died at the end of its mortal life, been raised by the Shadow, killed, and raised by the Shadow again).

For the most part, Amorvrin are free to do as they please, but they are the slaves of Klyss and cannot resist his will. From time to time, Klyss appears to receive homage. During the visit, he will usually give an Amorvrus a task, often an unpleasant one such as bringing the Amorvrus' former comrades or loved ones under the Shadow. Amorvrin who please Klyss may be given a Bukrai Blade (see the AMORVRIN SHADOW table for the chance this has already occurred).

Injury and Recovery

Amorvrin do not suffer injuries the same way mortal creatures do. They are immune to shock rolls caused by physical trauma, but are affected normally by

Shock Rolls caused by any other cause. They are also affected normally by Kill rolls. When an Amorvrus is "killed," its body disintegrates in (Halflives + 1d6) combat rounds. The body then begins to reform at the nearest holy site of Morgath with a catacomb or vault. The time taken for the body to be reformed varies greatly; it is usually no less than 13 hours and no more than 13 months. The Amorvrus remains conscious, and physically weak, during the reformation process.

Daylight

Amorvrin are weakened by daylight. When in direct sunlight, they suffer a Special Penalty equal to their Halflives (e.g., an Amorvrus on its second halflife would have a penalty of two to all attribute tests and a penalty of 10 to all skill EMLs).



uh-MOR-vrus pl. *Amorvrin*

Number Encountered	1
Life Cycle	Nocturnal
Diet	Omnivorous
Age	2d30x(Halflives+1) 93 years
Height (in.)	4d6+54 68 inches
Frame	3d6 Average
Weight	Standard 153 lbs
CML	3d6-Halflives 09
STR	3d6 11
STA	3d6 11
DEX	3d6 11
AGL	3d6 11
EYE	3d6-Halflives 09
HRG	3d6-Halflives 09
SML	3d6-Halflives 09
VOI	3d6 11
INT	3d6 11
AUR	3d6 11
WIL	3d4 08
MOR	1d6+2 06
Initiative	Standard 50
END	Standard 10
MOV	Standard 11
Dodge	Standard 55
Sword	ML60
Shield	ML30
Dagger	ML45
Unarmed	ML30

STRIKE LOCATION TABLE			
High -10	Mid 0	Low -10	Strike Location
01-15	01-05	•	Skull
16-30	06-10	•	Face
31-45	11-15	•	Neck
46-57	16-27	•	•Shoulder
58-69	28-33	•	•Upper Arm
70-73	34-35	•	•Elbow
74-81	36-39	01-06	•Forearm
82-85	40-43	07-12	•Hand
86-95	44-60	13-19	Thorax
95-00	61-70	20-29	Abdomen
•	71-74	30-35	Groin
•	75-80	36-49	•Hip
•	81-88	50-70	•Thigh
•	89-90	71-78	•Knee
•	91-96	79-92	•Calf
•	97-00	93-00	•Foot

• Odd = Left, Even = Right

ARMOUR			
Blunt	Edge	Point	Fire
Variable, typically scale and leather			

AMORVRIN SHADOW TABLE			
Halflife	Personal MFS	Bukrai Blade Chance	MFS
1-3	1d2	10%	+1d2
4-7	1d3	25%	+1d3
8-10	1d4	40%	+1d4
9-12	1d5	55%	+1d5
13	1d6	70%	+1d6

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MELEE ATTACK

		BLOCK				COUNTERSTRIKE				DODGE				IGNORE			KEY	
DEF	▶	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll	◀	DEF	A★	Attacker Strike
ATTACKER	CF	BF	AF	DTA	DTA	BF	AF	D★2	D★3	BS	AS	DTA	DTA	DTA	ATTACKER	CF	D★	Defender Strike
	MF	DF	Block	DTA	DTA	DF	Block	D★1	D★2	DS	●	●	DTA	A★1		MF	B★	Both Strike
	MS	A★2	A★1	Block	DTA	A★3	A★2	B★1	D★1	A★2	A★1	●	●	A★3		MS	AF	Attacker Fumble Roll
	CS	A★3	A★2	A★1	Block	A★4	A★3	A★1	B★2	A★3	A★2	A★1	●	A★4		CS	DF	Defender Fumble Roll
																	BF	Both Fumble Roll

MISSILE ATTACK

BLOCK					DODGE				IGNORE	MISSILE EMLs					DS	
DEF	CF	MF	MS	CS	CF	MF	MS	CS	No Roll	DEF	BLOCK				BS	
ATTACKER	CF	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	ATTACKER	CF	LV: Shield (Full ML) Weapon (Half ML)			Block	
	MF	●	●	●	●	●	●	●	●		MF	HV: Shield (Full ML) Weapon (ML 05)				
	MS	M★2	M★1	Block	Block	M★2	M★1	●	●		M★2	MS	DODGE			
	CS	M★3	M★2	M★1	Block	M★3	M★2	M★1	●		M★3	CS	LV: Full ML HV: Half ML			
										IGNORE (LV or HV) Defender (No Roll)				DTA		
														Wild		
														M★		
														Defender Stumble Roll		
														Both Stumble Roll		
														Weapon Damage Roll		
														Miss/Standoff		
														Tactical Advantage		
														Random Hit, or WQ Roll		
														Missile Strike		

AIMING ZONE

HIGH EML -10	MID EML +0	LOW EML -10
01 - 15	01 - 05	●
16 - 30	06 - 10	●
31 - 45	11 - 15	●
46 - 57	16 - 27	●
58 - 69	28 - 33	●
70 - 73	34 - 35	●
74 - 81	36 - 39	01 - 06
82 - 85	40 - 43	07 - 12
86 - 95	44 - 60	13 - 19
95 - 00	61 - 70	20 - 29
●	71 - 74	30 - 35
●	75 - 80	36 - 49
●	81 - 88	50 - 70
●	89 - 90	71 - 78
●	91 - 96	79 - 92
●	97 - 00	93 - 00

STRIKE LOCATION



SKULL
FACE†
NECK

• SHOULDER
• UPPER ARM
• ELBOW
• FOREARM
• HAND

THORAX
ABDOMEN
GROIN

• HIP
• THIGH
• KNEE
• CALF
• FOOT

INJURY TABLE

EFFECTIVE IMPACT				
1+	5+	9+	13+	17+
M1	S2	S3	K4	K5
M1	S2	S3	G4	K5
M1	S2	S3	K4	K5▼
♦M1	♦S2	♦S3	♦G4	♦K4
♦M1	♦M1	♦S2	♦S3	♦G4▼
♦M1	♦S2	♦S3	♦G4	♦G5▼
♦M1	♦M1	♦S2	♦S3	♦G4▼
♦M1	♦S2	♦S3	♦G4	♦G5▼
M1	S2	S3	G4	K5
M1	S2	S3	K4	K5
M1	S2	S3	G4	G5▼
♦M1	♦S2	♦S3	♦G4	♦K4
♦M1	♦S2	♦S3	♦G4	♦K4▼
♦M1	♦S2	♦S3	♦G4	♦G5▼
♦M1	♦M1	♦S2	♦S3	♦G4▼
♦M1	♦S2	♦S3	♦G4	♦G5▼

†FACE: 01-15 Jaw
16-30 •Eye
31-65 •Cheek
65-80 Nose
81-90 •Ear
91-00 Mouth

• ODD Roll = Left
• EVEN Roll = Right

MINOR Bruise/Cut/Stab	Kill/Mortal Wound
SERIOUS Fracture/Cut/Stab	▼Amputation Roll
GRIEVOUS Crush/Cut/Stab	♦Fumble or Stumble Roll

HârnMaster

COMBAT TABLES

ACTION OPTIONS

REST
PASS
FREE MOVE
ENGAGE
CHARGE
DISENGAGE
RISE
GROPE
MELEE ATTACK
MISSILE ATTACK
GRAPPLE ATTACK
ESOTERIC ATTACK

DEFENSE OPTIONS

BLOCK (Shield or Weapon)
COUNTERSTRIKE (Use AML)
DODGE
IGNORE
GRAPPLE DEFENSE
☐ MISSILE DEFENSE
☐ ESOTERIC DEFENSE
☐ OPPORTUNITY FIRE
☐ CATCH LV MISSILE

MELEE COMBAT

ATTACKER:

- Declare Target & Weapon
- Declare Aspect & Aim

DEFENDER:

- Declare Defense

MELEE ATTACK

- Determine EMLs*
- Make Skill Rolls
- Determine Combat Result

STRIKE DELIVERY (if any)

- Generate Strike Location
- Determine Strike Impact
- Determine Effective Impact
- Determine Injury (if any)

*EML Modifiers (Combat 11)

- Physical Penalty (x5)
- Special Penalty
- Aiming (-10 High or Low)
- Outnumbered (-10 per)
- Prone Opponent (+20)

MISSILE COMBAT

ATTACKER:

- Declare Target & Weapon
- Declare Aim Zone
- Fire and Reduce Ammo

DEFENDER:

- Declare Defense

MISSILE ATTACK

- Determine EMLs*
- Make Skill Rolls
- Determine Combat Result

STRIKE DELIVERY (if any)

- Generate Strike Location
- Determine Strike Impact
- Determine Effective Impact
- Determine Injury (if any)

*EML Modifiers (Combat 16)

- Physical Penalty (x5)
- Special Penalty
- Range Modifier (0/20/40/80)
- Aiming (-10 High or Low)
- Target Size
- Weather (-10 to -40)

MISSILE DATA TABLE

WEAPON	SHORT Hexes/Imp EML +0	MEDIUM Hexes/Imp EML -20	LONG Hexes/Imp EML -40	EXTREME Hexes/Imp EML -80
Shortbow	20/6	40/5	80/4	160/3
Longbow	25/8	50/7	100/6	200/5
Hartbow	30/9	60/8	120/7	240/6
Crossbow	20/8	40/7	80/6	160/5
Blowgun	5/0	10/0	20/0	40/0
Sling	15/4	30/3	60/2	120/2
Staff-Sling	25/5	50/4	100/3	200/3
Taburi	4/4	8/3	16/2	32/2
Shorkana	3/5	6/4	12/3	24/3
Javelin	8/7	16/6	32/5	64/4
Spear	6/8	12/7	24/6	48/5
Melee Weapon	2/100%	4/100%	8/50%	16/50%

ARMOUR PROTECTIVE VALUES

MATERIAL	Blunt	Edge	Point	Fire
CLOTH/HAIR	1	1	1	1
QUILT/FUR	5	3	2	4
LEATHER/HIDE	2	4	3	3
KURBUL	4	5	4	3
RING	3	6	4	3
MAIL	2	8	5	1
SCALE	5	9	4	5
PLATE	6	10	6	2

Squeeze = Blunt

Bite = Point

Tear = Edge

Frost = Fire

ARMOUR LAYERS

	B	E	P	F
Quilt+Cloth	6	4	3	5
Leather+Cloth	3	5	4	4
Leather+Quilt	7	7	5	7
Leather+Quilt+Cloth	8	8	6	8
Kurbul+Cloth	5	6	5	4
Kurbul+Quilt	9	8	6	7
Kurbul+Quilt+Cloth	10	9	7	8
Ring+Cloth	4	7	5	4
Ring+Quilt	8	9	6	7
Ring+Quilt+Cloth	9	10	7	8
Mail+Cloth	3	9	6	2
Mail+Quilt	7	11	7	5
Mail+Quilt+Cloth	8	12	8	6
Mail+Leather	4	12	8	4
Mail+Leather+Cloth	5	13	9	5
Mail+Leather+Quilt	9	15	11	9
Mail+Leather+Quilt+Cloth	10	16	12	10
Mail+Kurbul+Cloth	7	14	10	5
Mail+Kurbul+Quilt	11	16	11	8
Mail+Kurbul+Quilt+Cloth	12	17	12	9
Mail+Plate+Cloth	9	19	12	4
Mail+Plate+Quilt	13	21	13	7
Mail+Plate+Quilt+Cloth	14	22	14	8
Mail+Plate+Leather	10	22	14	6
Mail+Plate+Leather+Cloth	11	23	15	7
Mail+Plate+Leather+Quilt	15	25	16	10
Scale+Cloth	6	10	5	6
Scale+Quilt	10	12	6	9
Scale+Quilt+Cloth	11	13	7	10
Plate+Cloth	7	11	7	3
Plate+Quilt	11	13	8	6
Plate+Quilt+Cloth	12	14	9	7

Armour Protection: The impact reduction given by various materials, according to Strike Aspect. If multiple layers are worn, impact reduction is cumulative. Common armour combinations are given to speed play.

Superior/Inferior Armour: Protective values shown apply to Standard Quality (+0) materials. Modify for armour quality. For example, if a +2 Hauberk is one of the layers struck, ALL reduction values are +2. For Enchanted Armour, add +1 per level of enchantment.

☐ **Flammable Armour:** Cloth and Quilt may ignite (50% chance) when Fire Impact (before Armour Reduction) is 13+. If this occurs, victim takes M1 (Cloth) and S2 (Quilt) burn injury for the next three Combat Turns, unless the fire is extinguished.

2ND EDITION

HÂRNMASTER™

"The ultimate fantasy role-playing experience"

CHARACTER PROFILE

NAME: _____ CLASS: _____

BIRTH/FAMILY

ANCESTRY: _____ BIRTH: _____

APPEARANCE

HEIGHT: _____ WEIGHT: _____

PHYSICAL

STRENGTH: _____ DEXTERITY: _____

PERSONALITY

CHARACTERISTICS: _____

SKILLS

COMBAT: _____

COMBAT TABLES

WEAPON: _____

CHARACTER PROFILE

This edition of *HârMaster* has been completely rewritten, with an emphasis on ease of use and fun. The rules are presented in a modular format, with dozens of optional rules that allow you to customize your own level of detail.

All pages are printed on *cardstock* for long-life, with extensive use of color. The pages are *looseleaf* and can be organized in a 3-ring binder just the way you like it.

The major benefits of the *HârMaster* system are described below.

HârMaster COMBAT TABLES

MELEE ATTACK

ATTACKER: _____ DEFENDER: _____

MISSILE ATTACK

ATTACKER: _____ DEFENDER: _____

AIMING ZONE

SKILL: _____

STRIKE LOCATION

INJURY TABLE

EFFECTIVE IMPACT

COMBAT TABLES

CHARACTER GENERATION

Good FRP characters, like real people, do not spring into the world at age 21 with a few basic attributes. They have personal histories and distinct personalities. *HârMaster* gives you this background with a character generation system that is fun, flexible, and detailed. Characters may be randomly generated, or freely designed with a new point-based system.

SKILLS

HârMaster is skill based. All skills are derived from character attributes and rated on a scale of 1-100. They can be improved with experience during play.

There are no arbitrary character classes to limit or restrict your play. Nothing prevents a Mage from having weapon skills, nor a Cleric from being an assassin. You may also follow such occupations as Herald, Knight, Mercenary, Pilot, or Viking.

COMBAT

HârMaster combat depends on weapon skills and battle experience. The system gives you a variety of tactical options to control your combat destiny, and extensive weapon and armour data. Improvements in the second edition increase speed and ease of play.

HârMaster does not use abstract "Hit Points". Injuries are rated to determine their effect on physical activity and the time they will take to heal. Optional rules generate graphic injuries such as bruises, fractures, and crushes to body parts like skull, hopefully not your skull.

HârMaster...as real as you want it to be.



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