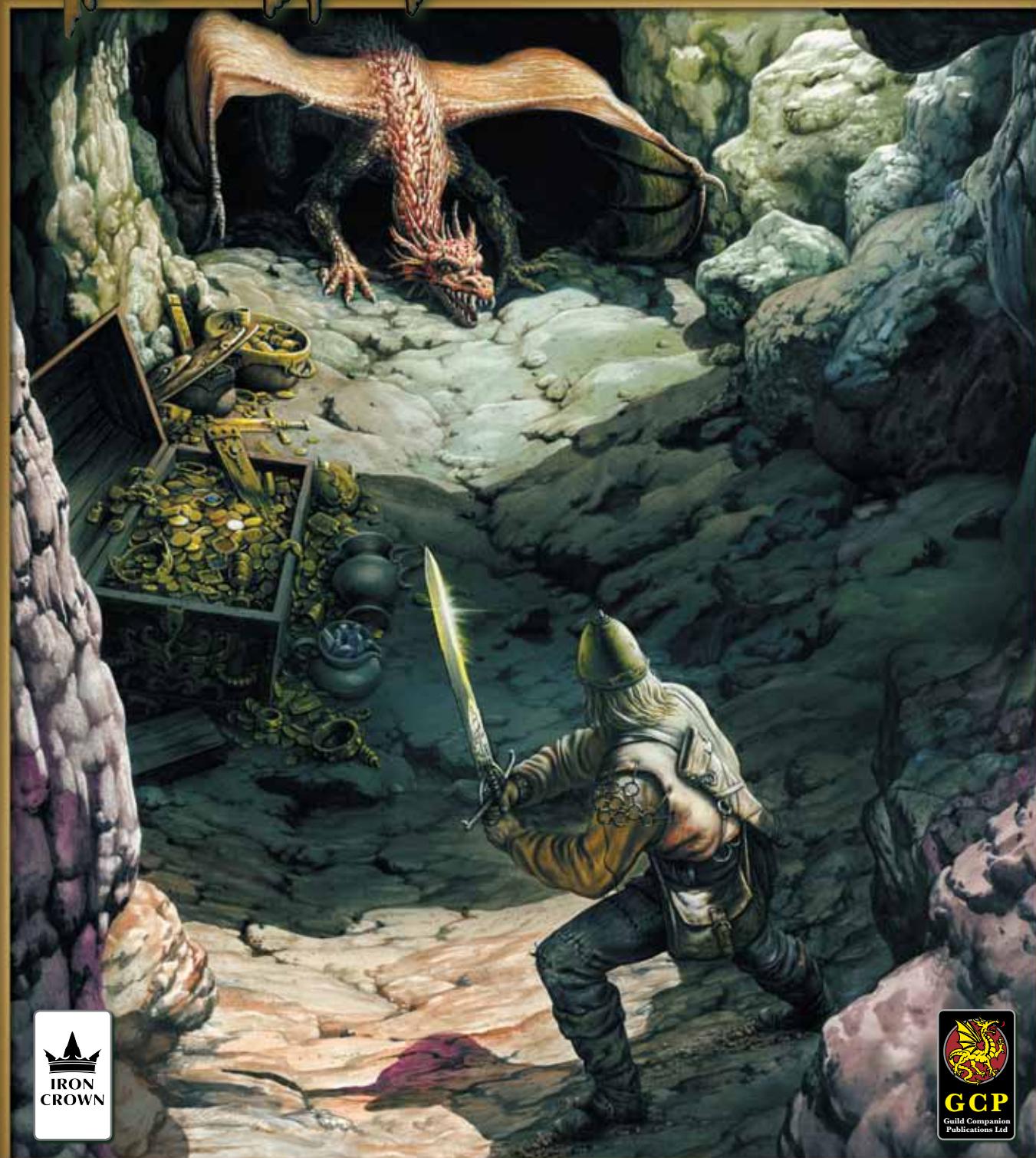
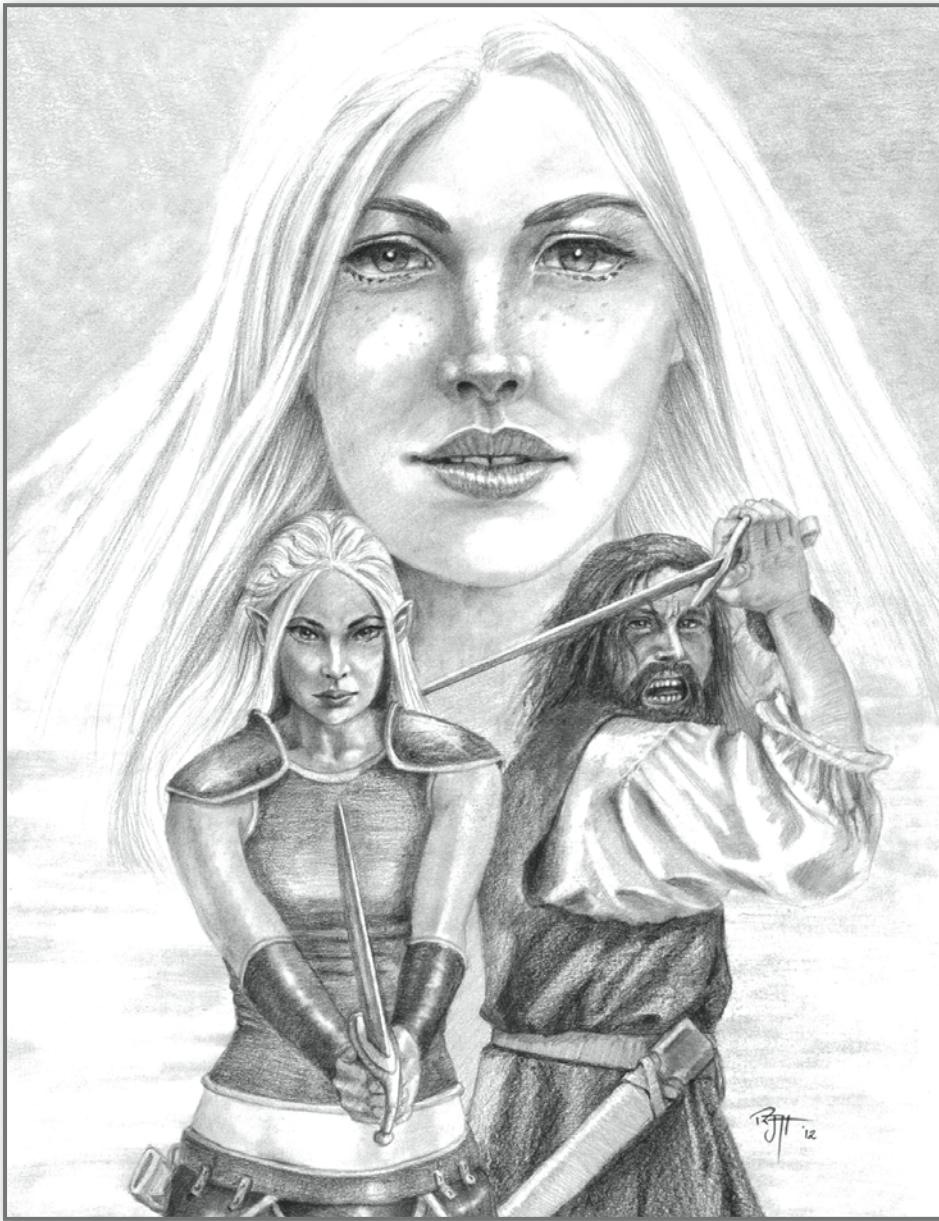


HARP™

High Adventure
Role Playing™
Fantasy



#GCP-HARP-1000



HIGH ADVENTURE ROLEPLAYING

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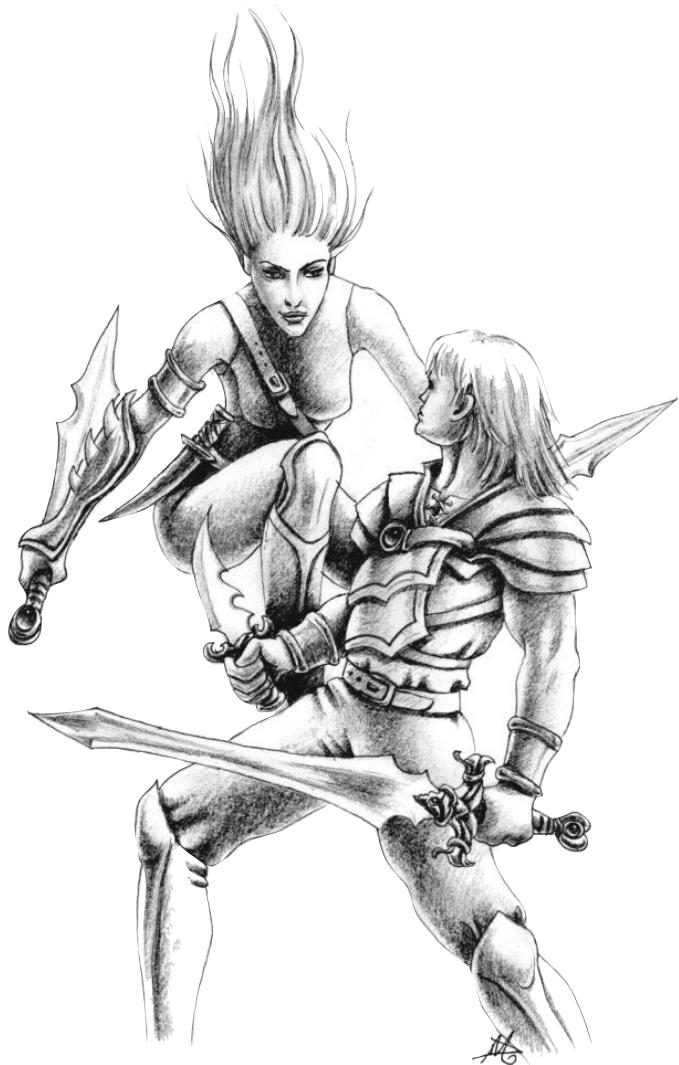
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Foreword

HARP has had a convoluted existence. It was first published in 2003 as a 160-page volume and enjoyed early success. Constructive feedback from many sources encouraged its then designers to perform a minor revision, incorporating new material, and leading to a 2004 rerelease as a 192-page volume. A number of substantial sourcebooks and supplements (*Martial Law*, *College of Magics*, *Monsters: a Field Guide*, *Loot: a Field Guide*, *Cyradon and Codex*) followed in the next couple of years. HARP SF was transferred to a different publisher, Guild Companion Publications Ltd, and it was published as a pair of core rulebooks (HARP SF and HARP SF Xtreme) in 2011. The HARP Fantasy license transferred at the very end of 2010 to Guild Companion Publications Ltd. This new book, HARP Fantasy, marks a new beginning for HARP.

I have been involved with HARP from the prepublication playtesting of what would become the 160-page version of the game. My role-playing group and I read the emergent rules and tested them in actual gaming. The reduced complexity and the speed of gameplay resolution coupled with rich detail and flexibility quickly made it my game of choice for GMing and the preferred ICE game of choice for my players. In December 2003, I ran a demo game at Dragonmeet, armed only with a low-resolution prepublication printout of the rulebook. The moment that I had completed my Rolemaster sourcebook, Construct Companion, I was recruited to design and write HARP's magic sourcebook, College of Magics, at one point revising the complete draft to cope with the changes to the 192-page version of HARP. I wrote HARP SF & HARP SF Xtreme, shepherded them through their public beta testing, and eventually formed my own publishing company (*Guild Companion Publications Ltd.*) to ensure that they were published.

When I wrote HARP SF, I was adamant that it would be compatible with the fantasy version of the rules set. Careful design, however, meant that it was possible to incorporate many pieces of feedback and lessons learned from my own HARP gaming and years of discussions on online forums with and among fellow fans, whilst still achieving the compatibility constraint. When the HARP license transferred to my company, the need to rebrand the existing books meant that there was an opportunity to enhance them by improving the balance of the rules, eliminating problems that had been identified by players and GMs over the years, and retrofitting the generic improvements that had been made in HARP SF. Of course, the constraint was now that HARP Fantasy must be compatible with the already published HARP SF and HARP SF Xtreme! A team of intrepid souls joined me in the improvement process and we recruited a quartet of artists to

freshen up the look and feel with a fantastic set of new interior illustrations.

So for those who are already fans of HARP, here is what has changed:

- » The Professions have been rebalanced in terms of their professional abilities
- » Flat 50 Development Points is the default for calculating Development Points
- » Races have been better balanced in terms of stat bonuses, some racial abilities have been revised, and Humans now get Skill Flexibility (*the ability to make a single skill in a NonFavored category Favored*)
- » Blood Talents have been rebalanced in terms of Development Point cost
- » The Mandatory Subskills rule has been incorporated from HARP SF
- » Four new Influence skills have been added from HARP SF
- » New talents have been added from HARP SF and Development Point costs of existing Talents have been properly balanced
- » The use of Spell Adders and Power Point Adders has been clarified
- » Clarifications and improvements have been made to the rules for Light & Vision, Fighting Blind, Asphyxiation and Holding Breath, Drowning and Stat Loss
- » Life Points have been removed and the Stun rules made consistent with HARP SF
- » All of the spells have had their base costs and scaling options made consistent with the revised spell creation system (*to be published in the enhanced College of Magics*) and descriptions have been clarified in specific cases
- » Herb and poison prices have been rationalized
- » A new monster creation system has been used to rework the monster collection with some monsters being replaced with new creatures
- » Several magic items have had their effects adjusted
- » The guidance on customizing clerics and magic users has been revised to better fit with the rules given in the enhanced College of Magics and future envisaged sourcebooks.
- » The Language Table and associated rules have been made consistent with HARP SF
- » The “Non-Adventuring Professions” have been removed – these will return in a future sourcebook in the form suitable for PCs

Whether you are an aficionado of HARP or a newcomer to the game, I sincerely hope that you will enjoy playing and gamemastering HARP Fantasy as much as I have.

—Nicholas HM Caldwell

1 Introduction



High Adventure Role Playing (**HARP**) Fantasy is a flexible and easy fantasy role playing game. **HARP Fantasy** is rich in detail with the flexibility to be customized to any subgenre of fantasy gaming. **HARP Fantasy** is also fully compatible with **HARP SF**.

You will find all you need to play or GM **HARP Fantasy** in this core rulebook. And for those who want more, look to www.ironcrown.com for the latest news on upcoming supplements. Enjoy!

What is Role Playing?

If you're not familiar with role playing, the idea is incredibly simple: You take on the persona of a character and interact with other "player characters" (or PCs), also portrayed by real people. The PCs go on quests to gain wealth, items and experience to improve their capabilities. The story is directed by one player who is called the "Gamemaster" (or GM). The GM describes the environment, handles any monsters or other menaces that threaten the PCs, and referees the rules that determine how various events turn out.

Role playing is a form of improvisational storytelling with every player helping to tell the story. It's like acting in a movie that has no script – everyone at the table is making up the scenes and the dialogue as the drama unfolds and there is an unlimited budget for special effects! It is not a sequence of events that leads to some predefined end. Every moment of the game is creating a new chronicle of epic deeds, shaped by the players' actions. Unlike a movie where the end credits must roll and a sequel might be years away, the next installment of your story will happen at your next gaming session.

What is a Character?

When you portray a player character, you are in control. You describe what your character does, with dice rolls helping determine the outcome of combat or magical effects. Your character has statistics (or stats), which measure the various abilities that define a person. A character's Strength statistic will determine how mighty he will be, while a high Quickness will make him fleet of foot. You will also need to select a race for your character, whether an aloof Elf, dour Dwarf, or enigmatic Gryx, and a culture such as rural, urban, sylvan or nomad.

Your character will also have a number of skills and talents to help him or her succeed and survive in the adventuring world. Selecting a profession, such as Thief, Mage, or Fighter, will reflect the insight and training your character received prior to starting the game. Each has their own focus and unique strengths, allowing a significant amount of diversity in an adventuring group.

Character Creation Shortcuts

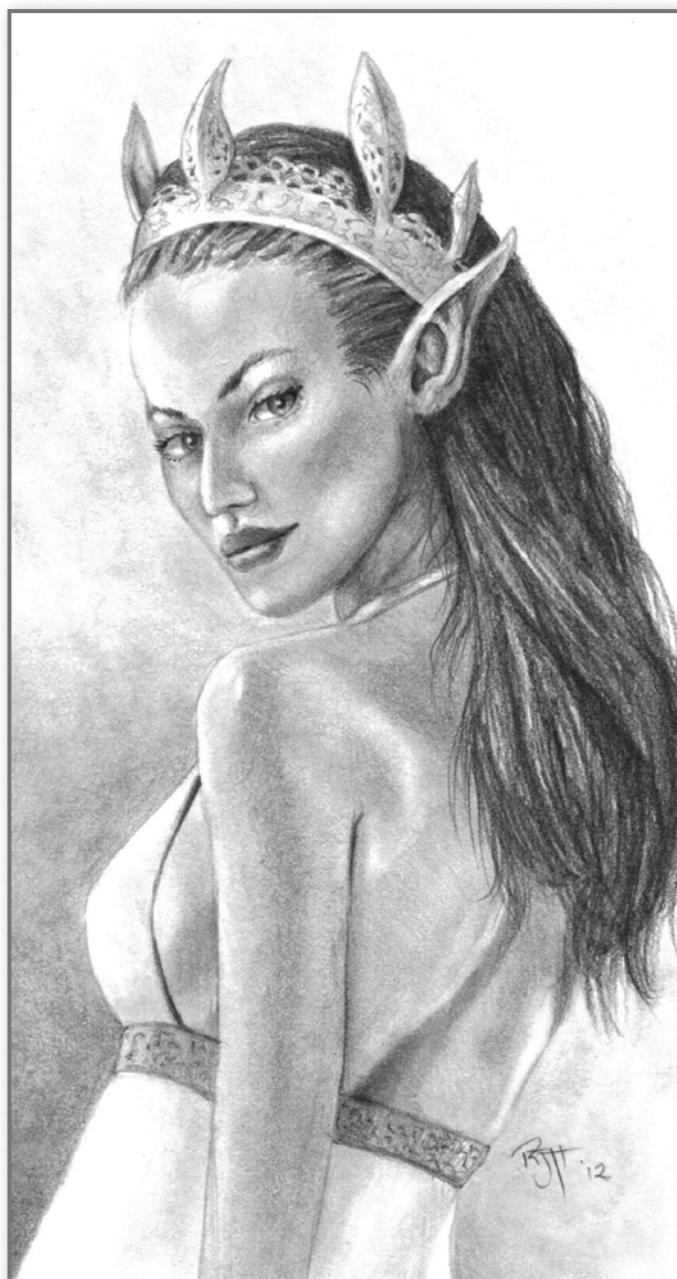
Since **HARP Fantasy** was designed with a system of character creation that is fast and fun, there are tools that can be downloaded for free, purchased from our e-commerce outlets, or used over the Web to further simplify the creation process. Visit www.ironcrown.com for the latest information on available spreadsheet-based character creators, web-based generators, apps and downloadable software packages, and pick the one that suits your needs.

What is a Gamemaster?

The Gamemaster (or GM) is the "director" of the game, much like the director of a movie; as such, a Gamemaster should be very comfortable being the center of attention. The GM

knows all of the plots and twists that exist in the adventuring world and creates a flexible story which can be adjusted based on player character actions. At the same time, the GM must portray all of the non-player characters (or NPCs) that the players might meet along the way. The GM must know where the story is headed and officiate any time rules are used. Players, on the other hand, only have to worry about what their own characters do. Being a GM can be a challenge, but it's also a lot of fun.

A series of connected adventures is usually called a campaign, and can be set in a world of the Gamemaster's own devising. The backdrop could also be a pre-published setting such as Cyradon, an entire world created explicitly for **HARP Fantasy**, or Shadow World, the epic world created by Terry Amthor.



2 Character Creation Overview

Creating a **HARP Fantasy** character is easy! By following the six painless steps below, your character will be complete and ready for action in no time. You will need a pair of ten-sided dice, pencils, scratch paper, and a copy of the **HARP** character sheet. You can photocopy the sheet at the back of this book or download several free versions of the sheet from the web: www.ironcrown.com.

The character sheet is used to record all of your character's important information. The image below is an example of the two-page version of the **HARP Fantasy** character sheet.

Step One: Choose a Profession

HARP Fantasy includes nine professions to choose from: Cleric, Fighter, Harper, Mage, Monk, Ranger, Rogue, Thief, and Warrior Mage, which are detailed in Chapter 3. Each of these professions starts out with a unique set of abilities and favored skill categories that help shape the budding hero, but all skills are available to any profession. Each of the Favored Skill Categories for your chosen profession grants a number of free skill ranks in that category. Note your Favored Skill Categories and the number of free ranks on your character sheet/scratch paper somewhere for reference when we get to buying skills in Step 4 later.

Step Two: Generate Statistics

HARP Fantasy uses eight statistics (*or stats*) to represent a character's natural abilities: Strength, Constitution, Agility, Quickness, Self Discipline, Reasoning, Insight and Presence. The numerical value of these stats can range from 1 to 105. Values over 100 represent extraordinary stats. Select one of the options in Chapter 4 to generate your character's beginning stats, and assign the eight numbers as you wish.

Next, compare your starting statistical values to Table 4.1 Development Point and Stat Bonus. Record the skill bonuses received for each stat on your character sheet.

Example: Keal, a Fighter, has a Strength stat of 90. After glancing at the table, Keal's player notes that he receives a +8 skill bonus. This information is recorded on Keal's character sheet.

Character Creation Tip: **Assigning Your Stats**

Professions have “key” stats, reflecting the attributes that are most prized to the profession. For instance, Strength is highly valued by Fighters. When assigning your generated values to your stats, it is a good idea to have already developed an idea of what you would like to play, and assign your stat values accordingly.

After you have noted your bonuses, note down 100 Development Points available at level one, twice the normal amount of 50 Development Points available at second and later levels. At level one, characters receive twice the usual number of Development Points to reflect a solid start in life. You will use Development Points every level to learn new skills and improve old ones, thus expanding your character's abilities.

Step Three: Choose a Race & Culture

Select the race and culture that best suits your character.

HARP Fantasy Races: Human, Elf, Dwarf, Gnome, Halfling, and Gryx. Each of the six races is distinguished by their own special characteristics, abilities, and advantages. For more information on **HARP Fantasy** races refer to Chapter 5.

HARP Fantasy Cultures: Deep Warrens (*Dwarven*), Shallow Warrens (*Gnomish*), Sylvan (*Elvish or Gryxian*), Nomadic, Rural, Urban, Underhill (*Halfling*). Each cultural group gives a character skills that are usually learned during an adolescent period. Record these skill ranks on your character sheet.

Skill Name	Cost	Stats	# of Ranks	Bonus Mods	Total Bonus		Skill Name	Cost	Stats	# of Ranks	Bonus Mods	Total Bonus
Artistic												
Acting		Pr/In					Infiltration		Pr/In			
Dancing		Ag/Pr					Leadership		Pr/In			
Mimicry		Pr/SD					Public Speaking		Pr/In			
Play Instr:		Pr/Ag					Trading		Pr/In			
Play Instr:		Pr/Ag					Mystical Arts					
Singing		Pr/In					Arcane Lore		Re/Re			
Storytelling		Pr/In					Arcane Lore		Re/Re			
Athletic												
Acrobatics		Ag/SD					Attunement		In/In			
Climbing		Ag/St					Power Point Dev.		In/SD			
Contortions		Ag/SD					Runes		Re/In			
Combat												
Brawling		St/Ag					Animal Handling		Pr/In			
Combat Styles:		/					Beastmastery		In/Pr			
Combat Styles:		/					Foraging/Survival		In/Re			
Martial Arts: Strikes		St/Ag					Horticulture		Re/In			
MA Styles:		SD/					Navigation		Re/In			
MA Styles:		SD/					Riding		Ag/SD			
Martial Arts: Sweeps		St/Ag					Sailing		Ag/Re			
Weapon:		St/Ag					Tracking		SD/In			
Weapon:		St/Ag					Physical					
Weapon:		St/Ag					Armor		St/Ag			
Concentration												
Chi Defense		SD/In					Endurance		Co/SD			
Chi Focus		SD/St					Jumping		St/Ag			
Chi Speed		SD/Qu					Swimming		St/Ag			
Chi Strength		SD/St					Subterfuge					
Mental Focus		SD/SD					Ambush		SD/Ag			
General												
Appraisal		Re/In					Disguise		Pr/SD			
Crafts:		Re/Ag					Locks & Traps		In/Ag			
Crafts:		Re/Ag					Pick Pockets		Ag/Qu			
Healing		Re/In					Stalking & Hiding		SD/Ag			
Herbcraft		Re/In					Poisoning		In/SD			
Mundane Lore:		Re/Re					Sniping		SD/Ag			
Mundane Lore:		Re/Re					Streetwise		Pr/In			
Perception		In/SD					Trickery		Pr/SD			
Resistance: Stamina		Co/Co							/			
Resistance: Will		SD/SD										
Resistance: Magic		In/In										
Rope Mastery		Re/Ag										
Signaling		Re/In										
Influence												
Charm		Pr/In										
Diplomacy		Pr/In										
Duping		Pr/In										
Spell Name	Cost	Stats	# of Ranks	Bonus Mods	Total Bonus		Spell Name	Cost	Stats	# of Ranks	Bonus Mods	Total Bonus

For more information on **HARP Fantasy** cultures refer to Chapter 5.

Step Four: Buy Skills & Talents

At this stage, players may spend their starting Development Points to purchase a wide variety of skills and talents. All skills are purchased at either 2 or 4 points per skill rank. A skill's cost is based on your chosen Profession. Any skill in a favored category is purchased at 2 Development Points per skill rank, and any skill located in a non-favored category costs 4 Development Points per skill rank. The total numerical value of a skill is increased as "skill ranks" are purchased. The first 10 ranks in a skill bestow a bonus of +5 per rank. A character may normally only have a maximum of six skill ranks in a particular skill at first level (*unless the character also possesses specific related Talents*). Refer to Chapter 6 for a complete list of skills.

Buying Talents: Talents represent special abilities or training. You can purchase as many talents as you wish. Refer to Chapter 7 for an extensive list of talents and their corresponding Development Point cost.

Calculate your character's total skill bonus: Total the bonus for your character's skill ranks and add it to the appropriate stat bonus to determine your total skill bonus.

Example: Jurgis, a Thief, has 4 ranks in his Locks & Traps skill, which is governed by the Agility and Insight stats. His stat values in Agility and Insight are both 90, which, as he notes, gives him a +8 skill bonus from each stat. His final total in the Locks & Traps skill is 36 ((4 x 5 [Rank Value]) + 8 + 8).

Step Five: Purchasing Equipment

Each character begins the game with 10+1D10 gold pieces (*gp*) which can be used to purchase equipment. An extensive equipment list is located in Chapter 8.

Step Six: Final Touches

By this point, your character has a fine collection of numbers that describe his or her abilities at a wide variety of tasks. However, the numbers are still lifeless without the intangible aspect of character to back them up. Consider a few important details about your character. What does he or she look like? What sort of attitude do they present to the world? What motivates them? Fleshing out these facts about your character will ultimately help bring him or her to life!

Congratulations!

You have just finished your first **HARP Fantasy** character. Now get out there and get playing!

3 Professions



The first step when creating a **HARP Fantasy** character is to choose a Profession. Much like a career, a Profession reflects the focus your character has given to training and development. A Profession also determines how difficult it can be for you to learn certain skills. Some of the special abilities found in **HARP Fantasy** are only available to characters of a particular Profession. Finally, a Profession can also offer insight into a character's demeanor or motivation in life.

Each Profession contains the following information:

Name & Description: The name of the Profession and a short description.

Favored Categories: This section lists a number of skill categories at which characters of the Profession are unusually proficient. Skills listed in any favored category are purchased at the cost of 2 Development Points per rank. Skills from any other category are purchased at the cost of 4 Development Points per rank. Each Profession gives a character a number of free skill ranks. These ranks are bestowed upon characters during an apprenticeship period, and as such are only gained at the time of character creation.

Example: Fighters have four favored skill categories:

Athletic: 2	Combat: 8
General: 2	Physical: 8

So when creating a Fighter, you have 2 initial skill ranks to assign to the Athletic category, 2 to the General category, 8 to the Combat category, and 8 to the Physical category. Once these free skill ranks have been assigned, any additional skills desired in any of the four favored categories are purchased at 2 points per skill rank. Skills in categories outside of a Fighter's favored categories, such as the Subterfuge category, are purchased at 4 Development Points per skill rank.

Key Stats: These stats are the ones most prized by members of the Profession in general. The stat values are used in determining any bonuses to the majority of the favored skills.

Professional Abilities: Each of the Professions has at least one unique special ability. All characters have the ability to learn spells from the "Universal" sphere, regardless of Profession. A chosen few Professions also gain access to special magic spheres. Spells and magic spheres are detailed in Chapter 11.

Cleric

The Cleric is a priest and sage who has mastered the use of divine magic. Clerics generally pay homage to one deity, but some worship entire pantheons. A Cleric's spells reflect the nature of his god. While many remain cloistered and tucked away in monasteries and temples, a number have become adventurers, wandering from place to place, preaching the words of their deity to the faithless.

Favored Categories

General: 3	Mystical Arts: 8
Physical: 3	

Select two categories: 3 each

Key Stats: Insight, Reasoning

Professional Abilities

A Cleric may select any 20 spells to form his base list, but at least five of those spells must come from the Cleric sphere.

Any base list spell selected by the Cleric must be affiliated with his deity's interests. The Cleric may also select two categories as Favored Categories, subject to GM approval, based upon the deity's interests. Starting at 1st level and then at every 7th level thereafter (*i.e., 7th, 14th, etc.*), a Cleric receives a +10 bonus to any one skill of their choice from one of their selected categories. No skill may have more than a +30 bonus from this ability.

❖ **NOTE:** Selection of the skill category, Combat, as a Favored Category means that the Cleric may be considered a Paladin or Holy Warrior of a deity or a Priest of a God of War.

❖ **NOTE:** Players should check with their Gamemaster to determine if any noteworthy variations have already been implemented for the setting – many GMs will have created their own religious orders and spell spheres for the deities and religions of their world. The GM is the final arbitrator in determining which spells may or may not be appropriate.

Fighter

The Fighter makes a living by his skill at arms, living for the thrill of combat. Fighters are usually found in the front line of any fight, and favor the strength and quickness of the body over the honing of a delicate mind. They occupy all walks of life: from knights in a king's court, or soldiers filling out ranks in a nation's army, or as thugs raiding wagons for profit.

Favored Categories

Athletic: 2	General: 2
Combat: 8	Physical: 8

Key Stats: Strength, Agility, Constitution, Quickness.

Professional Abilities

All Fighters may choose two abilities from the following list: Close Shot, Lightning Reflexes, Shield Training and Speed Loader.

Beginning at first level, and then every fifth level thereafter (*5th, 10th, etc.*), Fighters gain a +10 bonus to any Combat skill of their choice. No Combat skill can have more than a +30 bonus from this ability. Beginning at first level, and then every third level thereafter (*3rd, 6th, etc.*), Fighters also gain a +5 bonus to any one skill from the Athletic or Physical categories. No skill may have greater than a +25 bonus from this ability.

Harper

As learned in lore as they are in the telling of wild tales, the Harper works a special kind of magic to help support his performances. Since many Harpers are also quintessential wanderers, never tarrying in one area for too long, they subsist solely on the graciousness of their audiences. Harpers are

drawn to adventure like moths to a flame, for each experience, each new step along the way is another marvelous story to record.

Favored Categories

Artistic: 4	General: 3
Combat: 3	Physical: 3
Influence: 4	Mystical Arts: 3

Key Stats: Reasoning, Insight, & Presence.

Professional Abilities

Harpers may learn any spell found in the Harper sphere. Beginning at first level, and then every seventh level thereafter (*7th, 14th, etc*), Harpers gain a +10 bonus to any one Artistic skill or Mundane Lore skill of their choice. No skill may have greater than a +30 bonus from this ability.

Mage

An unparalleled weaver of magic, a Mage is both a powerful spell caster and a holder of secret knowledge. Mages have sacrificed countless hours (*and sometimes more than mere time*) to obtain their mastery of magic. Depending on intense study, magic is not a simple talent, but a skillful art that has been honed to perfection. Many are seekers of power and knowledge. Mages are also called Magicians.

Favored Categories

Artistic: 2	General: 4
Influence: 2	Physical: 2
Mystical Arts: 10	

Key Stats: Reasoning, Insight.

Professional Abilities

Mages may obtain any spell from the Mage sphere (*also known as the Circle of Magery*). All Mages have the Sense Magic Talent and the Magician's Versatility ability. Refer to the Magician's Versatility note below for additional information on this ability.

Monk

A master of the body, the Monk is, quite literally, a living weapon. Able to exceed normal mortal limitations through rigorous martial training and intense levels of discipline, learning how to externalize his Chi energy in various ways, a Monk is likely to see any adventure as a personal test. Along the way, a Monk will eagerly seek out opportunities to advance his understanding of the world around them, while at the same time walking the rigid path of his discipline.

Favored Categories

Athletic: 4	General: 3
Combat: 5	Physical: 3
Concentration: 5	

Key Stats: Insight, Self Discipline, & Quickness

Professional Abilities

Beginning at first level, and then every fifth level thereafter (*5th, 10th, etc*), Monks gain a +10 bonus to any one Martial Arts skill or style or Chi skill of their choice. No skill or style may have more than a +30 bonus from this ability. Also beginning at first level, and then every third level thereafter (*3rd, 6th, etc*), the penalty for using Chi Defense is reduced by 5 points (*to a minimum of zero*). Martial Arts attacks by the Monk are Medium Attacks rather than Small Attacks. Refer



to the Monk Attacks below for additional information on a Monk's Martial Arts attack abilities.

Ranger

At home in the wilderness, the Ranger is a friend of nature. Many Rangers accept the role of wardens, guarding those who live in or travel through the hinterlands. Rangers have the skills necessary to survive indefinitely in the wild, and – in their element – can even move undetected. Many are also fierce warriors of unparalleled skill, able to use surrounding terrain to their advantage.

Favored Categories

Outdoor: 6	General: 3
Combat: 4	Subterfuge: 2
Mystical Arts: 3	Physical: 2

Key Stats: Insight, Strength, & Agility.

Professional Abilities

Rangers may learn any spell from the Ranger sphere. Beginning at first level, and then every seventh level thereafter (*7th, 14th, etc*), Rangers gain a +10 bonus to any one Outdoor skill of their choice. No skill may have greater than a +30 bonus from this ability.

Rogue

Often regarded as a jack-of-all-trades, the Rogue is one of the most versatile characters of all. Rogues are generally skilled in completing tasks that no one wishes them to complete, or finding entrances to places where no one is allowed. Everything to a Rogue is considered a challenge.

Favored Categories

Athletic: 3	General: 3
Combat: 3	Physical: 3
Mystical Arts: 2	Subterfuge: 3
Outdoor: 3	

Key Stats: Insight, Strength, & Agility

Professional Abilities

Beginning at first level, and then every third level thereafter (*3rd, 6th, etc*), Rogues gain a +5 bonus to any one skill from their Favored Categories. No skill may have greater than a +25 bonus from this ability.

Thief

A Thief is a master of subterfuge and deception. Skilled in the arts of larceny, the Thief makes relieving a nobleman of his purse a simple task. Found in every corner of the world, Thieves are drawn to areas of commerce, but are quick to join in an adventure as they find it difficult to resist the lure of gold or treasure.

Favored Categories

Athletic: 3	Influence: 2
Combat: 3	General: 3
Subterfuge: 6	Physical: 3

Key Stats: Insight, Strength, & Agility

Professional Abilities

Thieves may choose one of the following talents: Assassin Training, Master Burglar, or Master Pickpocket. Beginning at first level, and then every fifth level (*5th, 10th, etc*), Thieves gain a +10 to any one Subterfuge skill of their choice. No skill may have greater than a +30 bonus from this ability.

Warrior Mage

The Warrior Mage strides boldly between two worlds, equal parts Fighter and Mage. He specializes in magic that aids and enhances his natural martial abilities. A Warrior Mage also maintains a repertoire of spells that give him the necessary edge over his foes.

Favored Categories

Combat: 6	General: 3
Mystical Arts: 6	Physical: 5

Key Stats: Reasoning, Strength, & Agility

Professional Abilities

Warrior Mages may learn spells from the Warrior Mage sphere. At 1st level, Warrior Mages gain a +10 bonus to any one Mystical Arts skill of their choice. Beginning at first level, and then every seventh level thereafter (*7th, 14th, etc*) Warrior Mages gain a +10 bonus to any Combat skill of their choice. No Combat skill may have more than a +30 bonus from this ability.

Magician's Versatility

Future HARP Fantasy sourcebooks will expand the number of available spells in the system. While it would be possible to force all professions to have an equal number of listed spells, that is a policy that compels the creation of spells simply for numeric symmetry rather than a policy of only creating new spells because they encapsulate an interesting concept or capture some facet of a literary setting or a world of a GM's own devising. Moreover it only works if GMs permit all of the listed spells – and not all spells will be appropriate for all settings.

So, instead of seeking balance in terms of described spells, the aim is to create the balance in terms of available spells for each profession, such that members of a profession initially know the component sigils of a (*large*) subset of the spells in their Sphere or Circle, but not all of them. Additional spell sigils may be learned through the purchase of the Extended Arcana Talent (*which will be described in a future sourcebook*) by a character.

For professions who combine an interest in magic with other emphases, for example the Harper, Ranger, and Warrior Mage, their spheres will initially contain 15 spells. New spells for each of these professions will be found in College of Magics and other sourcebooks to add to the existing dozen spells known by these professions. For professions whose principal focus is magic, namely the variant specialist mage professions introduced in College of Magics (e.g., *Elementalist, Necromancer, Thaumaturge, and Vivamancer*), their circles or spheres should initially contain 30 spells.

The Magician's Versatility ability permits the generalist Magician (*or Mage*) profession to start the game with the capability of learning up to 40 spells. In addition to the 33 spells listed in this book, Magicians are automatically entitled to add the Magestaff spell (*from College of Magics*) and six additional spells, designated as Mage spells from other sourcebooks to the Magician's Circle.



Monk Attacks

Monks have the ability to attack multiple foes and to make multiple attacks using their Martial Arts skill or any of the Martial Arts styles that they know.

Multiple Attacks – A Monk may attack more than once in a round by taking a modifier of -20 to all attacks for each attack beyond the first he performs. If he performs 2 attacks, both get a -20, if he performs 3 then all 3 get a -40, etc.

Example: Brolys has had a long day. Unfortunately it is about to get longer as he is followed down an alley by a ruffian. Fetching up against the side of a building Brolys decides not to let the villain take what little money he does possess. Brolys decides to attack his foe twice this round, therefore he must apply a -20 modifier to both of his attacks.

Multiple Foes – A Monk, while making multiple attacks, may direct these attacks against multiple opponents. Doing so incurs an additional modifier of -10 to all attacks for each foe beyond the first. Thus, attacking 2 foes gives an additional -10 to the modifier for making multiple attacks; attacking 3 foes would give an additional -20 to all three attacks, etc.

Example: As Brolys is fighting the villainous cur who wishes to take his money, one of the cur's friends decide to jump in and help him. Brolys now decides to split his two attacks between both foes. His attacks now have a modifier of -30 (-20 from multiple attacks and -10 from multiple foes) to them.

For every 5 Monk levels that a character has, the total penalty for any combination of the above attacks is reduced by 5.

Multiple Professions

HARP allows a character the opportunity to add additional professions as he progresses in levels. Upon gaining a new level, a player may purchase the Talent Additional Profession (see Chapter 7), which allows him to add a level of another profession to his overall level. The character's overall level is the sum of all levels in any Professions that he has acquired.

Whenever a character obtains enough experience to advance his character level, he may freely choose which Profession to advance, or elect to add yet another new Profession, provided that the Additional Profession Talent is purchased again. A character is limited to adding only one new Profession each time they advance a level. Characters do not double their Development Points when adding a new profession.

Example: Tellan is a 3rd level Mage. Upon attaining 4th level, Tellan decides to learn something about martial skill and obtains his first level as a Fighter. Tellan's player pays for the Additional Profession Talent and records Tellan's current status as Mage (3)/Fighter (1). For the purpose of calculating character level, Tellan is considered 4th level overall. Once Tellan obtains enough experience to advance to 5th level, he may increase his Mage level, increase his

Fighter level or elect to add yet another new Profession. After some thought, considering his effectiveness in armed combat, Tellan decides to increase his level in the Fighter Profession. Tellan's player notes the change on his character sheet to Mage (3)/Fighter (2).

- NOTE:** Special Professional abilities or perks are gained only when that particular Profession level is obtained. When a character has multiple professions the maximum bonus allowed from the combined professional bonuses is +30 to a single skill. If multiple bonuses are applied and the total is greater than +30, then anything above the +30 is lost.

Example: Zurgha, a Fighter (3)/Thief (1), has just obtained enough experience to gain a new character level. Prior to gaining her new level, Zurgha's player peruses the Professional Abilities of the Fighter. Noting that she stands to gain a +10 skill bonus to any weapon of her choice upon obtaining 5th level, the player decides to spend her advancement on her Profession as a Fighter. Unfortunately for her, the GM interrupts her daydreaming on which weapon skill to develop by pointing out that her total level in Fighter is only 4, even though her overall level is 5. Without an additional level in her Fighter Profession, the weapon skill bonus is still out of reach. Grumbling to herself, Zurgha makes a mental note to slay the next monster the GM presents in the adventure with extreme prejudice!

- NOTE:** A character with multiple professions may only purchase ranks in spells belonging to a specific Sphere of magic when advancing a level in the profession to which that Sphere is associated.

Gaining Levels

As characters traverse strange lands, meeting new people and participating in adventures, they will come to understand more about the world around them, and their place within it. This self-advancement is reflected numerically as the Gamemaster awards Experience Points (*XP*) to characters for goals they have accomplished or trials they have overcome. These events could be something as mundane as locating an herb to help cure the son of a Duke, or as elaborate as successfully uncovering and identifying a murderer in a house full of suspects.

Once a character has obtained a set amount of Experience Points his level increases. The following table details the degree of XP required for each new level.

Example: Ori, a Rogue, currently has 684 Experience Points and is currently considered 2nd Level. After completing a particularly arduous series of adventures, her GM awards her an additional 350 XP for bravery in the face of adversity! Recalculating her Experience Point total, Ori

notes that her new total is 1034 XP, enough to obtain her 3rd Level, but not quite enough to reach the 4th.

Table 3.1 Experience Progression

Level	XP Needed	Level	XP Needed
1	0	11	5750
2	350	12	6600
3	750	13	7500
4	1200	14	8450
5	1700	15	9450
6	2250	16	10500
7	2850	17	11600
8	3500	18	12750
9	4200	19	13950
10	4950	20	15200
		21+	+2500/lvl

Once a character has obtained enough XP to gain a level, he immediately receives his full complement of Development Points. These can be spent as the player wishes. An available list might include Talents, skills, stat increases, Training Packages, or other options fully detailed below.

Should a player decide to purchase the Additional Profession Talent, allowing their character the opportunity to add a new Profession, the character's Favored Skill Categories will change as well to those of the new Profession.

- NOTE:** Adding a new Profession may alter the Development Point cost of any skill rank purchased during this period. Make sure all cost changes are taken into account prior to a character acquiring new skill ranks!

Level Up Check list

- » Calculate your character's Development Points. (*This will be 50 Development Points unless the Stat Dependent DPs option is in use.*)
- » Purchase talents, skills, stat increases, Training Packages etc. Be sure to keep track of these changes on your character sheet.
- » Recalculate any skill and stat bonuses that have changed.

Player's Tip: Character Development

Some GMs may allow players to advance characters as soon as enough XP has been accumulated. Others may rather have the players wait until their characters reach a point in the game where the necessary resources to train are available. Players should always check with the GM on specifics regarding character advancement.

4 Character Statistics



HARP characters are defined by eight “stats” that represent a character’s natural physical and mental abilities: Strength, Constitution, Agility, Insight, Quickness, Self Discipline, Reasoning and Presence. The numerical value of these stats can range from 1 to 105. Values over 100 represent extraordinary stats.

Select one of the 3 options detailed below to generate your character's starting stats. We recommend Option 2 as being the fairest method. Assign the results to each stat as you see fit.

Tip: Each Profession values certain stats over the rest. If possible, place a starting value of 90 or higher in these stats.

Strength (St) – Not merely brute force, Strength is an estimation of a character's build and muscular structure. Characters with a high Strength are able to use their might to its fullest potential. This stat is favored by Fighters of all types.

Constitution (Co) – Reflecting a character's general health and well-being, Constitution also helps determine stamina, resistance to poisons and diseases, and the ability to weather fatigue and wounds brought about by combat.

Agility (Ag) – Characters that exhibit outstanding feats of manual dexterity have a high Agility. This stat is favored by Rogues and Thieves.

Quickness (Qu) – A measure of reflexes and coordination, Quickness also determines the reaction time of a character. Characters with high Quickness values have increased movement on the battlefield and are adept at dodging blows. Fighters and Monks value Quickness the most.

Self Discipline (SD) – Representing inner resolve, dedication, and stubbornness, Self Discipline also helps determine a character's resistance to the machinations of others. Monks value Self Discipline the most.

Reasoning (Re) – The capacity for logical, rational, and analytic thought is governed by a character's Reasoning. Characters with high Reasoning scores seem to be particularly astute and are of sound sense and good judgment. Reasoning is prized by both the Mage and the Warrior Mage Professions.

Insight (In) – Covering the intuitive faculties of a character, Insight is the capacity to discern the true nature of a situation. It also expresses a character's connection to, and understanding of, the world around them. Insight is prized by the Clerics.

Presence (Pr) – A character's bearing, quality of self-assurance, and mien are reflected in his Presence. Those with high Presence scores are full of charm and wit, with a distinct force of personality. Presence also helps determine a character's ability to interact with and influence those around him. Of all the Professions, Harpers value Presence the most.

1-100 Roll (1d100) – Most of the die rolls in HARP are percentile rolls. To obtain a random result from 1-100, roll the two dice together, counting one die as the "tens" place and the other as the "ones" place. Make sure you designate before the roll! Results of 00 are counted as 100.

Generating Stats

Option One

Make 8 percentile rolls until all results are at least 40 or higher. Assign the results to the stats as desired. For those using the deprecated Stat Dependent DPs Option, this method generally produces a character with anywhere from 32 to 61(*or more*) Development Points. It can lead to significant variation in the capabilities of characters within a group.

Example: After purchasing a copy of HARP, Robert races home to sit down and create his first character. Selecting human as his Race, and Harper as his Profession, he goes about generating his character's statistics. On a scratch piece of paper, he records his 8 rolls: 48, 93, 76, 51, 88, 62, 45, and 97. Noting that the Harper Profession has three Key Stats (Reasoning, Intuition, and Presence), he makes sure to place his highest three rolls in those attributes, distributing the remaining values as he sees fit. His character's stats eventually end up looking like this:

St: 45	SD: 62
Co: 48	Re: 88
Ag: 76	In: 93
Qu: 51	Pr: 97

Example, Cont'd: With his stats in place, Robert looks his character over. Satisfied, he moves on to perusing the available cultures. From his stats we can determine that his character isn't particularly strong or sturdy, but his fingers are nimble from years of practice with his instruments. The character is also particularly level-headed, with a keen insight and an irresistible charm!



Option Two (recommended)

This is the preferred and default method as it is fair to all players in a group. With this method, a character has 550 points to purchase their 8 stats. All stats start at zero, but can be bought up on a point-for-point basis, unless the desired stat value is 91 or higher. Use the table below to determine the cost per stat point.

Stat Range	Cost per Point
1 – 90	1
91 – 95	2
96 – 100	3
101 – 105	10

Example: Gemma wants her first character to be a Fighter. Knowing that Fighters rely upon Strength as one of their primary stats, she decides on a Strength of 97. To raise her character's Strength from 0 to 90 costs 90 points. To raise her stat from 90 to 95 will use up 10 more points ($5 \times 2 = 10$). Then to raise it the last two points to 97 will use an additional 6 points ($2 \times 3 = 6$). Overall, for her Strength value of 97, Gemma has spent 106 of her original 550 points.

GM's Option:

The GM may at their discretion forbid starting characters from having stats above 100.



Option Three

With this method, a player has 500 plus 10d10 points to spend on purchasing his initial stats. This particular method could produce a character with 600 points (*should a player be lucky enough to roll all 10's*), or one with a starting pool of only 510 points (*should the dice all come up 1's*). Refer to the table in Option Two for the cost of raising stats.

Example: Aaron is creating a Ranger for a new campaign. With 10d10 in hand, he rolls and comes up with a 5, 8, 3, 9, 5, 2, 3, 8, 9, and 1. Adding them all, he notes that he has 553 (500 plus the 53 he rolled) to distribute among his stats.

Stats for Layman/Normal Characters

The HARP character creation rules are intended to create heroes and extraordinary individuals. When creating more mundane Non-Player Characters, the Gamemaster should use a base stat value of $40 + 2d10$ to represent an average, run-of-the-mill individual.

By their very nature, Player Characters and particularly capable Non-Player Characters are exceptional individuals with stats that are much higher than those of the average person.

Stat Bonuses & Development Points

Each stat receives a bonus based upon its value. These bonuses, plus any other applicable stat bonuses, are used when calculating skills' values or when making Resistance Rolls. The following table details the bonuses for each stat rating. This information should be recorded on your character sheet.

There are two options regarding the awarding of Development Points (*DPs*):

The first and preferred option (*Flat DPs per Level*) is to give all characters a fixed number of Development Points regardless of their stats. Characters receive 100 Development Points at first level and 50 Development Points at each subsequent level. (*GMs running very low-powered campaigns may wish to consider a lower award of 80 Development Points at first level and 40 Development Points at each subsequent level.*)

The second deprecated option (*Stat Dependent DPs*) is to give characters Development Points based on the values of the character's stats. Use Table 4.1 to note the number of Development Points for each stat and add to yield the total. (*Players should round up their total number of Development Points, e.g., if a character receives a total of 45.75 DPs, this should be rounded up to 46 DPs.*) At first level, characters gain 2x their total Development Points. This option is provided for backwards compatibility with older incarnations of the HARP rules but if used will lead over time to significant disparities between character capabilities within a group of player-characters.

The number of Development Points should be recorded on your character sheet.

Development Points are used to purchase any number of special options, Talents, skill ranks or stat increases each time a character advances one level. All Development Points must be spent when they are gained; any unspent Development Points are lost. Many talents and options may be purchased across multiple character levels, meaning a character may begin to pay for a Talent at one level, and then meet the remaining cost on the subsequent level or levels later on in their adventuring career.

NOTE: Once a Talent has been chosen and partially paid for, you may not spend Development Points on anything else until that particular option is completely paid for.

bonuses to skills and any other aspects of your character that may be affected by stat bonuses.

Table 4.1 Development Point and Stat Bonuses

Stat	Bonus	DPs	Stat	Bonus	DPs
1-5	-18	0.25	66-70	4	4
6-10	-16	0.25	71-75	5	5
11-15	-14	0.5	76-80	6	6
16-20	-12	0.5	81-85	7	7
21-25	-10	0.5	86-90	8	8
26-30	-8	0.5	91-95	9	9
31-35	-6	0.75	96-100	10	10
36-40	-4	0.75	101	11	11
41-45	-2	0.75	102	12	12
46-50	0	0.75	103	13	13
51-55	1	1	104	14	14
56-60	2	2	105	15	15
61-65	3	3	-	-	-

HISTORICAL NOTE: In earlier versions of the HARP rules, stats below 51 gave zero Development Points. This had the unfortunate result that a character with completely average stats of 50 across the board had zero Development Points and so could never improve.



NOTE: If using the Stat Dependent DPs option, then when raising a stat, you should also check to see if the increase offered a boost to Development Points received. If the advancement increases your Development Points, note the change on your character sheet. However, changes do not affect the amount of Development Points you have available for the current level of advancement. Increases to Development Points come into effect the next time the character gains a level.

Characters can also use their Development Points to raise their stats when they go up levels. All of the rules above apply to stat increases at later levels.

Increasing Stats

Some players may not be completely satisfied with a character's starting stats. By spending Development Points, a player may increase the value of a stat. The following table details the DP cost for raising stats. A character may not spend more than 20 DP on stats at each level.

Stat Range	Cost per Point
1 – 90	1
91 – 95	2
96 – 100	3
101 – 105	10

Example: John's character has a starting Agility of 80. With Development Points to burn, John wants to raise his character's Agility to 100. It will cost him 10 points to raise his Agility from 80 to 90 and then another 10 points to raise it from 90 to 95. Overall, John has spent 20 Development Points increasing his Agility. He will have to wait until next level to finish raising his Agility.

NOTE: When raising a stat, you should make the changes to the character sheet first, and then check to see if the increase offered a boost to the stat bonus. Should the advancement increase the stat bonus, it will affect the total

GM's Option: Why Fixed Development Points per Level?

GMs will have noticed that the Stat Dependent DPs option enables a virtual spiral of improvement by spending Development Points to increase stat values and in turn increasing the number of future Development Points available to the character. In some gaming groups, this can lead to ever-increasing stats and high-level characters to look similar in terms of their stats. The Flat DPs per Level option avoids issues of stat improvements increasing available Development Points. Equally it enables characters to have the stats that fit the character, rather than requiring players to optimize stats for maximum Development Points. Finally as Development Points are the currency by which all purchased character capabilities are bought, it is simply fairer to everyone.

5 Races & Cultures



HARP Fantasy has six races available for play: Humans, Dwarves, Elves, Gnomes, Halflings, and Gryx. Each race has a number of unique advantages and special abilities. Racial half-breeds are not included as individual character races. Instead, for a character to be of mixed blood, the player must devote Development Points towards purchasing a Blood Talent. These special talents award several of the natural advantages and abilities of another race due to ancestry.

Blood Talents allow for the standard Half-Race player character, as well as a multiple of unusual Races. Chapter 7 covers the abilities gained through Blood Talents in detail.

Table 5.1 Racial Characteristics

Race	Racial Stat Modifiers								Endurance	Power Points	Resistance Bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr			Stamina	Will	Magic
Dwarf	+2	+5	-1	-1	+4	+0	+0	+0	+50	+10	+20	+10	+0
Elf	+0	+0	+1	+3	+0	+1	+2	+4	+20	+40	+5	+5	+20
Gnome	+0	+2	+2	+2	+0	+2	+0	+3	+25	+35	+10	+5	+15
Gryx	+4	+3	+0	+0	+2	+0	+0	+0	+45	+15	+20	+5	+5
Halfling	-2	+4	+4	+4	+0	+0	+0	+0	+35	+25	+15	+15	+0
Human	+*	+*	+*	+*	+*	+*	+*	+*	+30	+30	+10	+10	+10

* - Humans do not have fixed racial bonuses. Players of a human character have 10 points to divide any way they like between the 8 racial stat bonuses. No stat may have a bonus greater than +3.

Racial Characteristics

Once you have selected your race, record the information below on your character sheet. This table details the bonuses and features for each of the 6 HARP races. An explanation of the items included on the table can also be found below.

Racial Stat Modifiers – These racial modifiers are added to the character's natural stat bonuses and should be recorded in the proper column on the stats section of the character sheet.

Endurance – Endurance is the amount of damage (or “concussion hits”) a character can endure. This bonus is added to the character's Endurance skill when figuring the character's total Concussion Hits. See Chapter 6 for the full description of this skill.

Power Points – Power Point Development is used to calculate the number of Power Points available to a caster. These Power Points are what the caster would use to cast any spells that they know. This bonus adds directly to the skill and helps determine the character's total number of Power Points. See Chapter 6 for the full description of this skill.

Resistance Bonuses – Some races are naturally able to shrug off the effects of wounds and fatigue, weariness of the mind, and magic more easily than others. These racial bonuses are added to the proper Resistance skill (see Chapter 6) whenever a Resistance Roll is made.

Stamina – This racial bonus helps resist the effects of poisons, diseases, and other physical ailments. This bonus is added to the Resistance: Stamina skill.

Will – This racial bonus helps resist mental effects such as those caused by spells. This bonus is added to the Resistance: Will skill.

Magic – This racial bonus helps resist effects that are magical in nature (outside of spells that affect the mind, as above). This bonus is added to the Resistance: Magic skill.

Racial Descriptions

All racial descriptions include the following information:

Demeanor: Noting only the general outlook of the majority of the race, it is important to realize that not every individual

will conform. For instance, those who stray from the norm generally end up becoming adventurers!

Appearance: Offers a mental sketch of what a typical member of the race looks like. All races have individuals that span the ranges of hair, eye, and skin color.

Lifespan: The average lifespan for members of the race.

Culture: Although a character may hail from any culture, each race also lists one or more default cultures. These listed cultures represent only the most common backgrounds of the race.

Dwarf

Demeanor: Lovers of precious stones, metals and gems, Dwarves make excellent crafters whose works are of exquisite beauty. They generally prefer to live in or near areas where precious stones abound, dwelling in deep caverns chiseled out of the very same materials they adore.

Given their love of wresting hidden treasures from the earth, Dwarves have also come to treasure secrets of any sort. Due to this preference for secrecy, they almost never teach their language to outsiders. While slow to make friends, they remain steadfast to any who have earned their trust. To all others they often appear taciturn and grumpy.

Many Dwarves decorate their beards and hair (*see below*). These decorations, while placed seemingly at random, often relate personal information about the Dwarf's place in society and/or their warrior status. Two Dwarves meeting for the first time will instantly be able to tell a lot about the other, including such details as their clan/family, wealth, social status, and perhaps even their chosen vocation. Those of the warrior class also weave battle trophies into their beards, displaying their prowess in combat.

Appearance: Dwarven males stand around 4' 5" tall, with females ranging slightly less (4' 3"). A very stocky race, Dwarves look as though they have been compressed, their bodies expanding in width. Often weighing twice what would be expected for someone their size, Dwarves generally average 200 pounds.

Male Dwarves are also very fond of their beards, which may grow to lengths that hang past their waists! For many Dwarves, both male and female, hair and beards are almost always woven into braids, weaving in colored stones and beads as decorations. Only male Dwarves have beards, and while their hair generally reaches shoulder length, it is not unusual for the hair of female Dwarves to reach past their waists.

Lifespan: Dwarves are a long-lived race, with the average being from 300 to 400 years of age.

Culture: Dwarves normally create their own societies mirroring the Deep Warren culture, but may be found among any culture.

Special Abilities

Dark Vision (Greater) – Dwarves can clearly see up to 100' easily on a starlit night, and by the light of a full moon, can see up to 500' as if it were daylight out. Dwarves have the additional quasi-magical ability to see up to 20' in total darkness. With at least some illumination, such as a candle, lantern, or torch, they are able to see up to twice as far as the light provides.

Example: Without a torch, a Dwarf can see clearly up to 20' in total darkness. With a lit torch in hand, illuminating a 20' radius, the Dwarf will be able to see 40' clearly, plus an additional 20' at a -40 to their Perception.

Dense Musculature

- With a sturdy bone structure and musculature, all Dwarves receive a +5 bonus to both their OB and DB. The weight alteration brought about by this natural heftiness has already been calculated into the Dwarven Base Weight.

Stone Sense – With innate faculties for stone and stonework, Dwarves may attempt a normal Perception Maneuver to notice unusual details, such as hidden doorways, traps within the stone itself, or flaws in stonework that could be potentially dangerous (such as those in floors or ceilings).

Elf

Demeanor: Highly attuned to the natural world around them, Elves maintain a deep reverence for nature and strive to live

in harmony with it at all times. Elves view the existence of magic as simply another aspect of nature, and thus share a deeper affinity for it than many other races.

Their longevity affects the demeanor of the Elven race, as they rarely remain focused on any one thing for long. Seen as a matter of patience, an Elf will simply return to the matter *"when the time is right."* This aloof attitude is often misunderstood by other races, and labeled as a distinct lack of self-control. Although quite capable of making snap decisions and following them through to the letter, Elves disdain rushing things. Mistakenly labeled by many as haughty, Elves are slow to form lasting relationships with persons who do not live as long as they.

The Elven appreciation of natural beauty drives them to create works that are not only functional, but beautiful as well. Renowned for their remarkable craftsmanship of items constructed from natural materials, Elvish smiths are meticulous in their trade. As such, the creation of an identical item found among any other race could take infinitely longer to complete. The finished result, however, is truly something to be cherished.

Appearance: Elves average 5' 6" tall, with females of the race ranging only a few inches shorter. All have very lithe forms with Elven males weighing around 120 pounds.

Elves have upswept ears which top off in delicate points. Males of the race are unable to grow beards, and what little body hair they do have is extremely fine. All Elves have finely chiseled features, and this combined with the thinness of their bodies often makes them seem overly delicate.

Lifespan: Easily the longest lived of all the races, Elves usually live to be over 500 years of age, with some instances of Elves who have survived over 600 years!

Culture: Elven societies are normally structured closely following the Sylvan culture, but can be found in any culture.

Special Abilities

Enhanced Senses – With acute senses honed to





perfection, all Elves gain a special bonus of +10 to all General Perception rolls.

Quiet Stride – Elves are naturally light on their feet, and are awarded a bonus of +25 to Stalking maneuvers.

Night Vision – Elves can clearly see up to 100' easily on a starlit night. By the light of a full moon they can see up to 500' as if in broad daylight. In total darkness they are as blind as the majority of the other races.

Gnome

Demeanor: Gnomes are filled with the insatiable curiosity for knowledge. They adore unraveling puzzles and solving enigmas, and desire to learn facts about every subject possible. Gnomes consider magic to be the pinnacle of all mysteries, so it is not uncommon to find Gnomish spell casters of all sorts.

Gnomes love keeping secrets just as much as they do learning them. This interesting detail is reflected in the manner in which Gnomes hide themselves from the eyes of others. Gnomish communities conceal entrances to their underground cities with such cunning that if a location is discovered, it is only because the Gnomes wished it so!

Appearance: Gnomes resemble miniature humans, averaging 4' in height, with females ranging only a few inches shorter. Gnomes of all ages have wrinkled, leathery skin.

Lifespan: Gnomes have been known to live as long as 300 years, although they average closer to 250 years.

Culture: Gnomes prefer the Shallow Warrens Culture.

Special Abilities

Dark Vision (Lesser) – The character can clearly see up to 50' easily on a starlit night, and by the light of a full moon, he can see up to 250' as if it were daylight out. Gnomes have the additional quasi-magical ability to see up to 10' in total darkness. With at least some illumination, such as a candle, lantern, or torch, they are able to see up to twice as far as the light provides.

Example: Without a torch, a Gnome can see clearly up to 10' in total darkness. With a lit torch in hand, illuminating a 20' radius, the Gnome will be able to see 40' clearly, plus an additional 10' at a -40 to their Perception.

Natural Camouflage – Gnomes have the innate ability to alter the hue of their skin and clothes, so as to closely resemble their surroundings. This camouflage grants a bonus of +25 to all Stalking/Hiding attempts.

Sense Magic – Gnomes have the innate ability to sense the presence of active magic, and are allowed a General Perception roll (with a -20 modifier) to detect it. The Gnome may only concentrate on the detection in any one 5' area within 100' of himself each round.

Gryx

Demeanor: Though their fearsome appearance suggests a savage mind, the Gryx are a peaceful race, preferring to tend to their gardens and crafts. It is rare to find a Gryx in a violent profession, although it does occasionally happen.

Appearance: Gryx stand about 6' in height, with females ranging only a few inches shorter. All Gryx are extremely muscular and are very large by racial standards, often weighing between 250 and 300 pounds.

Despite their best intentions, the Gryx are an unsightly race. Their skin is dark and blotchy, and their hair is coarse. A low, protruding brow, deep set eyes, a flattened, upturned nose and tusk-like teeth often find them mistakenly labeled as monsters by other races at first sight.

Lifespan: The Gryx have an average lifespan of about 80 years, although a few exceptional individuals have lived as long as 95 years.

Culture: Gryx can be found in any community, but prefer the Sylvan, Underhill, or Rural cultures.

Special Abilities

Lightning Reflexes – All Gryx enjoy extremely swift reflexes, granting them a +5 bonus to their Initiative roll.

Dense Musculature – With a sturdy bone structure and musculature, all Gryx receive a +5 bonus to both their OB and DB. The weight alteration brought about by this natural heftiness has already been calculated into the Gryxian Base Weight.

Night Vision – Gryx can clearly see up to 100' easily on a starlit night. By the light of a full moon they can see up to 500' as if in broad daylight. In total darkness they are as blind as the majority of the other races.

NOTE: The Gryx provide a generic semi-bestial race that easily replaces the Half-Orc that is present in many systems.

Halfling

Demeanor: Halflings generally dislike direct confrontation, partly due to their status as the smallest of the civilized races. Natural wanderers, Halflings have no true homelands, preferring instead to journey from place to place. It is rare for a Halfling to settle down in a single location for more than a mere handful of years.

Amiable and outgoing, Halflings are fast friends with many of the civilized races. Their adoration for travel also sees a number of Halflings excel as traders. Many will establish a place of business that connects them with other adventurers and travelers for the sole desire to hear tales of their travels.

Appearance: The smallest of the civilized races, Halfling males stand approximately 3' in height, with females ranging a few inches shorter. Halflings run the gamut of body types, being anywhere from slender to overweight.

Lifespan: Halflings tend to live between 100 and 150 years of age, with very few reaching 180 years old.

Culture: Halfling societies are most often structured around a Nomad culture. Those Halflings that have finally settled down often prefer the Underhill culture.

Special Abilities

Blazing Speed – Being small of stature, Halflings move quickly, which affords them a bonus of +5 to their Base Movement Rate.

Extremely Nimble – Being nimble and light on their feet, all Halflings receive a special bonus of +10 to any Stalking and/or Acrobatic/Tumbling Maneuvers.

Heat/Cold Resistance (Minor) – Halflings have a strong tolerance to extremes of natural heat and cold. In game terms, this is equivalent to raising the temperatures at which Stamina RRs must be made against heat by 20 degrees Celsius (i.e., to 52, 63 and 74 degrees Celsius, or 126, 145 and 165 degrees Fahrenheit), and lowering the temperatures at which Stamina RRs must be made against cold by 20 degrees Celsius (i.e., -16 and -38 degrees Celsius, or 3 and -36 degrees Fahrenheit).



Human

Demeanor: The most adaptable of all civilized races, Humans strive to build and expand, reaching above and beyond their current means. Unfortunately, this drive to succeed often puts them in direct conflict with both the other races of the world and even other Humans during the course of their lives.

Humans thrive on the principles of empire. They constantly strive to better themselves, whether it is to expand the land of a lowly farm, the territory owned by a gang of street toughs, or even the size of a great nation. Humans forever desire more and are compelled to advance their lot in life any way possible. It should be noted, however, that while not every Human shares these extremes they each possess this innate trait to some degree.

Being extremely adaptable, Humans are a formidable race with the potential for greatness.

Appearance: Humans come in a wide variety of body shapes, sizes, and colors of skin. Human males stand around 5' 10" in height, with females generally ranging 8 inches shorter.

Humans have a wide variety of body types.

Lifespan: Humans live an average of 100 years, although some exceptional individuals may live to see 110 years of age.

Culture: Humans have no specific racial culture having constructed communities based on a wide variety of cultures. As such, Humans may hail from any culture, although Rural and Urban are the two most common.

Special Abilities

Bonus Skill Ranks – Humans excel in learning skills at a young age. Their astute nature merits a one time bonus of 5 ranks, which may be spent on skills found in any of the character's Favored Categories (See Chapter 3 Professions for details on Favored Categories).

Skill Specialization – With minds capable of unwavering focus, Humans may select one skill during character generation to receive a +10 bonus.

Either (*original HARP rules*)

Profession Adaptability – Being extremely adaptable, all Humans receive a 5 point discount on the number of Development Points necessary for a change of Profession, requiring only 15 points instead of the normal 20.

OR (*recommended*)

Skill Flexibility – Being extremely adaptable, Humans can select any one

skill from a non-favored category as a specialist interest. Ranks in the chosen skill may be purchased at 2 Development Points rather than the normal 4 Development Points for skills within a non-favored category.

NOTE: Humans only have three racial abilities. Humans must choose either Skill Flexibility or Profession Adaptability. They may not take both abilities. It is recommended that Humans take Skill Flexibility as this will add a layer of individualization to human characters and so enable more effective realization of character concepts.

Racial Hybrids

Many players prefer to customize their characters by creating a character with a mixed racial heritage. To do so, the player should select one race to be the primary influence for the character. Players may then use their DPs to purchase one Greater or two Lesser Blood Talents to become either the hybrid of two races (*such as the Half-Elf*), or to have the heritage of several races!

The original race selected becomes a character's Base Race, determining the character's traits and abilities. Blood Talents (*whether Lesser or Greater*) modify or add to a character's racial abilities or natural affinities. Blood talents may only be chosen at the time of character creation.

DP Cost Talent

- | | |
|----|---------------------------------|
| 5 | Dwarven Blood (Lesser) |
| 10 | Dwarven Blood (Greater) |
| 5 | Elven Blood (Lesser) |
| 10 | Elven Blood (Greater) |
| 5 | Gnomish Blood (Lesser) |
| 10 | Gnomish Blood (Greater) |
| 5 | Gryx Blood (Lesser) |
| 10 | Gryx Blood (Greater) |
| 5 | Halfling Blood (Lesser) |
| 10 | Halfling Blood (Greater) |
| 5 | Human Blood (Lesser) |
| 10 | Human Blood (Greater) |

Dwarven Blood (Lesser)

The character has a bit of Dwarven blood in his ancestry, marking him with slightly Dwarven features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- » Dark Vision (*Greater*)
- » Dense Musculature
- » Stone Sense

Cost: 5

Dwarven Blood (Greater)

One of the character's parents is a Dwarf, making him half-Dwarven. His features are heavily marked, denoting his

Dwarven heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- » Dark Vision (*Greater*)
- » Dense Musculature
- » Stone Sense
 - » The character's Dwarven blood has a strong influence on his physique, determination, and lifespan.
- » Constitution Bonus: +2
- » Self Discipline Bonus: +2
- » Average the lifespan of both your races.

Cost: 10

Elven Blood (Lesser)

The character has a bit of Elven blood in his ancestry, marking him with slightly Elven features. The player may select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- » Enhanced Senses
- » Quiet Stride
- » Night Vision

Cost: 5

Elven Blood (Greater)

One of the character's parents is an Elf, making him half-Elven. His features are heavily marked, denoting his Elven heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- » Enhanced Senses
- » Quiet Stride
- » Night Vision
- » The character's Elven blood has a strong influence on his swiftness, bearing, and lifespan.
 - » Quickness Bonus: +2
 - » Presence Bonus: +2
 - » Average the lifespan of both your races.

Cost: 10

Gnomish Blood (Lesser)

The character has a bit of Gnomish blood in his ancestry, marking him with slightly Gnomish features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- » Dark Vision (*Lesser*)
- » Natural Camouflage
- » Sense Magic

Cost: 5

Gnomish Blood (Greater)

One of the character's parents is a Gnome, making him half-Gnomish. His features are heavily marked, denoting his Gnomish heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- » Dark Vision (*Lesser*)
- » Natural Camouflage
- » Sense Magic
- » The character's Gnomish blood has a strong influence on his bearing, build, and lifespan.
 - » Presence Bonus: +1
 - » Constitution Bonus: +1
 - » Average the lifespan of both your races.

Cost: 10

Gryx Blood (*Lesser*)

The character has a bit of Gryx blood in his ancestry, marking him with slightly Gryx features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- » Lightning Reflexes
- » Dense Musculature
- » Night Vision

Cost: 5

Gryx Blood (*Greater*)

One of the character's parents is a Gryx, making him half-Gryx. His features are heavily marked, denoting his Gryx heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- » Lightning Reflexes
- » Dense Musculature
- » Night Vision
- » The character's Gryx blood has a strong influence on his brawn, build, and lifespan.
 - » Strength Bonus: +2
 - » Constitution Bonus: +1
 - » Average the lifespan of both your races.

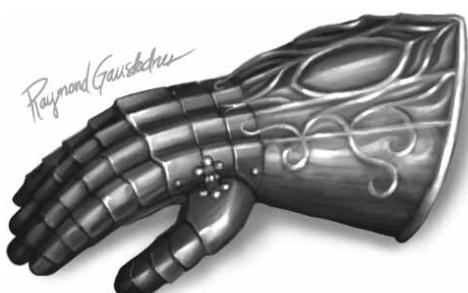
Cost: 10

Halfling Blood (*Lesser*)

The character has a bit of Halfling blood in his ancestry, marking him with slightly Halfling features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- » Blazing Speed
- » Extremely Nimble
- » Heat/Cold Resistance (*minor*)

Cost: 5



Halfling Blood (*Greater*)

One of the character's parents is a Halfling, making him half-Halfling. His features are heavily marked, denoting his Halfling heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- » Blazing Speed
- » Extremely Nimble
- » Heat/Cold Resistance (*minor*)
- » The character's Halfling blood has a strong influence on his build, finesse, and lifespan.
 - » Constitution Bonus: +2
 - » Agility Bonus: +2
 - » Average the lifespan of both your races.

Cost: 10

Human Blood (*Lesser*)

The character has a bit of Human blood in his ancestry, marking him with slightly Human features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- » Skill Flexibility (*or Profession Adaptability*)
- » Bonus Skill Points
- » Skill Specialization

Cost: 5

Human Blood (*Greater*)

One of the character's parents is a Human, making him half-Human. His features are heavily marked, denoting his Human heritage. The player may select any two of the following to replace any two of the character's normal racial Special Abilities.

- » Skill Flexibility (*or Profession Adaptability*)
- » Bonus Skill Points
- » Skill Specialization
- » The character's Human blood has a strong influence on his flexibility for learning and lifespan.
 - » The character has 3 points to divide between a minimum of 2 stats.
 - » Average the lifespan of both your races.

Cost: 10

Additional Character Information

Once a character's stats have been generated and a Race has been selected, the player should determine other details about the character, such as height, weight, and Base Movement Rate.

Height & Weight

The following table details the base Height and Weight for each race. For any race, height may vary ten inches in either direction, which can also modify a character's weight. Players

should feel free to adjust their height and weight to their liking. The following guidelines are presented only to introduce a quasi-random element into determining the height and weight of a character.

Simple adjustments may be made by rolling 1d10 twice. For determining random Height adjustments, subtract if the first roll is odd, and add if the roll is even. The second die roll determines how many inches are added or subtracted (*as per the first roll*) from the base Height.

Simple adjustments may also be made for beginning weight values. Follow the same rules above, but multiply the second die roll's result by the weight Modifier found on the table below to determine the final adjustment.

Table 5.2 Race Height & Weight

Race	Base Height	Base Weight	Weight Modifier
Dwarven, Male	4'5"	180	6
Dwarven, Female	4'2"	150	5
Elven, Male	5'6"	120	2
Elven, Female	5'3"	100	2
Gnome, Male	4'0"	70	2
Gnome, Female	3'10"	50	2
Gryx, Male	6'0"	250	6
Gryx, Female	5'10"	200	5
Halfling, Male	3'0"	50	1
Halfling, Female	2'10"	40	1
Human, Male	5'10"	180	5
Human, Female	5'2"	120	4

Record your character's Height and Weight on your character sheet.

Starting Age

Each of the races ages at varying rates. The following table indicates the age at which members of a given race are considered to have reached adulthood, and thus able to strike out on their own.

Table 5.3 Starting Ages

Race	Adulthood	Lifespan	Increment
Dwarf	50	350	5
Elf	75	550	10
Gnome	35	250	4
Gryx	17	80	2
Halfling	25	130	3
Human	18	100	2

Race – This is base race of the character. If the character's lifespan has been modified due to the purchase of Blood

Talents, adjust the columns according to the normal lifespan of the character.

Adulthood – This is the age that characters of a given race are considered to have reached adulthood. It is also generally the starting age for a 1st level character.

Lifespan – This is the average lifespan for a character of this race.

Increment – Should a character ever begin the game above first level, this value represents the recommended number of years to be added to the starting age of the character for each level he has obtained beyond the first.

Base Movement Rate

The next step in the character creation process is to record your character's Base Movement Rate on your character sheet. A character's Base Movement Rate determines how far he or she can move in a two-second round. This rate represents a character's normal walking speed, and is based on a character's Height. Quickness can either add to, or penalize, a character's stride. None of the modifications found on the table below may reduce a character's BMR below 2' per round.

To determine a character's Base Movement Rate, locate their Height and paired BMR on the table below. Add or subtract any modifiers due to their Quickness stat.

Example: Nynde, an Elven Ranger, is 5'5", giving her a BMR of 9' per round. Her Quickness stat value is a 99, adding an additional 4' per round to her BMR. Nynde's final Base Movement Rate is 13' (9' + 4') per round.

Table 5.4 Base Movement Rates

Character Height	BMR	Quickness	BMR Modifier
7'10" - 8'3"	14'	102+	+7'
7'4" - 7'9"	13'	101	+6'
6'10" - 7'3"	12'	100	+5'
6'4" - 6'9"	11'	98 - 99	+4'
5'10" - 6'3"	10'	95 - 97	+3'
5'4" - 5'9"	9'	90 - 94	+2'
4'10" - 5'3"	8'	75 - 89	+1'
4'4" - 4'9"	7'	25 - 74	+0'
3'10" - 4'3"	6'	10 - 24	-1'
3'4" - 3'9"	5'	5 - 9	-2'
2'10" - 3'3"	4'	3 - 4	-3'
2'4" - 2'9"	3'	2	-4'
1'10" - 2'3"	2'	1	-5'

The Base Movement Rate represents a character's normal stride. If moving at a faster pace, his Base Movement Rate is modified according to the table below. The table also lists any resulting maneuver difficulties associated with actions

performed while progressing at the given pace. (*After all, the faster you move, the trickier it is doing things.*)

The Pace Multiplier values are only suggestions, and Gamemasters should note other difficulties brought about by surrounding terrain or other unusual modifiers., which can raise the level of the difficulty modifier. Unobstructed or routine movement under ordinary conditions should never require a Maneuver Roll.

Pace	Pace Multiplier	Normal Maneuver Difficulty
Walk	x1	Medium
Run	x2	Hard
Fast Run	x3	Very Hard
Sprint	x4	Extremely Hard
Dash	x5	Sheer Folly

Characters are limited in how long that they may continue moving at any given Pace. The following small table provides some guidelines as to how long a character can keep moving without rest.

Pace	Time Increment
Walk	1 Hour per point of Con Bonus
Run	5 Minutes per point of Con Bonus
Fast Run	1 Minute per point of Con Bonus
Sprint	10 Rounds per point of Con Bonus
Dash	1 Round per point of Con Bonus

Once a character stops moving, he must rest a given amount based upon how many full time increments he spent moving, ignoring any partial time increments. For each full time increment spent moving, the character must rest a number of rounds equal to $((20 - \text{Con Bonus}; \text{minimum of } 1) \times \text{Pace Multiplier})$. If the character begins moving again before fully rested, then all actions performed while moving are increased one level in difficulty.

Cultures

Players should choose a Culture that best suits their character's background. While each race has details regarding their preferred Culture, a player may elect to hail from a different Culture, unless their GM objects. Selecting a Culture is a one-time choice and cannot be altered. The chosen Culture determines a character's Adolescent Skill ranks, starting languages, attitudes, common motivations, and outlook on life.

This section describes each of the available Cultures, followed by the Adolescent Skill ranks gained by electing to be a member of that community.

In the descriptions below, the starting languages are given using the following notation: Common (S 5/W 5), indicating 5 skill ranks in Speaking the language, and 5 ranks in Writing the language. This should be noted in the proper section of the character sheet. The reference "Racial Tongue" is Elvish for Elves, Dwarven for Dwarves, etc.

Deep Warrens

The Deep Warrens culture stands firmly upon the ideals of unwavering ethics and stoicism that is present in every single aspect of their lives. Deep Warren ideals stress tireless labor and a hearty celebration when the day is done. The culture also values crafting of almost any type, whether working metal or gems, or even something as simple as wood carving. Every member of the culture is skilled in one or more crafts, and particularly capable individuals will be proficient in many.

Preferred Locations: This type of society prefers to construct communities underground, nestled within rugged hills or below mountains. Most will be found near substantial deposits of precious metals or gems.

Clothing & Decoration: Clothing that is rugged, durable, and colored in somber earth tones is the norm. Males with beards tend to braid the hairs and decorate them with colorful beads. An individual's social standing can be determined by how ornately his beard is decorated.

Demeanor: Individuals from this type of culture are often inherently distrustful of outsiders, and are slow to make friends. Once befriended, however, Deep Warren communities will treat newcomers like family.

Starting Languages: Racial Tongue (S 6/W 5), Common (S 4/W 3)



Shallow Warrens

The Shallow Warrens culture is punctuated by the insatiable curiosity, creativity, and sense of humor of the inhabitants themselves. Preferring to make their communities underground (*hidden by profuse camouflage*), it is nearly impossible to spot the entrance to a Shallow Warren unless one knows exactly what to look for. This culture equally values magical study and research to ingenuity and humor. They thoroughly enjoy the magic of life and are thoroughly bewildered when members of other races do not.

Preferred Locations: These societies prefer to make their Warrens in rugged hills and rough country as it provides both natural protection and countless opportunities to exercise their love for tricks on one another and any unfortunate passersby.

Clothing & Decoration: Those of this culture enjoy dressing garishly, clothing themselves from head-to-toe in bright colors and contrasting patterns. Considered to be just another prank, they take delight in seeing how others wince at their gaudiness.

They generally wear little jewelry, but what they do select to wear is often magical in nature.

Demeanor: Inhabitants of this culture are jovial, with a strong love of life and adoration for jokes of all kinds, which is a trait that most other races find terribly annoying. Their pranks are rarely intended to harm and a person from this culture will immediately relent if they are seen as a bother to friends.

Starting Languages: Racial Tongue (S 6/W 5), Common (S 4/W 3)

Sylvan

Sylvan culture reveres nature and beauty most of all. Communities of this type strive to make any intrusion into the natural world as unobtrusive as possible.

Preferred Locations: Sylvan communities are usually built either in the shade of a forest's eaves, or perched high atop the boughs of larger trees. These settlements are constructed to take advantage of resources and complement the natural beauty of their surroundings.

Clothing & Decoration: Members of the Sylvan culture clothe themselves in delicate fabrics that match forest hues, to better blend with their surroundings. Any jewelry that is worn is done so in moderation.

Demeanor: Sylvan cultures are often detached and sequestered from affairs of others. Instead, they prefer to tend to the forests, sheltered from the worries of the outside world.

Starting Languages: Racial Tongue (S 6/W 5), Common (S 4/W 3)

Underhill

The Underhill culture favors a relaxed, pastoral life full of farming and gardening. Its communities are usually found carved into the sides of lowland hills, with small gardens and farmlands dotting the countryside.

Preferred Locations: Underhill communities can be found in the low rolling hills of the countryside, with each home-stead being an individual unit. Preferring the protection and safety found in larger cultures, most Underhill communities exist on the fringes of urban centers.

Clothing & Decoration: Underhill folk prefer durable, earth-toned clothing, reserving colorful garb for celebrations and other special occasions.

Demeanor: Underhill personalities are an intriguing mix of curiosity and contentment. Although generally satisfied with the status quo, they are irresistibly attracted to puzzles and enigmas, a personality trait that is instilled at a young age.

Starting Languages: Racial Tongue (S 6/W 5), Common (S 4/W 3)

Nomadic

Nomadic cultures cover a wide range of possibilities. As care-free gypsies, they roam from town to town only lingering long enough to earn a few coins before moving on. As tribes that wander the plains, they track herds of animals, hunting for food. As desert peoples, they drift from oasis to oasis tarrying only long enough to replenish supplies necessary for the next step of their journey. Or perhaps they are refugees from a foreign land, in search of a new home – hoping for something comparable to the one they were forced to abandon.

Preferred Locations: Nomadic cultures never linger within an area long enough to have a preferred location.

Clothing & Decoration: Nomadic clothing varies widely in color, weight, and type of fabric. Nomads dress according to the climate and available resources of their current location. For instance, Nomadic tribes hunting deer across the plains are likely to be clothed from head-to-toe in simple leathers – hides skinned from their successful kills.

Demeanor: Nomad personality types can range from care-free gypsies, to a conquering Mongol horde. Their disposition is quite often influenced by environmental conditions. Nearly all nomad ideologies contain at least a modicum of focus on the individual, while focusing on the needs and responsibilities of the group at the same time.

Starting Languages: Racial Tongue (S 6/W 5), Common (S 4/W 3)

Rural

Rural communities are full of farmers, herders, woodsmen, and the like. Spending the majority of their time learning and honing their crafts and trade skills, these folk live away from

the hustle and bustle of city life. Ironically, it is their skill that often supplies the goods and services the cities require for prosperity and survival.

Preferred Locations: Rural communities can be found within a few days' travel of a city, and sometimes only as far as a few hours' walk.

Clothing & Decoration: Individuals prefer rugged clothes of earth and forest tones able to weather the elements and toil-some chores on a daily basis.

Demeanor: Those who live within a Rural culture are often good-natured and amiable among friends, but are generally a bit guarded when in the presence of strangers.

Starting Languages: Racial Language (*S 6/W 5*), Common (*S 4/W 3*)

Urban

Life within the walls of a city is much different than that of any other location. Filled with an array of challenges and a vibrancy not found in other cultures, simply getting through each day and surviving the night can be an adventure in and of itself!

Preferred Locations: Urban cultures are often located near major waterways or shores, facilitating trade. These communities also sprout near large natural resources in general.

Clothing & Decoration: Urban apparel runs the gamut from low-born folk draped in rags, to those of noble blood dressed in extravagant fineries.

Demeanor: As varied as the clothing, nearly any disposition or motivation can be found among the citizens of an Urban center.

Starting Languages: Common (*S 6/W 5*), one additional language (*S 4/W 3*)

Adolescent Skill Ranks

The following table lists any skills obtained during a character's youth, having grown up within a particular culture. Record the number of skill ranks gained in the appropriate column of the skills section on the character sheet. Totaling a character's skill bonuses is covered in Chapter 6.

Table 5.5 Adolescent Skill Ranks

Cultural Skills	Deep Warrens	Shallow Warrens	Sylvan	Underhill	Nomad	Rural	Urban
Ambush	0	1	0	0	0	0	0
Animal Handling	0	0	0	0	2	1	0
Appraisal	1	2	0	0	0	0	2
Armor	2	0	1	0	1	1	1
Attunement	0	2	1	0	0	0	0
Climbing	1	1	2	2	0	0	0
Crafts *	3	0	0	2	0	3	3
Endurance	3	1	1	2	2	1	1
Healing	0	0	0	0	0	1	1
Herbcraft	0	0	1	0	1	1	0
Jumping	0	1	0	1	0	0	1
Locks & Traps	2	0	0	2	0	0	0
Lore (Local Region)	1	2	1	2	1	2	2
Navigation	0	0	0	0	2	1	1
Perception	1	2	1	2	1	1	1
Riding	0	0	1	0	2	1	0
Runes	1	2	2	0	0	0	1
Stalking & Hiding	0	3	3	3	1	1	1
Swimming	0	0	1	1	1	2	2
Tracking	0	0	2	0	2	1	0
Weapon Skills **	3	1	2	1	2	1	2
Weapon Skills ***	2	2	1	2	2	2	1

*Select one craft skill

**Select one melee weapon group

***Select one ranged weapon group

6 Skills



Your character's skills define much of what your character can do, but they by no means encompass all of your character's abilities. Skills are a reflection of your character's interests, education, and training. Unless you're creating a truly unusual character, **HARP** assumes that all characters come with certain basic skills i.e., walking, talking, hopping on one foot, ordering a meal in a tavern, buying a cloak in a shop—in other words the basics a character would need to function in society.

Skills are used by characters to perform maneuvers and actions. Characters use their Development Points to purchase ranks in the various skills. Each rank grants a bonus that applies when using the skill. These bonuses, combined with the bonuses for the two stats that are important for using the skill plus any other modifiers from talents, items, or other sources all add up to give the character his total skill bonus for a given skill.

To use a skill, the player rolls open-ended percentile dice and adds his total bonus and any situational modifiers to get a total skill roll. This total is then compared against the column of the Maneuver Table for the resolution method being used to see if the attempted action was successful or not. See Chapter 9 for more information on the Maneuver Table and skill resolution methods.

Maneuvers in HARP are always assigned a difficulty level; these levels determine the negative modifier that is applied to the skill roll.

Mundane	No roll is necessary.
Routine	(+60) Anyone could complete a maneuver of this type, given time and a bit of luck.
Easy	(+40) An apprentice can complete the maneuver with little difficulty.
Light	(+20) Given enough time, an apprentice could complete the maneuver.
Medium	(+0) The average difficulty inherent in any situation.
Hard	(-20) This difficulty level requires a character with expertise to accomplish this maneuver.
Very Hard	(-40) Even an expert needs time to successfully complete these types of maneuvers.
Ext. Hard	(-60) Only an expert of unparalleled skill, or someone with incredible luck would be able to accomplish maneuvers of this difficulty.
Sheer Folly	(-80) Maneuvers at this level teeter on the very edge of natural human capability.
Absurd	(-100) These maneuvers are a step above the normal possibilities of most humans.

GM's Option: **Drunkard's Rule**

In order to cut down on the amount of possible math to be used during the game, a GM may decide to always round various numbers (skill bonuses, rolls, results, etc.) to the nearest 5 before adding or subtracting them.

Purchasing Skills

Each time a character goes up a level, he gains 50 Development Points. One of the uses for these Development Points is the purchasing of skill ranks. Skills in a profession's favored

categories cost 2 points to buy an increase and skills in non-favored categories cost 4 points to buy an increase.

If a character has two or more professions, then his costs for purchasing skill ranks are based on the profession that he is actually advancing that level.

In addition to purchasing skills individually, characters may also purchase Training Packages, a collection of related skills purchased at a discount. See Chapter 7 for more details on Training Packages.

Skill Rank Limitations

Characters are limited in how many ranks they may have in a skill at any given level. This limit is based upon the level of the character and can be determined by using the following formula:

$$\text{Maximum Skill Ranks} = (3 \times \text{Level}) + 3$$

When purchasing skill ranks, the character may purchase as many ranks as desired as long as the maximum number allowed per level is not exceeded.

The following table shows how many ranks are allowed in a given skill according to the character's overall level.

Table 6.1 Maximum Number of Ranks per Level

Level	#Ranks	Level	#Ranks	Level	#Ranks
1	6	11	36	21	66
2	9	12	39	22	69
3	12	13	42	23	72
4	15	14	45	24	75
5	18	15	48	25	78
6	21	16	51	26	81
7	24	17	54	27	84
8	27	18	57	28	87
9	30	19	60	29	90
10	33	20	63	30	93

Skill Rank Progression

A "skill rank" represents an incremental increase in a skill and a bonus for using a particular skill.

This bonus per rank decreases as the number of ranks in the skill increases. The standard skill rank bonus progression is:

-25•5•2•1

-25 for Zero Ranks – This modification represents the subtraction a character receives for trying to use a skill in which he or she has no skill ranks. Stat bonuses and any other bonuses apply normally when attempting such skills. A character cannot attempt to cast a spell in which he or she has no ranks. While characters can attempt to use most skills they have no ranks in, spells are the exception to this rule.

+5 for 1-10 Ranks – For each of the first ten ranks that a character has, he gets a +5 per rank to his skill bonus.

+2 for 11-20 Ranks – For each of the ranks between 11 and 20, the character gets a +2 per rank to his skill bonus.

+1 for 21+ Ranks – For each of the ranks numbering 21 or above, the character gets a +1 per rank to his skill bonus.

Table 6.2 Skill Rank Progression/Skill Rank Bonus

Ranks	Bonus	Ranks	Bonus	Ranks	Bonus
0	-25	11	+52	22	+72
1	+5	12	+54	23	+73
2	+10	13	+56	24	+74
3	+15	14	+58	25	+75
4	+20	15	+60	26	+76
5	+25	16	+62	27	+77
6	+30	17	+64	28	+78
7	+35	18	+66	29	+79
8	+40	19	+68	30	+80
9	+45	20	+70	31	+81
10	+50	21	+71	+1 rank	+1 bonus

Learning Just a Subskill

There are times when a character may want to learn just a sub-skill and not the parent skill associated with it. In such cases, the GM may allow the sub-skill and the parent skill to be swapped, so that the sub-skill is now the parent skill, and what was the parent skill may now be used with the modifier that the previous sub-skill used to have.

Mandatory Subskills

Some skills encompass distinct sets of expertise within a common framework. For instance, riding a horse is both similar and different to Riding a camel. Rather than having multiple skills with overlapping knowledge, these skills are presented as singular skills with multiple subskills. When a character learns one of these skills, the character chooses one of the subskills to be the primary subskill. The primary subskill may be used without any subskill penalties; all other subskills must be used with the listed modifier.

Example: Theodor learns Foraging/Survival and chooses Forests as his primary subskill. Theodor has a Foraging/Survival skill of 47 and applies this full bonus to Foraging/Survival maneuver rolls when in cool and temperate woodlands and rainforests. If he finds himself trying to forage and survive in a desert, the -20 subskill modifier associated with desert environments is applied to his Foraging/Survival skill, giving him an effective skill bonus of 27 (47 - 20).

The Multiple Subskill Proficiency Talent may be used to reduce or eliminate subskill penalties. This rule applies to the

Player's Tip: Skills

Although there are lots of fun skills to choose from, there are several that you will want to make sure that you definitely get as they affect important aspects of your character. They are as follows:

Endurance – This determines your concussion hits.

Perception – This determines what you notice and find. The better you are at this skill, the better your chances of avoiding danger and trouble, as well as finding those hidden things.

Resistance – You want to be able to resist poisons and spells. You will want to take at least a bare minimum of one rank in all three versions of this skill.

Weapon Skills – You want to be able to defend yourself. You will want to learn at least one melee weapon and one missile weapon group.

Power Point Development – This determines your power points for casting spells if you have magical abilities. Any Profession with spells will want this skill.

Some other useful skills that you may want to gain ranks in, depending upon your profession are (in no particular order): Climbing, Jumping, Swimming, Herbcraft, Healing (got to staunch those wounds!!), Stalk & Hide, Armor, Attunement.

Animal Handling, Beastmastery, Foraging/Survival, Riding, and Signaling.

Totaling Skill Bonuses

Your Total Skill Bonus is the sum of:

Skill Rank Bonus – This is the total bonus from the number of ranks you have in a skill.

Stat Bonus – You add the stat bonus from both stats listed to your Total Skill Bonus. Some skills use only a single stat, so add it twice.

MQ (Magical/Quality) – This is anything from a high quality item, or a magical item that gives a bonus to this skill. You may add bonuses from both quality items and magical items.

Special – This is any bonus received that does not fall within one of the other bonus categories.

Example: Nyonyve has 6 ranks in Locks & Traps, giving her a bonus of +30. She also has a stat bonus of +6 in her Insight stat, and a +9 in Agility and a set of high quality (+10 non-magical) set of lock picks. This gives Nyonyve a total bonus of 55 (30 + 9 + 6 + 10).

The Master Skill List

The table below gives a master list of all the skills available, sorted by category. Each skill also lists the stat bonuses that apply to the skill and the most commonly used skill resolution method.

In the column for stats, some entries list one stat and an asterisk. In such cases, the second stat to use will be listed in the description of the subskills for that particular skill.

Table 6.3 Master Skill List

Category	Skills	Stats	Resolution
Artistic	Acting	Pr/In	All-or-nothing
	Dancing	Ag/Pr	All-or-nothing
	Mimicry	Pr/SD	All-or-nothing
	Play Instrument†	Pr/Ag	All-or-nothing
	Singing	Pr/In	All-or-nothing
	Storytelling	Pr/In	All-or-nothing
Athletic	Acrobatics	Ag/SD	All-or-nothing
	Climbing	Ag/St	All-or-nothing
	Contortions	Ag/SD	All-or-nothing
Combat	Brawling	St/Ag	Combat
	Combat Styles†	Varies	Varies
	Martial Arts Strikes	St/Ag	Combat
	Martial Arts Styles†	SD/*	Combat
	Martial Arts Sweeps	St/Ag	Combat
	Weapon Skills†	St/Ag	Combat
Concentration	Chi Defense	SD/In	All-or-nothing
	Chi Focus	SD/St	Bonus
	Chi Speed	SD/Qu	All-or-nothing
	Chi Strength	SD/St	Bonus
	Mental Focus	SD/SD	Bonus
General	Appraisal†	Re/In	All-or-nothing
	Crafts†	Re/Ag	All-or-nothing
	Healing	Re/In	All-or-nothing
	Herbcraft	Re/In	All-or-nothing
	Linguistics†	Re/In	Special
	Mundane Lore†	Re/Re	Varies
	Perception	In/SD	Percentage
	Resistance†	*/*	Special
	Rope Mastery	Re/Ag	All-or-nothing
	Signaling	Re/In	All-or-nothing

† = A skill that may be learned multiple times for a different specialization each time it is learned.

Skill Descriptions

This section gives you detailed descriptions of each of the skills. Each skill contains a basic description. Some skills also contain sub-skill descriptions. Subskills are often more difficult versions or specializations of the parent skill. Each sub-skill is listed under its parent skill and comes with a base modifier to the total skill bonus when you attempt to use that sub-skill. Each skill description is followed by its category, stat modifiers and resolution method in bold face.

Table 6.3 Master Skill List

Category	Skills	Stats	Resolution
Influence	Charm	Pr/In	RR
	Diplomacy	Pr/In	RR
	Duping	Pr/In	RR
	Interrogation	Pr/In	RR
	Leadership	Pr/In	RR
	Public Speaking	Pr/In	All-or-nothing
Mystical Arts	Trading	Pr/In	Percentage
	Arcane Lore†	Re/Re	All-or-nothing
	Attunement	In/In	All-or-nothing
	PP Development	In/SD	Special
	Runes	Re/In	All-or-nothing
	Spell Casting†	SD/*	Special
Outdoor	Animal Handling	Pr/In	All-or-nothing
	Beastmaster	In/Pr	All-or-nothing
	Foraging/Survival	In/Re	All-or-nothing
	Horticulture	Re/In	All-or-nothing
	Navigation	Re/in	All-or-nothing
	Riding	Ag/SD	All-or-nothing
Physical	Sailing	Ag/Re	All-or-nothing
	Tracking	SD/In	All-or-nothing
	Armor	St/Ag	Special
	Endurance	Co/SD	Special
	Jumping	St/Ag	All-or-nothing
	Swimming	St/Ag	All-or-nothing
Subterfuge	Ambush	SD/Ag	All-or-nothing
	Disguise	Pr/SD	All-or-nothing
	Locks & Traps	In/Ag	All-or-nothing
	Pick Pockets	Ag/Qu	All-or-nothing
	Stalking & Hiding	SD/Ag	All-or-nothing
	Poisoning	In/SD	All-or-nothing
	Sniping	SD/Ag	All-or-nothing
	Streetwise	Pr/In	All-or-nothing
	Trickery	Pr/SD	RR

† = A skill that may be learned multiple times for a different specialization each time it is learned.

Acrobatics/Tumbling

When a character needs to show off, to swing from the chandeliers or dive off a castle wall swarmed by Orcs, he needs Acrobatics. This is a character's bonus for horizontal dives, rolling, vaulting maneuvers, swinging on stationary objects, or for in-air maneuvers (*i.e., flying or levitation*). It is also used to decrease the damage from a fall. A character could fall safely up to 1' per skill rank with no roll required. By making a Very Hard maneuver, the character may safely fall a distance equal to 3' per skill rank, so long as the character is within 10' of a wall or other surface during the fall. In either case, the safe falling distance is removed from longer falls.

Acrobatics represents a character's training and talent at difficult movement. It comes in handy in many ways.

A medium Acrobatics maneuver can also be used to dodge attacks by using the Bonus resolution method. The result is added to the character's Defensive Bonus (*DB*) for that one round. The character may also move up to his Base Movement Rate with a bonus to his DB using this method. In other words, a character with a decent Acrobatics skill can dodge and dive and roll, and get out of the way of oncoming sharp objects. When using the Bonus resolution, you only add positive results. Negative results can be ignored. The character doesn't fumble; he just doesn't manage to make his maneuver.

(Athletic – Ag/SD – All-or-nothing)

Acting

When a character needs to pretend to be someone else, he needs Acting. This is a character's bonus for simulating the actions or reactions of others. This is normally used in dramatic or theatrical performances, devising new identities, impersonating known individuals (*this will not make you look or sound like an individual, only move and react like him*), etc. Those with a high score in this skill are master actors (*or master spies*). Failure when using this skill results in the character's performance not being believed. Failure can also mean being booed off the stage, showered with rotten vegetables and possibly even assaulted.

(Artistic – Pr/In – All-or-nothing)

Ambush

Ambush is the measure of a character's prowess at sneaking up on, killing and escaping from a foe, stealthily. To use this skill, the character must approach his foe undetected, and be able to strike before the foe can react. If the character makes a successful Maneuver Roll for Ambush, he attacks his foe and gains surprise and any additional positional modifiers. If the attack is successful, the character gets to add a number equal to his number of ranks in this skill when determining how much damage was done. See Chapter 10, Combat for more details on making an attack. This is an All-or-Nothing adjustment, meaning that the character must use the entire Ambush modifier (*i.e., a number equal to his skill ranks in Ambush*) or none of it. If the roll fails, the enemy gets wise

and becomes aware of the character; he's waiting for trouble now and cannot be ambushed again. Successful use of this skill also negates all damage caps for the attack that it is used with.

(Subterfuge – SD/Ag – All-or-nothing)

Animal Handling

This skill provides a bonus for the care and feeding of animals, including bedding, hobbling, etc. When first developed, the character must choose which type of animal (*e.g., horses, hunting birds, dogs, etc.*) will be considered as the primary subskill for this skill. Other animal types should be considered as distinct subskills with a -20 modifier. This skill is normally used on one animal at a time.

Animal Healing (-20): This is a character's bonus for administering medical aid to injured animals. It allows a character to stabilize or repair light wounds and mild illnesses with a medium maneuver. More serious injuries or illnesses would require more difficult Maneuver Rolls.

Animal Training (-30): This is a character's bonus for training an animal to perform certain actions on command. The process of training an animal normally ends up taming it.

(Outdoor – Pr/In – All-or-nothing)

Appraisal

So you've looted your dungeon, retrieved the sacred staff and grabbed a few valuables along the way. So, what are they worth? Appraisal is a character's bonus for estimating the value of objects or goods. The character may take this as a general skill, or he may specialize in specific types of items or objects, such as weapons, gemstones, metals, animals, etc.

If the character specializes, then a successful Maneuver Roll will allow him to determine the value of the item to within 5% to 10% of its actual value. If taken as a generalized skill, then a successful maneuver will allow the character to determine the value to within 15% to 25% of its actual value.

Different items will have different values within different cultures. This, along with the general fluctuations associated with the buying and selling of items, is what causes this skill to produce such nebulous results. Failure when using this skill most often results in the character being unable to determine a value or determining an incorrect value.

(General – Re/In – All-or-nothing)

Arcane Lore

In the haunted environs of a fantasy world, knowledge is its own form of power. This skill represents the various arcane or esoteric informational and knowledge skills available to those with the determination to learn and the proper resources. At the higher levels it represents a character's years of study and learning. At lower levels, it represents what the character remembers from his grandmother's rambling folktales, or what it was the people in the tavern were muttering about. Each Lore skill is learned as a separate skill which may be as broad or specific as the character desires, subject

to Gamemaster approval. The broader a skill, the less specific the information that is yielded when the skill is used. Broader skills will never reveal any specific information except in extraordinary circumstances. Failure results in no information being remembered by the character.

The following list gives you a sample of the possible different specialties learnable using this skill.

Dragon Lore	information on dragons.
Demon/Devil Lore	information about demons/ devils.
Faerie Lore	knowledge of faerie creatures.
Undead Lore	knowledge of the types and special abilities of undead creatures.
Spell Lore	information about various spells.

(*Mystical Arts – Re/Re – All-or-nothing*)

Armor

Armor is heavy, and fighting with it on, no matter how light, is tricky. So you need to practice. Hence this skill. This skill is used to offset the penalties accrued from the wearing of armor. Each piece of armor supplies a maneuver penalty to all Agility and Quickness based skills and abilities. This skill will allow the character to negate some or all of those penalties. However, it cannot reduce a penalty below its minimum. This skill automatically reduces the penalties – no Maneuver Roll is required.

(*Physical – St/Ag – Special*)



Attunement

Magic items are not for the uninitiated. Characters using such items need to learn to attune themselves to the magical item. This skill enables you to use the magical abilities of a staff, wand, or any item with spell casting or special abilities. This skill represents your ability to wield the item, and your mental and physical discipline when using this item. In order to activate such items or devices, the character must have made a successful Maneuver Roll. Upon making a successful maneuver, the character will learn at least one power or ability of the item, along with how to activate it (*such as a command word, if one exists*). If the character breaks the

threshold for success at a higher level of difficulty, the character may learn more of the item's powers or abilities, if it has more than one.

Certain items and devices do not normally require an Attunement maneuver, although one could be used to determine what their abilities are. These include, but are not limited to, the following list:

- » **Constant items** – Things like Boots of Silence, or a ring that works whenever it is worn.
- » **Bonus items** – This includes most magical weapons and items that give a straight bonus to whoever is using the item.
- » **Intelligent items** – These items use their powers and abilities at the request of whoever is wielding the item (*unless specifically created otherwise*).

Failure to attune to an item means that all future attempts to attune to an item will also fail until the character has increased this skill. Attunement also has the following list of modifiers that are applied when attempting the maneuver.

Modifier Reason

-20	Does not know the abilities of the item
+10	Knows the abilities of the item
-10	For each ability beyond the first
-10	For each previous result of 1-30
+10	For each previous result of 70-100
+30	If the ability is a spell that the character knows how to cast

(*Mystical Arts – In/In – All-or-nothing*)

Beastmastery

Beastmastery is the lost art of animal communication; the knack of understanding creatures so well that you know their moods and their personalities. This is the skill used when breaking in a wild animal or husbanding the herds. When this skill is mastered, an animal will obey all simple and reasonable commands of the character, so long as the command does not put the animal in danger. The Special Modifiers table contains a number of cumulative modifiers for this skill based upon the animal that the character is attempting to master. If the character is riding a mastered animal, the animal can make a Bonus Riding maneuver (*using its Riding skill*) adding the result to the character's Mounted Combat skill. This represents the mount's intuitive response to its rider's needs.

Special Modifiers

-30	Carnivore
+ 0	Omnivore
+30	Herbivore
-20	Wild/untamed
+30	Befriended since birth
-20	Avians (Birds)
+10	Canine (dogs, wolves)
+0	Equine (horses)

- 10 **Feline** (*lions, tigers, domestic cats, etc.*)
- +0 **Rodents** (*rats, hamsters, bats, rabbits, etc.*)
- 10 **Saurians** (*all dry land, legged reptiles*)
- +50 **Simians** (*all apes, gorillas, and monkeys*)
- 10 **Serpentine** (*all snakes and serpents*)
- +0 **Swine** (*tame & wild pigs, boars, etc.*)
- +0 **Ursine** (*bears, wolverines, pandas, grizzlies, etc.*)

When first developed, the character must choose which type or group of animal (e.g., *birds, canines, equines, simians, etc.*) are to be considered the primary subskill for their Beastmastery skill. All other types are considered distinct subskills with a -20 modifier. The animals controlled by the use of this skill do not have to be tame or trained. An animal will remain tame for a number of minutes equal to the character's ranks in this skill. At the end of that time, the character must start again, and make another roll. This secondary roll gains a +20 bonus for this particular animal. Failure on the initial roll often means that the particular animal cannot be mastered or that it turns overtly hostile to the character depending upon the amount of the failure.

(Outdoor – In/Pr – All-or-nothing)

Brawling

Brawling is no-holds-barred hand-to-hand fighting and untrained street fighting. Brawling can use improvised weapons such as chair legs and broken bottles. The use of classical weapons such as swords etc., are forbidden in a brawl (*to draw a sword in a brawl is a major breach of street etiquette*), though small knives and blackjack are usually permitted. Standard brawling moves include: kicking, biting, punching, eye-poking, throwing people and objects, and other sundry bad habits your parents worked so hard to break you of. Brawling attacks normally use a Tiny or Small attack size, with the critical type being determined by the actual attack used (*see the critical tables in Chapter 10*). Failure indicates a miss while a fumble is rolled on the appropriate Fumble Table. Brawling attacks have a Fumble Range of 01-02. This skill is not the preference of the noble – but it has certain uses.

(Combat – St/Ag – Combat)

Charm

This skill provides a bonus to attempting to emotionally manipulate or seduce someone, including using emotional means to convince an individual of something. Penalties will apply for using this skill on members of another race.

(Influence – Pr/In – RR)

Chi Defense

This skill is used to heighten a character's reflexes and reactions, making it harder to be hit by melee, missile, and physical or elemental magical attacks that he is aware of. By using it, the character is able to more readily dodge or deflect such attacks without conscious thought. In order to use Chi

Skills: Sustaining Chi Skills

Chi Skills (Chi Focus, Chi Speed, Chi Strength) are very tiring. In order to maintain the abilities for more than a single round, the character must make additional Maneuver Rolls for the skill.

Each roll beyond the first gains a cumulative -5 modifier. If the character should fail any of these rolls, then he is unable to sustain the ability and no longer has it on the following round.

If an ability has been used for more than one round, the character must then wait a number of minutes equal to the number of rounds that the Chi ability was used before it can be used again. The maximum number of rounds a Chi ability may be sustained is equal to the number of ranks that the character has in it.

Defense a character may not be wearing any armor, nor be carrying a shield or other large object or weapon in his hands.

Activating Chi Defense takes a full round. Once activated, all other actions that a character performs while using Chi Defense are modified by -20.

Characters receive a flat +10 plus their skill rank bonus to their Defensive Bonus (DB), once it has been successfully activated. Chi Defense may be maintained continuously without additional rolls for a number of rounds equal to the number of ranks that the character has in this skill. Once that duration expires, the character may not use it again for a number of minutes equal to the number of rounds that he used the Chi Defense.

Example: Veril has 7 ranks of Chi Defense. Thus when he uses it, he gains a +45 to his DB (base 10 plus skill rank bonus of 35 ($7 \times 5 = 35$)). His skill bonus for Chi Defense is a +55 (35 skill rank bonus and +20 total for his stats). Veril takes a full round to activate his Chi Defense and rolls a 46 for a total of 101, just enough to activate it and gain the bonus to DB. Since Veril has 7 ranks in Chi Defense, he is able to maintain it for a maximum of 7 rounds at a time. If Veril keeps his Chi Defense up for only 5 rounds, then he must wait a minimum of 5 minutes before he has recovered enough energy to use it again.

(Concentration – SD/In – All-or-nothing)

Chi Focus

A character may use Chi Focus to attempt to exceed his normal physical limitations through the focusing of his internal reserves of energy in a superhuman effort. Using Chi Focus requires a round of preparation, directly before the maneuver the character is trying to attempt. The character then makes a normal Maneuver Roll and adds the result from the Bonus column to his next physical maneuver. Failure in this skill

results in the negative result from the Bonus being applied to the next physical action.

(Concentration – SD/St – Bonus)

Chi Speed

This maneuver is used to increase a character's total activity percentage in a round. The character makes a Maneuver Roll, requiring a full round of preparation, and then on the following round he may perform two actions if successful. Failure in using this skill results in the character being limited to normal actions the following round.

(Concentration – SD/Qu – All-or-nothing)

Chi Strength

This skill gives the character tremendous strength for a short period of time. Upon a successful Maneuver Roll, the character gains +20 to his strength bonus. This bonus will then apply to any strength related maneuvers during the next round, including combat. It takes one full round to prepare for this maneuver. Failure means that no bonus is gained.

(Concentration – SD/St – All-or-nothing)

Climbing

"He could hang from a cliff face by his finger nails, he could," the man continued, *"and when he got tired of that, he could eat some cheese and carry on climbing. Never heard what happened to him. Think someone shot him off a noble lady's wall once..."*

The climbing skill is used for anything from climbing ladders to scaling the sheer face of a cliff. The normal rate of movement for climbing up a wall with adequate handholds is one half (*rounded up*) of the character's Base Movement Rate per round. Characters using this skill should make one Maneuver Roll for every 50' climbed where adequate handholds are present. Less ideal (*in other words, slippery or even just awkward*) surfaces will increase both the difficulty and the frequency of the required rolls. For each difficulty level above medium, subtract 10' from the distance where a Maneuver Roll is required (*to a minimum of ten feet*). The following list provides some sample difficulty ratings for climbing different items.

Routine	Climbing stairs in combat
Easy	Climbing a ladder or knotted rope
Light	Climbing a rope
Medium	Climbing a tree with low hanging branches
Hard	Climbing a stone wall (<i>with frequent hand-holds</i>)
Very Hard	Climbing a rough wall (<i>like a cliff face</i>) or tree trunk
Ext. Hard	Climbing a smooth wall (<i>designed with few hand-holds</i>)
Sheer Folly	Climbing a surface with greater than a 90 degree angle
Absurd	Climbing upside down on a stone surface

(Athletic – AG/St – All-or-nothing)

Combat Styles & Maneuvers

"You could take someone's eye out with that," I said, before smacking him in the face and getting that bloody rapier out of his mitt."

When someone is trying to kill you with a sharp pointed thing, it is sometimes a good idea to figure out ways of getting said sharp pointed thing off him. This is far trickier than it sounds, and therefore must be learned as a skill. The skill represents a character's bonus for attacking using a special style of combat or maneuver, such as Two Weapon Combo or Disarm Foe. Each style/maneuver provides its own special options or bonuses to combat and must be learned separately. A character may decide to use a specific style only at the beginning of his turn during the round, and that style may not be changed until the beginning of the character's turn in the next round, or in any subsequent round. (*In other words, when Harry the knight decides to try his time honored way of charging at an oncoming foe, getting inside the foe's attack, head butting him and taking his sword off him, he cannot decide that he wants to try to use clever sword play to achieve the same thing half way through.*)

When using a style or maneuver, the character must use the lesser of either his style's skill bonus, or his weapon bonus as his Offensive Bonus (*OB*) for all attacks using the style, unless otherwise stated. Any other uses of the style will use only the style's total bonus.

Blindsight – When a character cannot see, he receives a -100 to all actions. By using Blindsight, this modifier is reduced by his bonus with this style automatically without a Maneuver Roll. (i.e., a total skill bonus of 80 means that the -100 modifier is reduced to -20 (-100 + 80)). This skill can only reduce the -100 penalty for being blind to zero. The Gamemaster may determine that conditions are not optimum for use of this skill and require that a difficulty modifier be applied against the skill. (E.g., a lot of confusing noises in the area may make Blindsight a Very Hard task, so the GM assigns the Very Hard modifier (-40) to the use of this skill. Thus if a character with a Blindsight skill bonus of 80 was trying to use this skill, the -40 modifier from the confusing noises reduces the character's effective Blindsight skill to 40, the penalty for being unable to see would be -60 (-100 + 40).)

(Combat – In/Re – Special)

Disarm Foe – In order to attempt to disarm a foe, the character must make a Maneuver Roll in place of his attack, using this skill bonus as a modifier to his roll, and reading the result on the RR column of the Maneuver Table. His target must then roll higher than that number using his OB. If the foe fails, he loses his weapon as it goes flying up to ten feet in any direction desired by the character performing the disarm. (Note: this may be used in place of one of the attacks gained through Two Weapon Combo). If this maneuver fails, treat it as a miss or fumble for a normal attack as appropriate. This maneuver must be learned separately for each weapon

category. This skill is only used with melee weapons, not thrown or missile weapons.

Example: Nynyve is trying to disarm a lizardman. Her skill bonus with disarm foe is 50, and she rolls a 71, for a total of 121 on the Maneuver Table. This means that the lizardman must make a roll adding in his OB, and that the total must be equal to or higher than 130 or he has been disarmed.

(Combat—St/Ag—RR)

Mounted Combat – The ability to attack from horseback (or other mounts) must be learned separately for each different type of mount and weapon category. Attempting to attack while on a mount normally incurs a penalty of -80. By using Mounted Combat training, this modifier is reduced by the character's bonus with this style automatically without a Maneuver Roll; (i.e., a total skill bonus of 80 means that the -80 modifier is reduced to 0). Flying mounts incur double this base penalty. Characters can potentially reduce the penalty further by making a Medium Bonus Riding maneuver and adding the result to the character's Mounted Combat skill. Characters with Beastmastered mounts can also potentially reduce the penalty further if their mount makes a Medium Bonus Riding maneuver – the result is added to the character's Mounted Combat skill.

It is possible to increase your Mounted Combat skill beyond what is necessary to reduce the penalty and receive a bonus for attacking from a mount. If the penalty has been reduced to zero, then one-half the skill bonus (*rounded down*) beyond that may be used as an OB bonus.

Example: If a character's Mounted Combat skill bonus is 94, he would receive a +7 OB bonus on his attack $((94 - 80) / 2 = 7)$.

(Combat - St/Ag - Special)

Two Weapon Combo – This style allows a character to use two different weapons in conjunction with each other for melee attacks. The character's OB for both attacks is equal

to the skill bonus in the Two Weapon combo skill, plus stat bonuses, special bonuses and weapon bonuses. The character can make two separate attacks, one with each weapon, each round. If the character decides to Parry (See Chapter 10 for details on Parrying), his OB for both attacks is reduced by the amount that he wishes to parry with, as this represents the defensive stance he has taken. The weapon in the character's off-hand receives a -20 modifier. This style must be learned separately for every weapon combination. The character also receives +5 for determining his initiative when using this style. The character must have a number of skill ranks in each weapon equal to or greater than the number of ranks in Two Weapon Combo. Each weapon must also be the primary weapon for its group (see Weapon Skills, this chapter).

Example: Jorg has the Two Weapon Combo (TWC) style with a bonus of 70. His base OB for using TWC would be 70 with his main weapon and 50 with the weapon in his off hand. If he decided to parry, and add 30 to his DB, then his OB's would be 40 main weapon and 20 with the weapon in his off hand.

(Combat - St/Ag - Special)

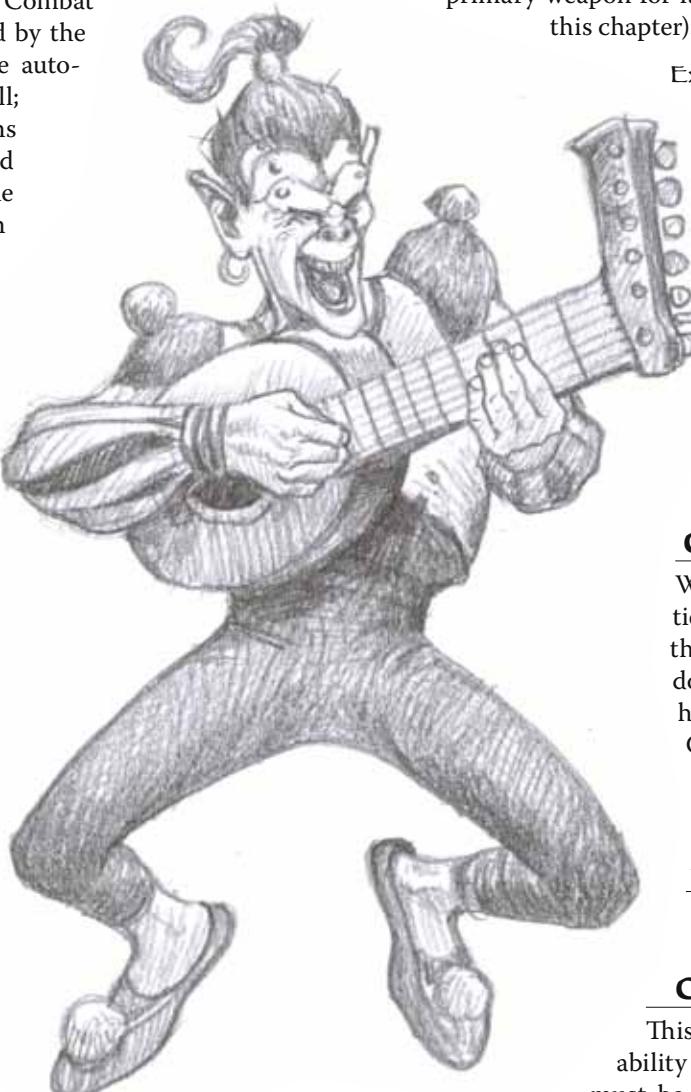
Contortions

When your character is tied up or has to squeeze through a tiny dungeon window, Contortions can be very helpful. Characters with the Contortions skill can manipulate their bodies to move through small openings or to aid in escaping bonds of various types.

(Athletic – Ag/SD – All-or-nothing)

Crafts

This skill represents a character's ability to work a craft. This skill must be learned separately for each craft. Each Craft skill contains all the knowledge and manual skill required for the character to perform that craft. The following list contains a sampling of possible crafts, and should by no means be considered complete. This skill does not simply represent technical competence at a craft; it also denotes a degree of social standing. A master Apothecary will have more respect in his community than an apprentice Bowyer.



Apothecary	Maker of non-magical healing potions, elixirs, and medicines.
Armorer	Making of iron or steel armor.
Blacksmith	Making of small iron wares; such as horseshoes, nails, etc.
Bowyer	Making bows and crossbows.
Cartographer	Maker of maps.
Fisherman	Capture of fish by means of hook and line, spear or net.
Fletcher	The making of arrows and bolts.
Goldsmith	Working of gold into ornamental and functional items.
Jeweler	Cutting and setting of stones and gems.
Scribe	One who copies manuscripts or other documents.
Stonecutter	Cutting and shaping large stones from a quarry.
Weapon Smith	Making of iron or steel weapons.

(General – Re/Ag – All-or-nothing)

Dancing

This skill provides a bonus for when trying to perform a previously witnessed dance or while trying to create a new dance.

(Artistic – Ag/Pr – All-or-nothing)

Diplomacy

This skill provides a bonus for operating successfully in and with complex bureaucracies and organisations, such as governments, royal and noble courts, guilds, etc., and involves elements of tact, negotiation, protocol, bribery, and etiquette, especially when dealing with individuals in any form of authority.

(Influence – Pr/In – RR)

Disguise

Deception is sometimes necessary during an adventurer's career. When there is a price on your head, a good disguise can get you out of trouble fast. Disguise lets your character alter his or her appearance, but not his or her actual physical size or weight, by the application of cosmetics and/or other props. The disguised person cannot imitate the mannerisms of a specific person, nor sound like him.

(Subterfuge – Pr/SD – All-or-nothing)

Duping

Some prefer to call this skill the gentle art of persuasion, or verbal sleight of hand. Then again, the more truthful members of society call it lying. There are times when your character will need to convince a Non-Player-Character to do something that he or she might not ordinarily do, and the use of force is out of the question. By speaking quickly,

convincingly, and confusingly, adventurers have been known to dupe hapless victims into doing "favors". This skill may be used on a number of individuals equal to the character's number of ranks in this skill divided by five and rounded down. The targets of this skill receive a Will-based Resistance Roll with a +20 modifier.

(Influence – Pr/In – RR)

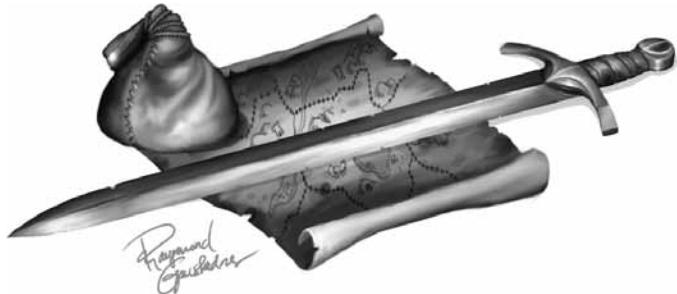
Endurance

"You know the worst thing about the dwarves? They never tire. Sure you can outrun them, on the first day, or the second. If you have a horse you can keep going for a few days more, but they'll just keep on coming, following your trail, never stopping. And each time you rest, because you aren't a dwarf, he gets a bit closer. And he'll get you."

A character's Endurance skill bonus is, simply put, his Concussion Hits, a measure of how much damage he can take before passing out. This skill's total is comprised of the skill rank bonus, the stat bonuses listed for this skill, and the Racial Endurance Bonus listed on the Racial Characteristics Table.

Example: Jorg, a human, with a Endurance bonus of +30 has 12 ranks in Endurance, a Self Discipline of 90 which gives him a bonus of +8 and a Constitution of 90 which gives him a bonus of +8. Jorg has a Concussion Hit total of 100 ((10 ranks * 5 = 50) + (2 ranks * 2 = 4) + (Co bonus 8 + SD bonus 8 = 16) + (30 Racial Endurance Bonus) = 100). This means that Jorg can take 100 hits of damage prior to falling unconscious.

(Physical – Co/SD - Special)



Foraging/Survival

Heroes wandering the cold haunted lands on their epic quests need to eat. And the cold haunted lands do not tend to have inns, restaurants or anything else handy. That's why they are cold and haunted. So you have to hunt. You have to go looking for berries, roots and wild vegetables. This is called foraging. It's primitive, it's basic, it's probably not the best tasting, but what is heroism if not enduring great privation in the name of a cause? This is a character's bonus for finding food, shelter, fire starting (*under less than optimal conditions*), and other basic survival tasks required when living in the wilderness. When first developed, one of the environmental subskills below should be chosen as the primary subskill. (GMs may add more environments at their discretion):

Arctic (-20): including tundra, glaciers, snowfields, alpine mountains, etc.

Desert (-20): including sandy deserts, rocky deserts, arid plains, badlands, etc.

Forest (-20): including cool and temperate woodlands and rainforests, etc.

Grassland (-20): including plains, prairies, savannahs, steppes, and marshlands, etc.

Jungle (-20): including subtropical and tropical rainforests, jungles, mangrove swamps, etc.

(Outdoor – In/Re – All-or-nothing)

Healing

This is a character's skill in healing the sick or wounded. It includes the knowledge of first aid, useful medicines for treating specific illnesses, and surgery (*stitching wounds closed, setting broken bones etc.*).

This skill may be used to reduce bleeding (*any amount*) and in stabilizing wounded characters keeping them from deteriorating further. A character with this skill, and the proper tools, such as bandages, may reduce the number of Hits that he himself or somebody else is bleeding per round with a Medium maneuver. Failure in using this skill means that the character was unable to stop any of the bleeding, while a fumble could mean that you actually increased the damage to the patient.

Healing also represents your character's ability to perform major surgical operations and procedures. This includes such things as amputations, and removing internal organs (*such as the appendix*). Additionally, a successful use of this skill can reduce the healing time required for recovering from such procedures by allowing the patient to add the Bonus result of this maneuver to his roll to determine his recovery time.

Healing can also stabilize a patient who has received a wound or wounds that will kill him in a specific number of rounds. Doing so is considered an Extremely Hard maneuver at the very least, and may be even more difficult depending upon how severe the damage actually is. This would not heal any of that damage, only prevent the character from sliding over into death until the damage can be healed using other methods.

Bleeding Severity	Maneuver Difficulty
Modest (1 – 3 Hits)	Medium
Moderate (4 – 6 Hits)	Hard
Extreme (7 – 9 Hits)	Very Hard
Dire (10+ Hits)	Extremely Hard

⊗ **NOTE:** The success level of the roll determines how much bleeding has been reduced.

Example: Esmerril is trying to patch Rawrg up after a fight. Rawrg is bleeding a total of 9 Hits per round, so Esmerril's first task is to stop the bleeding. Esmerril's player makes a Healing roll. He gets a total of 127. This is enough to be successful for a Hard maneuver, so Esmerril was able to

reduce Rawrg's bleeding by 6 points, from 9 to 3 Hits per round. The following round, Esmerril's player gets only a 78 total. He has not helped at this time. Rawrg growls fiercely at Esmerril telling him to do better next time...

(General – Re/In – All-or-nothing)

Herbcraft

This skill provides a bonus for finding, recognizing, and harvesting various magical and non-magical herbs effectively.

⊗ **NOTE:** Characters are not required to roll to see if an herb works effectively.

(General – Re/In – All-or-nothing)

Horticulture

"He always said he'd go home to his father's orchard, when it was all over. He tried it a bit, when we were stuck down in the south of the empire, watching for that mage. He made that lord's crop bloom that year. The lord offered him a fortune and a title if we would only stay. But he's an adventurer like us. Yet still, he says, when it's all over, he will go home."

This skill provides a bonus for the identification and care of plants. It allows knowledge of farming and other plant raising techniques.

(Outdoor – Re/In – All-or-nothing)

Interrogation

This skill is used to obtain information from an intelligent creature, with or (*more usually*) without its cooperation. Interrogation can involve word and mind games to catch the victim in an unguarded admission, the use of drugs to reduce inhibitions, sensory deprivation, and threatening or inflicting induced or actual pain by various forms of torture. Skilful interrogators are adept at focusing the ramblings of drugged victims into fruitful answers and sifting truth from lies and omissions. Fanatic inquisitors won't stop until the unfortunate prisoner admits what they want to hear, true or not.

(Influence – Pr/In – RR)

Jumping

Difficulty	Broad Jump		Pole Vaulting
	Running	Standing	High x Wide
Routine	B.L. x 1.0	B.L. x 0.5	4' x 4'
Easy	B.L. x 1.5	B.L. x 0.7	6' x 6'
Light	B.L. x 2.0	B.L. x 0.9	8' x 8'
Medium	B.L. x 2.5	B.L. x 1.1	10' x 10'
Hard	B.L. x 3.0	B.L. x 1.5	15' x 15'
Very Hard	B.L. x 3.5	B.L. x 2.0	20' x 20'
Ext. Hard	B.L. x 4.0	B.L. x 2.5	30' x 30'
Sheer Folly	B.L. x 4.5	B.L. x 3.0	40' x 40'
Absurd	B.L. x 5.5	B.L. x 3.5	50' x 50'

B.L. = Body Length is the height of the individual making the jump.

"So there I was, the floors of the temple cracking open... and me holding the Dragon's True Egg. A rift about 7 feet wide opened in front of me...and that gods-damned ogre came up behind me. I had no choice. I had to jump..."

This skill defines a character's ability to leap over, through, above, or past obstacles. The jump can be from a running or standing start. See the table below to calculate how hard the jump will be.

Pole Vaulting (-10) – This skill provides a bonus for using a pole to increase your jumping distance. You must have a running start for doing this.

(Physical – St/Ag – All-or-nothing)

Leadership

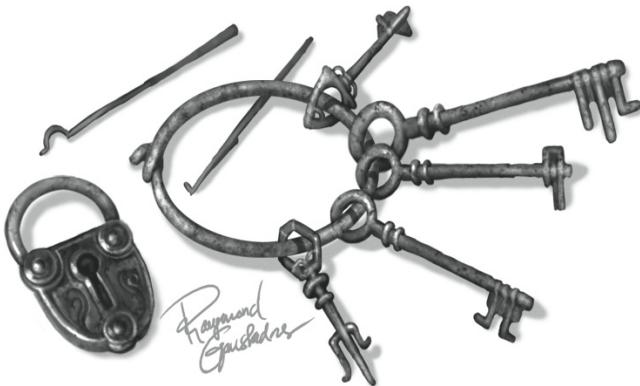
This skill provides a bonus to inspire and command others to follow you, to make others believe that you are competent to lead and know what you are doing, and to raise the morale of your followers.

(Influence – Pr/In – RR)

Linguistics

This is a character's skill in using languages. You must learn each language separately, and also learn how to read/write the language separately from how to speak it. Each rank in either Spoken or Written for a language gives you a better ability in that language; ranging from total noncomprehension to understanding the local idiom and inferences, as well as understanding archaic and unusual dialects of the language. Refer to the Chapter 15 Language Table for more detail on the level of understanding given by each rank. You may, with GM approval, be able to understand related languages at one half of your skill rank for a language that you already know, although this may require you to make a Maneuver Roll for this skill.

(General – Re/In - Special)



Locks & Traps

Difficult locks and traps are the bane of many an adventurer. This skill enables a character to identify and disable mechanical traps, and open locks and similar devices. This does not provide any bonuses to finding traps. Opening a lock or disarming a trap takes one round per difficulty level of the

device. Thus a Routine lock would take 1 round to open while a Medium difficulty lock would take 4 rounds and an Absurd difficulty lock would take 9 rounds at minimum.

(Subterfuge – In/Ag – All-or-nothing)

Option: Locks & Traps

If the result of the maneuver to open a lock or disarm a trap was within 20 points of succeeding, the Gamemaster may determine that the character is having a little difficulty and requires a little more time for the character to open it. In such cases, the character makes a second roll and if successful, the use of the skill takes only one round longer than normal. Failure results in the character being unable to work the device, and he may not attempt that particular device again until he has increased this skill.

Martial Arts Strikes

This is a character's skill at making unarmed attacks using various martial arts attacks using kicks and punches. It represents only the most basic maneuvers; to use more advanced attacks or maneuvers, the character is required to learn a specific Combat Style. Attacks made using this skill are Small attacks on the Martial Arts Strikes Attack Chart. Martial Arts Strikes has a Fumble Range of 01-02.

(Combat – St/Ag – Combat)

Martial Arts Styles & Maneuvers

This skill provides a bonus for attacking using a special form or style of combat, such as a specific martial arts style. Each style provides its own special options or bonuses to combat and must be learned separately. The stat next to the style name replaces the asterisk listed in the stat bonus below. Each style must be learned separately.

A character must have an equal or greater number of ranks in either Martial Arts Strikes or Sweeps than in the style, and he uses the style's bonus as his Offensive Bonus (*OB*) for all attacks and for any other uses of the style.

Dragon Style (St): This style emphasizes sinuous, coiling movements like those used by certain types of dragons. Practitioners of this style gain a +5 to their initiative rolls and they may also use the Grappling Table in addition to the Martial Arts Tables for their attacks.

Monkey Style (Ag): Those who use this unarmed style fight from a crouched position and perform a lot of rolls and tumbles and small jumps, acting like a monkey. This is done to lure foes in so that their attacks may be more successful. A practitioner of this style may make an Acrobatics/Tumbling maneuver roll each round in addition to a normal attack. If successful, he may add +5 to his Defensive Bonus (*DB*). For every 5 ranks in this style, the DB bonus is increased by an

additional +5. This maneuver is in addition to his allowed actions for the round.

Tiger Claw Style (Ag): This Martial Arts Weapon Style is used with the weapon, Tiger Claws. It is a variation of the Weapon Kata in that the use of this allows the character to make a slash attack that is of equal size as the character's Martial Arts attack. When using this style, the character may use Chi Defense and the rules from the "Monk Attacks" sidebar in Chapter 3 with the Tiger Claws.

Weapon Kata (Ag): This style allows a character to use a weapon with his martial arts. Each weapon kata must be learned separately for the individual weapon. A common list of kata weapons includes the following: Quarterstaff, Jo Staff, Spear, Sai, Tonfa, and Nunchaku. The GM may also deem that certain other weapons are appropriate. When using this style, the character may use Chi Defense and the rules from the "Monk Attacks" sidebar in Chapter 3 with the kata weapon.

(Combat – SD/* – Combat)

Martial Arts Sweeps

This skill provides a bonus to various unarmed Martial Arts attacks using soft attacks made by grappling, sweeping and/or throwing an opponent. It represents only the most basic maneuvers; to use more advanced attacks or maneuvers the character is required to learn a specific Combat Style. Attacks made using this skill are treated as a Small attack on the Martial Arts Sweeps Attack Table. Martial Arts Sweeps has a Fumble Range of 01-03.

(Combat – St/Ag – Combat)

Mental Focus

This skill enhances a character's concentration to aid in a mental effort, be it remembering something specific or to aid in the casting of a spell, removing a trap, picking a lock, etc. Successful maneuvers using this skill allow the Bonus result to be added to any mental effort.

(Concentration – SD/SD – Bonus)

Mimicry

This is a character's skill in imitating various sounds, up to and including voices.

Simple sounds (one note/tone)	+20
Multi-tone sounds (birds trilling, etc...)	-10
Very complex (comprehensive words)	-20
Imitate another's vocal patterns	-30
Multisided conversations	-40

(Artistic – Pr/SD – All-or-nothing)

Mundane Lore

"Lore" is what you know about. The better the score, the more you actually know. Each lore skill is learned as a separate skill, which may be as broad or as specific as the character desires, subject to Gamemaster (GM) approval. The broader the lore skill, the less specific the information obtained when the skill is used. Broad lore knowledge will never reveal any specific

information except in extraordinary circumstances. The following list gives you a sample of some of the possibilities for the different specialties that could be learned using this skill. Certain Lore skills, at GM's discretion, may be attempted using the Bonus resolution method when a successful result can be used to aid another skill; (*i.e., Lock Lore could be used to help with the skill, Locks & Traps*).

Fauna Lore	knowledge about animals in a given region
Flora Lore	knowledge of plants in a given region
Lock Lore	knowledge of various types of locks
History	general knowledge of local history of a specific area or region
Heraldry	knowledge of different coats of arms and their significance
Religion	knowledge of a given religion and its practices

(General – Re/Re – All-or-nothing)

Navigation

This skill provides a bonus for determining direction and/or distance when used in conjunction with various aids such as maps, landmarks, a compass, or the stars. This skill includes the concept of orienteering and is applicable on land, water, or air, with the right equipment.

(Outdoor – Re/In – All-or-nothing)

Perception

Perception determines how much information and how many clues a character may gain through observation. Unlike the normal method of skill resolution, the Gamemaster (GM) should use the Percentage results of any maneuver to determine how much information a character would notice. A GM may not always reveal every modifier being applied to this maneuver, as doing so may actually reveal more to the players than they could find out through the results of the maneuver.

In situations where the character is looking for something specific, the character gains a bonus of +20 to locating the object of his search, but he also gets a -20 towards spotting other things while searching for that specific object. Some samples of the specific things that a character might be looking for include secret doors, traps, hidden compartments, ambushes, etc.

This skill covers all of a character's senses, but it is important to note that certain conditions or situations may indicate only a single sense be used (*e.g., sight, hearing, smell, etc.*), and there are certain talents which will also give a bonus to only one sense.

(General – In/SD – Percentage)

Pick Pockets

This is your character's skill in relieving others of their valuables without their knowledge. Or, in other words, swiping stuff out of their pockets and not getting caught. Upon a character performing this maneuver, the target is allowed to make a Perception roll, modified by the character's skill bonus to

determine if they notice the attempt or not. If the target fails this perception roll, then the attempt was unnoticed.

(*Subterfuge – Ag/Qu – All-or-nothing*)

Play Instrument

This is your character's skill at playing an instrument. Each instrument must be learned separately. You may use the same skill bonus at the discretion of the Gamemaster, with a modifier of -10 to the skill, for similar instruments. The better the overall roll, the better the performance. The better the performance, the more groupies, people buying you drinks and, oh yeah, money.

(*Artistic – Pr/Ag – All-or-nothing*)

Poisoning

Need to solve the small problem of someone's existence? Stuck in a situation where you can't just go and stab the guy in the head? You need some training in the uses and abuses of poisons! This is a character's bonus for preparing, storing, and removing poisons safely and effectively. It encompasses the character's knowledge of poisons as well as his ability to work with them safely. Hint: Never use a poison you don't have an antidote for! If using a poisoned weapon in combat, keep that antidote handy. Why? Don't worry. You'll figure it out. If you survive.

(*Subterfuge – Re/SD – All-or-nothing*)

Power Point Development

Power Points are the representation of your mage's connection to the essential powers of the universe. The more Power Points, the better the connection. This skill is a measure of a character's Power Points. The total skill bonus is the number of Power Points that a character has available. Power Points are a measure of how much magical energy a body can utilize and manipulate in order to cast spells. Your Power Points equals your total skill bonus which is comprised of your skill rank bonus, your stat bonuses, and your Power Point Bonus from the Racial Characteristics Table on page 21.

Example: Elves have a PP bonus of +40, so if the Elf has an Insight stat of 90 and a Self Discipline stat of 90, then with a single rank of PPD, he would have 61 Power Points (5 [rank bonus] + 8 [SD stat bonus] + 8 [In stat bonus] + $+40$ [racial bonus] = 61), since Power Point Development uses In/SD for its stats.

Power Points are expended in the process of casting spells, covered in Chapter 11. When spell casters expend their Power Points they will need to recover them as detailed below.

Power Point Recovery – Characters will regain expended Power Points over the course of time. A character will regain one quarter of his Power Points for every two hours of complete rest. Complete rest can consist of sleep, meditation, or just lying still for a length of time.

(*Mystical Arts – In/SD – Special*)

Public Speaking

Need to embarrass your best friend at his wedding? Need to convince a skeptical crowd to stand firm against the forces of the Orcish hordes descending on your village? Need to speak to the king to convince him and his court that you should be pardoned? To do this, you need some practice at public speaking. This is a character's skill in impressing, entertaining, and manipulating large groups or crowds of people. Use of this skill cannot make a group do something that they do not want to do, but it can get them to do something that the group has wanted to do. For example, a character could use Public Speaking to turn an angry group into a lynch mob, or to entertain a group using nothing more than snappy patter and banter. How well the group responds to the manipulations of the character depends on the general disposition of the crowd to begin with, as well as the goal of the character using this skill. Failure can result in this skill having the opposite effect the character wanted.

(*Influence – Pr/In – All-or-nothing*)

Resistance

This skill must be learned separately for the three different types of Resistance Rolls; Stamina, Will, & Magic. Each version of this skill has a different set of stats that are used. Resistance: Stamina uses Co/Co, Resistance: Will uses SD/SD, and Resistance: Magic uses In/In. Your total bonus for this skill includes your skill rank bonus, your stats, and the appropriate RR Bonus from the Racial Characteristics Table on page 21. The total skill bonus is then used as the modifier for any Resistance Rolls that the character has to make. Hint: Be sure your character has at least one rank in all three versions of this skill.

(*General – varies/varies – Special*)

Riding

"First time I got on a horse, damn thing bucked and I landed on my ass. Second time I got on a horse, damn thing bit me first, then bucked and I landed on my ass and I was bruised for weeks. Third time I decided to listen to what the trainer fellow had to say."

"Riding" represents a character's skill at riding and controlling a mount. For obvious reasons, a character must choose one general type of mount (*Riding Dogs, Horses, Camels, Hippogriffs, etc.*) as the primary subskill. All other mount types are considered distinct subskills with -20 modifiers. A single rank in this skill is enough to keep a character from falling off the mount being ridden while more ranks gift him with greater control of the mount. The more ranks a character has, the higher the skill bonus, and the better chance he has of retaining control of the mount when it is startled, scared, or hostile. It also helps the character assert mastery and gain control of a mount that he is unfamiliar with.

(*Outdoor – Ag/SD – All-or-nothing*)



This skill allows a character to decipher and use Runes, and it allows the character to understand what the Runes say, and if the inscription is magical, to use the magic. Rune spells are typically inscribed in a suitable media, such as special paper, or specially prepared wood or stone. To use a Rune, first the character must decipher it. If the character has spell casting

capabilities, once the Rune is deciphered, it can be used at will. If the character does not have spell capabilities, he must make one roll to decipher it, and one to cast it. Activating a Rune takes a full round. Once used, a Rune fades from the medium upon which it is inscribed (*if it is carved on stone, it loses any magical effect*).

If the character knows and can cast the spell imbedded in the Rune normally, he gains a +30 bonus on his Runes Maneuver Roll. If the character knows what the spell is, but does not have it, he only gains a +10 bonus to his roll.

Inscribe Rune (-30) – Any character can inscribe a rune for any spell that he knows.

Characters that do not cast spells may also inscribe runes. They may learn the inscription for one spell for every five ranks they have in the Runes skill. All Runes inscribed in this manner will be for a spell's basic form only, not for any enhanced or scaled version of a spell. Creating enhanced spell runes requires the use of the Rune Mastery spell. Inscribing a rune takes one minute for each Power Point required by the spell and those Power Points are expended by the caster at the time of the inscription of the rune. If the caster does not have the Power Points to inscribe the rune, then the maneuver will fail.

(*Mystical Arts – Re/In – All-or-nothing*)

Sailing

The Sailing skill covers the handling of all oar-powered and sail-powered boats and ships. It includes the skills required to control and guide these crafts as well as perform routine maintenance.

(*Outdoor – Ag/Re – All-or-nothing*)

Signaling

This skill provides a bonus for communicating with another person using some form of non-verbal communication. Both characters who are attempting to communicate with each other must know the same form of signaling being used in order for complete messages to be passed without error. Signaling can be divided into the following specialty subskill groups – one of which must be chosen as the primary subskill:

Physical Encodings (-40): includes sign language and lip reading, etc.

Substitution Encodings (-40): includes Morse code, use of flags such as semaphore, substitution ciphers, etc.

(*General – Re/In – All-or-nothing*)

Singing

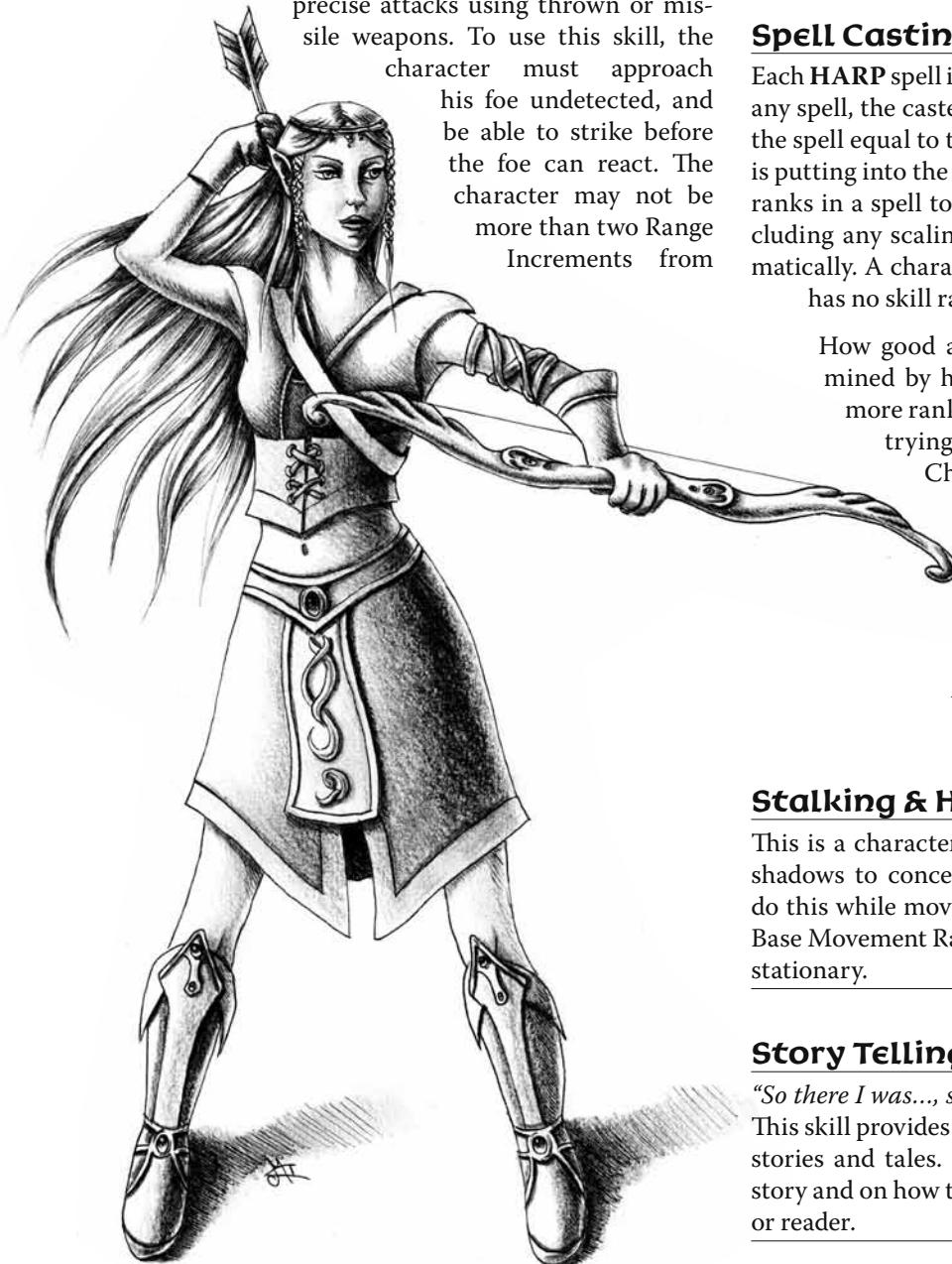
The art of Singing covers a character's skill in vocally reproducing musical tones and/or words. Note that although a character may perform a song in a language that they do not know, it does not allow them to gain any understanding of the language used in the song.

(Artistic – Pr/In – All-or-nothing)

Sniping

"Never annoy those elves. They'll shaft ya good. A whole bunch of those goblins tried to overtake 'em up in the western hills. The Elves just hid, and got the bows out. PFFT. PFFT. PFFT. PFFT. Two dozen goblins dead in about a minute. They never saw those pointed eared ponces. Never saw 'em."

"Sniping" is the ability to make very precise attacks using thrown or missile weapons. To use this skill, the character must approach his foe undetected, and be able to strike before the foe can react. The character may not be more than two Range Increments from



his target in order to use this skill. If the character makes a successful Maneuver Roll for Sniping, he attacks his foe and gains surprise and any additional positional modifiers. If the attack itself is successful, the character gets to add a number equal to his number of ranks in Sniping when determining how much damage was done. See Chapter 10, Combat for more details on making an attack. This is an All-or-Nothing adjustment, meaning that the character must use the entire Sniping bonus (*i.e., a number equal to his skill ranks in Sniping*) or none of it. He is not allowed to use only a portion of this modifier; he must use the whole thing. Failure results in the foe knowing that the character is there, removing any further opportunity of the use of this skill at this time. Successful use of this skill also negates all damage caps for the attack that it is used with.

(Subterfuge – SD/Ag – All-or-nothing)

Spell Casting

Each HARP spell is learned as a separate skill. In order to cast any spell, the caster is required to have a number of ranks in the spell equal to the number of Power Points that the caster is putting into the spell. If a caster does not have enough skill ranks in a spell to match the Power Point requirements, including any scaling options to be used, the spell fails automatically. A character cannot cast a spell in which he or she has no skill ranks.

How good a character is with a given spell is determined by how many ranks he has in that spell. The more ranks he has, the easier time he will have when trying to increase the power of the spell. Refer to Chapter 11 for more details on casting.

The stats used for Spell Casting are determined by the Profession that the spell falls under. Use the following table to determine which stats to use:

Clerics, Rangers	In/SD
Mages, Warrior Mages	Re/SD
Harper	Pr/SD
Universal	Re/SD

Stalking & Hiding

This is a character's skill for using silence, camouflage, and shadows to conceal his presence. Stalking is the ability to do this while moving at no more than one half a character's Base Movement Rate, and Hiding is the same skill used when stationary.

(Subterfuge – SD/Ag – All-or-nothing)

Story Telling

"So there I was..., stop me if you have heard this one before..." This skill provides a bonus for telling interesting and exciting stories and tales. It encompasses knowledge on pacing the story and on how to build suspense on the part of the listener or reader.

(Artistic – Pr/In – All-or-nothing)

SPELLS

Universal†	Cleric	Harper	Mage	Ranger	Warrior Mage
Arcane Bolt	Animal Forms	Calm	Air Wall	Find Shelter	Bladeturn*
Blur	Animate Dead	Changing Ways	Bladeturn*	Haste	Dancing Weapon
Boost Agility	Bless	Charm	Changing Ways	Hues	Deflections*
Boost Constitution	Calm	Confusion	Darkness	Locate Food	Elemental Weapon
Boost Insight	Control Animal	Distractions	Deflections*	Natural Trap	Guardian Blades
Boost Presence	Control Undead	Fear	Distractions	Nature's Strength	Hammer Strike
Boost Reasoning	Create Undead	Jolts	Earthen Transmutations	Nature's Tongues	Magic Shield
Boost Quickness	Cure Disease	Past Visions	Elemental Ball	Path Lore	Mighty Charge
Boost Self Discipline	Divine Hammer	Phantasm	Elemental Bolt	Plant Disguise	Resist Damage
Boost Strength	Drain Life	Quiet Ways	Fear	Summon Animal	Steel Skin
Counterspell*	Dreams	Sleep	Fire Nerves	Traceless Passing	Warrior's Might
Detect Magic	Guidance	Tongues	Fire Wall	Tree Merge	Weapon's Fury
Detect Trap	Harm		Fly		
Dispel Magic	Herbal Enhancements		Haste		
Guess	Holy Symbol		Icy Mist Wall		
Landing*	Intuitions		Invisibility		
Light	Lifegiving		Jolts		
Mage Seal	Lifekeeping		Long Door		
Minor Healing	Major Healing		Mage Armor		
Moving Ways	Nature's Strength		Merging Ways		
Projected Light	Nature's Tongues		Misfeel		
Study Target	Neutralize Poison		Passing		
Unlocking Ways	Plant Disguise		Past Visions		
	Restoration		Phantasm		
	Summon Animal		Presence		
	Tree Door		Quiet Ways		
	Tree Merge		Rune Mastery		
	Tree Skin		Shock		
	Turn Undead		Sleep		
			Spikes		
			Stun Cloud		
			Vacuum		
			Water Wall		

† = Spells from this Sphere are learnable by any profession.

* = Instantaneous spell

Streetwise

"You are far from Kensing's Land now," I said. "This city is full of the scum of humanity. And that's even before you start wandering around in the slums."

This skill represents a character's awareness of events in the underworld society of your location. It also includes the ability to make contacts with those who run and live in the underworld society.

(Subterfuge – Pr/In – All-or-nothing)

Swimming

This skill provides a bonus for staying afloat and moving while in water. A minimum of one rank will keep a character from drowning in water over his head. Further ranks will aid him in making headway against currents, to stay afloat for longer periods of time without touching ground, to swim longer distances, to move faster in the water, and to perform other maneuvers while swimming. With a successful Maneuver Roll, a character can move up to one half of his Base Movement Rate each round when swimming. Wearing

armor while swimming is very difficult. If the character is wearing armor, then increase the difficulty of the maneuver by 1 step for each base type of armor worn (*soft leather*=+1 difficulty severity increase, *rigid leather*=+2, *chain*=+3, *plate/chain*=+4, *plate*=+5). If the character has Armor by the Piece, then use the nearest equivalent to the above types before making difficulty severity modifications). All swimming maneuvers are also modified by triple the maneuver penalties of the armor (after the Armor skill is applied) worn by the character.

(Physical – St/Ag – All-or-nothing)

Tracking

"See," the Marcher Knight said, "you can see how a small group turned north before the others were surrounded. They got away, and they got away with your quarry." I looked at the ground. I could see nothing. "The goblins were encamped here for about three days – yeah, about three – and then we found them, but before we closed in, I'd say a day before, a small group legged it. They went that way," he said as he motioned north, away up towards goblin country. "Oh, and," he said as we wearily hauled our armor and equipment together. "There's about twenty of them, and moving fast."

This skill provides a bonus for identifying, and following tracks and trails. A trail can consist of footprints, broken branches, crushed grass, hanging pieces of cloth, etc. Detailed information can be obtained through a successful Maneuver Roll, such as the type of creatures who left the trail, the number of them, the weight of the creature, how fast it is moving, etc., depending on the nature of the tracks. Such things as the age of the trails, terrain, and weather conditions between the time the trail was made and the time the character is attempting to follow it can make a trail more difficult to follow. When tracking a person or creature, the Gamemaster should require periodic Maneuver Rolls to see whether or not the character has lost the trail or gone astray, or gained even more information from the trail.

(Outdoor – SD/In – All-or-nothing)

Trading

"Finest dwarven steel," he said, fingering the blade. "Worth a lot of money." "How much is a lot?" I asked. "Five coins of the king's finest gold," the old man said. "Five coins?" I said. "Five?" "Many moons of labor went into the forging of this fine blade." "It's nice, but it's not fine. I will give you two." "Two," he said. "I need to feed my family. I paid four gold coins for this blade; I bought it from one of the journeymen of Winterheim." "No you didn't. It doesn't even have the Winterheim mark on it. I will give you three." "Done," said he, with a glint in his eyes. Well, I suppose we both got what we wanted..."

This skill provides a bonus for any maneuvers involving bar-gained transactions that include an exchange of money and/or goods. The better the Maneuver Roll, the better the deal the character gets. This skill uses the trading skill of the other person as a negative modifier for the skill of the character. Subtract 100 from the percentage result to determine how

much of a discount the character got, or how much extra he paid (if the adjusted result is negative) for his trade items.

(Influence – Pr/In -Percentage)

Trickery

"I shall sweep down out of these hills," the lord of the Red Hand said to me, "and I will purge this land of all you weaklings. I have made an alliance with the goblins and I will win my old lands back," he continued. Actually, he continued in much that vein for quite a while. I am sure you get the picture. "That's great and all," I said, when he finally stopped ranting. "Except the Grey Elves have made it known that they will not tolerate any disruption of the current political system. It suits them, you see." "What? What?? When was this? You lie!" He looked me in the eye. I held his gaze. Little by little, his face fell. "Is this true?" he asked, at last, quietly. I nodded. He stormed out of the room. And yes, of course I was lying. Stopped the invasion though, didn't it? Managed to steal his sword while he was sulking, too. And escaped."

This skill provides a bonus for performing confusing sight tricks, mind games, chicanery and sleight-of-hand in order to distract a person or persons from what you are actually doing. The target of this skill gets to make a Resistance Roll (RR) versus the use of this skill, using his Perception skill as a bonus to the Resistance Roll.

(Subterfuge – Pr/SD - RR)

Weapon Skills

This skill provides a bonus for wielding weapons in combat. Weapon Skills are divided into six classes (*1 Handed Edged*, *1 Handed Concussion*, *Thrown*, *Missile*, *Pole Arms*, and *Two Handed*). Each of those classes is further divided into a number of individual groups. Those groups, in turn, are broken into the list of individual weapons.

Learning Weapon Skills: Weapon skills are learned in groups (*Axes*, *Short Blades*, *Long Blades*, etc.). When your character learns a particular group, he or she selects one weapon from that group to be his default weapon. Your character receives his or her full bonus when using this weapon. All other weapons in the group are used with a -10 modifier. Other weapon groups within the same class may be used with one quarter of your character's bonus for any known group within that class, or a bonus of +25 (plus stats, and other modifiers), whichever is less. To change the default weapon, the character must spend one week training with the weapon that he wishes to become the new default weapon for the group. Once that week is up, only the new default weapon may be used at the full bonus.

⊗ **NOTE:** The above applies only to *1 Handed Edged* and *1 Handed Concussion* Classes. For the other classes, no bonus is given to other groups within the same class, but the modifier for different weapons within a given group still applies.

The following list contains the different weapon skill groups and categories, and the weapons that can be used within each of the individual categories. The equipment lists (*see Chapter 8 Equipment Lists*) contain the attack size and type for each individual weapon.

NOTE: Some smaller Pole Arms (*all listed below*) may be used equally well either one-handed or two-handed. If used one-handed, they do a maximum of a Medium critical. If used two-handed, they do a maximum of a Large critical.

NOTE: There are several weapons that may be used either one handed or two handed such as the Katana, Bastard Sword, and Nunchaku. If a character has skill in using the weapon in one of the two ways it can be used, he may use it in the other way with a -20 modifier, without having to learn the other skill separately.

Example: If a character wields a Katana one handed using his Long Blades skill bonus of +50, he may use the Katana two handed with a bonus of +30 ($50 - 20 = 30$) without having to have the Great Blades skill. If he happens to have the Great Blades skill, then the character has the choice of using either the Great Blades skill bonus, or the Long Blades skill bonus with a -20 modifier.

(*Combat – St/Ag - Combat*)

Weapon Class	Fumble	Individual Weapons
1 Handed Edged		
Axes	01-02	Hand axe, Tomahawk
Long Blades	01-03	Broadsword, Long Sword, Bastard Sword (1H), Scimitar, Saber, Cutlass, Falchion, Katana (1H), Claymore (1H)
Short Blades	01-02	Dagger, Dirk, Main Gauche, Short Sword
Thrusting Blades	01-03	Rapier, Foil, Sai
1 Handed Concussion		
Chains Plus	01-05	Morning Star, Nunchaku (1H)
Clubs	01-02	Jo (1H), Tonfa, Club (1H), War Hammer, Mace
Thrown		
Pole Arms Thrown	01-04	Spear, Javelin, Pilum, Harpoon, Trident
Thrown Blades	01-03	Hand Axe, Tomahawk, Hatchet, Dagger, Dirk, Sai, Main Gauche, Short Sword, Shuriken, Dart
Thrown Projectiles	01-06	Throwing Chains, Boomerang, Bola
Missile		
Bows	01-03	Short Bow, Long Bow, Composite Bow
Crossbows	01-02	Light Crossbow, Heavy Crossbow
Slings	01-04	Sling, Staff Sling
Pole Arms		
Pole Arms	01-04	Pole Arms, Spear, Javelin, Pilum, Harpoon, Lance, Trident
Two Handed		
Great Blades	01-04	Bastard Sword (2H), Katana (2H), 2H Sword, Claymore (2H), Battle Axe
Great Chains	01-06	Flail, Nunchaku (2H)
Long Spikes	01-03	War Mattock, Mattock, Pick, 2H War Hammer
Staves	01-04	Quarterstaff, Jo (2H), Cudgel, Club (2H), Spear



7 Talents & Other Options



The heroes of stories and legends often have extraordinary abilities, unique magical powers or secret, special knowledge. Collectively, these are referred to as Talents. Talents are purchased with Development Points.

Certain Talents may only be purchased during character creation, like Blood Talents, while others may be learned any time a character goes up a level. Players are urged to provide the Gamemaster (GM) with plausible reasons for allowing a character to purchase the selected Talent. This process has been simplified by the Talent entries containing only the descriptions of the effects of the Talent. The player should work with the GM to find a way of describing how the talent works so that it fits within the GM's setting.

While a player is not limited in the number of talents he may purchase, he should always check with his GM for approval of a Talent as certain Talents can unbalance the style of game that the GM was planning on running.

Unless otherwise stated in the description of the talent, a character may normally acquire a talent only once. Certain race and profession combinations may give the character multiples of the same ability. For example, an Elven Harper would get Enhanced Senses twice gaining the +10 to Perception twice, and a Gnome Mage gets Sense Magic twice, allowing it to be used with a -10 to his Perception rather than a -20, and a Gryx Fighter would get Lightning Reflexes twice, gaining a +10 to initiative. However, if a character already has a talent from his race, and takes a Blood Talent for another race that also contains the same talent as gained by his race or profession, then he may not elect to take that talent a second time. Additionally, there are a couple of talents that have different costs for differing levels of ability. The character may gain the lower level, or the higher level without purchasing the lower powered version, but if he has the lower powered version and decides to get the higher powered version, he must still pay the full cost for the higher powered version.

Example: Lori decides to purchase the Talent, Succor, for her character. She does not have enough to gain the Major version, so only purchases the Minor version. She later wants to increase that to the Major version, therefore she must pay the full cost of Succor (Major) to increase the ability from healing one of the items to healing 3 of the items listed. She does not gain the ability to heal 4 of the items.

Example: John has just gone up a level and purchased the Talent, Familiar. John has submitted to his GM the idea that his character gains the familiar through aiding some sort of fairy creature in distress. The GM likes this idea and works it into the game by having John's character being the only one in the group to hear a sprite calling for help as they travel through a nearby forest. John's character follows the call and kills a goblin that has captured the sprite. In return for his aid, the sprite gifts the character with an animal that is attuned to the character as a familiar. Thus, John's character does not have the familiar right away once play has resumed, but he gets it shortly afterwards, and before the group actually has another adventure.

GM's Note: **Master Talent List**

The Gamemaster should examine the list of talents closely to determine if any talents are unsuitable for his or her campaign setting.

When working in the background stories for talents, the GM should do this as soon as is appropriate, and well before the characters gain enough experience to go up another level. Sometimes it will be possible to have these little side adventures take place during the time that the characters spend training.

Player's Note: **Master Talent List**

When purchasing talents after the start of play, the player may have to wait until the GM can work into the game the background story provided by the player. To ease things along the player should try to create a background story for the talent that can happen during the time they spent training.

Table 7.1 Master Talent List

Cost	Talent	Cost	Talent
10	Accelerated Healing	15	Master Pickpocket
20	Additional Profession	5	Multiple Subskill Proficiency
25	Agile Defense	10	Natural Linguist
20	Ambidexterity	15	Neutral Odor
30	Arcane Power	25	Night Vision
20	Artistic	15	Physick
15	Assassin Training	20	Quiet Stride
20	Athletic	15	Reduced Sleep Requirement
25	Bane	15, 30, 45	Regeneration
10	Blazing Speed	15	Scholar
10	Close Shot	15	Scope Skills (Radius)
30	Dark Vision (Greater)	15	Scope Skills (Targets)
20	Dark Vision (Lesser)	15	Sense Magic
25	Dense Musculature	35	Shapechanger
30	Enhanced Scent	10	Shield Training
10	Enhanced Senses	10	Skill Specialization
25	Enchantment Cure	15	Spatial Skills
15	Extremely Nimble	15	Speak with Magical Creatures
30	Familiar	20	Speak with Normal Animals
20, 40	Focused Eloquence	10	Speed Loader
25	Giantism	20	Subtle
30	Instinctive Defense	20	Survivalist
10	Lightning Reflexes	10, 20, 30	Succor
15	Master Burglar	20	Temporal Skill

Talents

Accelerated Healing

The character heals extremely fast. For him, all natural recovery times are halved. The amount of time required by magical healing (*if any*) is not halved.

Cost: 10

Additional Profession

A character must be at least second level to choose this Talent. This Talent allows a character to add one additional profession to those that he already has, each time this Talent is purchased. The character gains the Favored Categories of the new profession, replacing those of his old profession. The character may select and gain one professional ability from his new profession. This is the only professional ability that he gains from adding the new profession. The character loses any special ability that might have been gained by his old profession this level.

Upon gaining a new level, the character must decide which profession he wishes to advance.

Example: Gavin has decided that his Fighter is going to pick up a level of Mage and has purchased the Additional Profession talent. Now he must select which professional ability he wants for his character. His choices are "Access to the Mage Sphere of spells" or the "Sense Magic" ability.

⊗ **NOTE:** This talent must be purchased first, before anything else, if it is purchased during the level that it is gained.

Cost: 20

Agile Defense / Swashbuckler

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

Cost: 25

Ambidexterity

The character may use either hand equally well, and receives no penalty for using a weapon in the off hand.

Cost: 20

Arcane Power

The character may now learn spells from a single sphere that does not belong to his profession in addition to any spheres he has access to from his professions. This Talent may be taken multiple times. The high cost of this talent reflects the time and effort it takes for the character to learn new types of magic.

Cost: 30

Artistic

The character gains +10 to all artistic skills.

Cost: 20

Assassin Training

The character has been trained in the skills of silently killing opponents at close range. This Talent gives a +10 bonus to Ambush, Stalking & Hiding and either one melee Weapon Skill or one Martial Arts skill.

Cost: 15

Athletic

The character gains +10 to all athletic skills.

Cost: 20

Bane

The character may select one type of creature (*or race*) against which he gets a bonus of +20 when determining damage. This bonus is used only in determining damage (*i.e., the critical*) and does not apply to determining whether or not the character actually hits. The full bonus must always be used. This allows the attack to ignore damage caps.

Cost: 25

Blazing Speed

The character's Base Movement Rate is increased by 5'.

Cost: 10

Close Shot

Long training has given the character an exceptional accuracy with thrown and missile weapons at point blank range. This Talent allows the character to add +10 to the Point Blank Bonus of any thrown or missile ranged weapon.

Cost: 10

Dark Vision (Greater)

The character can clearly see up to 100' easily on a starlit night, and by the light of a full moon, he can see up to 500' as if it were daylight out. As an additional quasi-magical ability, the character is able to see up to 20' in total darkness. With at least some illumination (*candle, torch, lantern, etc...*), he is able to see up to twice as far as the illumination provides.

Cost: 30

Dark Vision (Lesser)

The character can clearly see up to 50' easily on a starlit night, and by the light of a full moon, he can see up to 250' as if it were daylight out. As an additional quasi-magical ability, the character is able to see up to 10' in total darkness. With at least some illumination (*candle, torch, lantern, etc...*), he is able to see up to twice as far as the illumination provides.

Cost: 20

Dense Musculature

The character's body is denser and heavier than normal. As a result, the character multiplies his or her racial weight modifier by 5 when determining their weight. The character gains a special +5 to both his OB and DB. However, due to this increased density, the character suffers a -25 to all swimming maneuvers.

Example: A human with a base weight of 180 lbs taking this talent would weigh 205 lbs, $180 + (5 \text{ weight modifier} \times 5 = 25) = 205$.

Cost: 25

Enhanced Scent

The character has an extremely sensitive sense of smell. He can smell odors up to 100' upwind, 2000' downwind, and up to 500' in still air, depending upon the strength of the odor. If he can pick up the scent of a specific target, he can gain a +50 bonus to his tracking attempt.

Cost: 30

Enhanced Senses

The character has very acute senses, and gains a special bonus of +10 to all Perception rolls.

Cost: 10

Enchantment Cure

The character may touch a target afflicted with a magical disability (*curse, Lycanthropy, etc.*) and attempt to heal them. The character touches the target and then makes a Will based Resistance Roll. If the character rolls 101 or higher, the magical disability is dispelled. If failed, this ability may not be used on that particular target again until the character increases in level. Characters with this ability may not use any bonuses from the Resistance skill when making the Resistance Roll.

Cost: 25

Extremely Nimble

The character is very nimble and light on his feet. He gains a special bonus of +10 to any Stalking and Acrobatic/Tumbling maneuvers.

Cost: 15

Familiar

The character gains an animal as a familiar. This animal is highly intelligent for its species, about as intelligent as a small child, and will obey the character within its abilities.

The character has a special bond with this animal. So long as it is within 1000' of his location, he may concentrate (-50 to all actions) and view the world through its senses. If it is within 100', he may concentrate (taking 100% activity) and communicate mentally with it.

Cost: 30

Focused Eloquence (Greater)

The character has focused their mastery in a particular set of spells and gains a special +20 bonus to spell casting of all spells in one chosen Sphere or Circle of magic. This Talent may be chosen multiple times, each time for a different Sphere or Circle.

Cost: 40

Focused Eloquence (Lesser)

The character has focused their mastery in a particular set of spells and gains a special +10 bonus to spell casting of all



spells in one chosen Sphere or Circle of magic. This Talent may be chosen multiple times, each time for a different Sphere or Circle.

Cost: 20

Giantism

The character is 50% taller and weighs twice as much as the normal height and weight for somebody of his race. He gains a special +5 bonus to his strength bonus.

Cost: 25

Instinctive Defense

The character gains a special bonus of +20 to his DB for all attacks he is aware of. If he is unaware of an incoming attack, he still receives a special bonus of +10 to his DB.

Cost: 30

Lightning Reflexes

The character has extremely fast reflexes. This grants him a +5 bonus to his initiative roll.

Cost: 10

Master Burglar

The character has substantial expertise in the arts of breaking, entering and making off with other people's property. This Talent gives a +10 bonus to Climbing, Perception, and Locks & Traps.

Cost: 15

Master Pickpocket

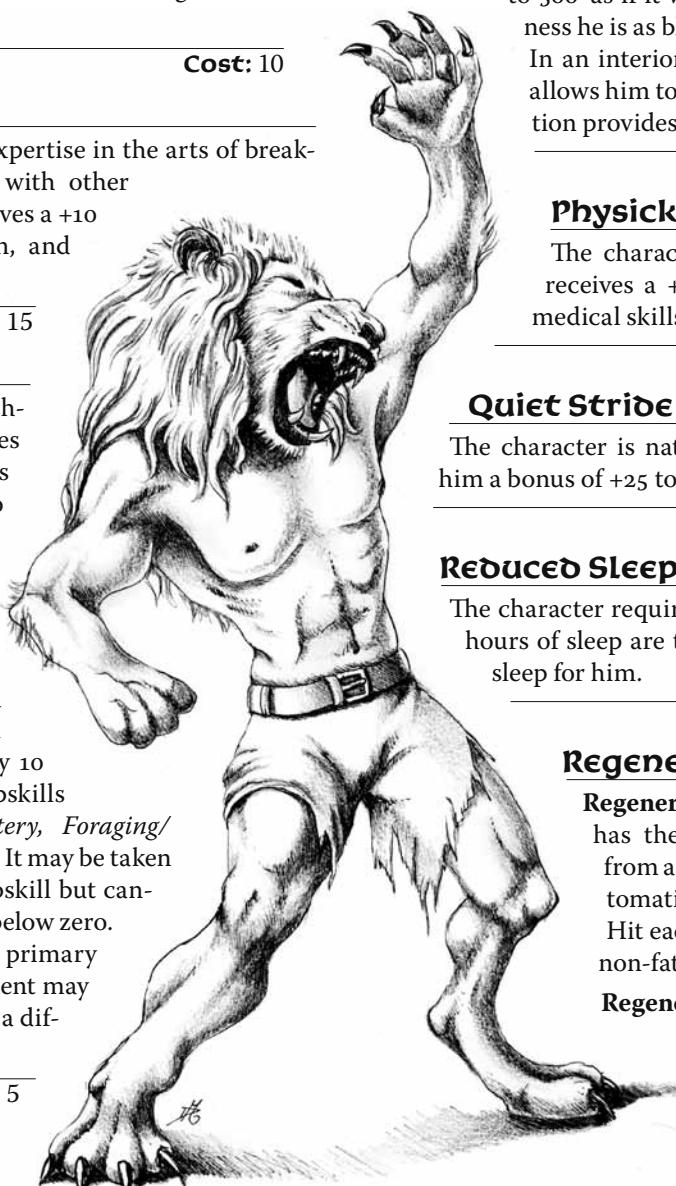
The character is adept at filching purses and other valuables from unwitting marks. This Talent gives a +10 bonus to Perception, Pick Pockets and Trickery skills.

Cost: 15

Multiple Subskill Proficiency

This talent reduces the subskill penalty for a specific subskill by 10 for skills with mandatory subskills (*Animal Handling, Beastmaster, Foraging/Survival, Riding, and Signaling*). It may be taken multiple times for the same subskill but cannot reduce the subskill penalty below zero. Without this talent only the primary subskill gets full bonus. This talent may also be taken multiple times for a different subskill.

Cost: 5



Natural Linguist

Using knowledge of a language that he already knows, a character may attempt to understand (*both listening and reading*), speak and write a related language. A Maneuver roll (*All-or-Nothing or Percentage at GM's discretion*) will be required for any communication in the related language with a special +20 bonus to the maneuver.

Cost: 10

Neutral Odor

The character's body has the peculiar ability to mask the scent of any odor within 5' of it, nor will he leave an odor for any animals to find.

Cost: 15

Night Vision

The character can clearly see up to 100' easily on a starlit night, and by the light of a full moon, he can see up to 500' as if it were daylight out. In total darkness he is as blind as the majority of the races. In an interior setting, artificial illumination allows him to see twice as far as the illumination provides.

Cost: 25

Physick

The character has a gift for healing, and receives a +10 bonus on all his healing & medical skills.

Cost: 15

Quiet Stride

The character is naturally light on his feet, giving him a bonus of +25 to Stalking maneuvers.

Cost: 20

Reduced Sleep Requirement

The character requires less sleep than normal. Four hours of sleep are the equivalent of eight hours of sleep for him.

Cost: 15

Regeneration

Regeneration (Minor) – The character has the ability to regenerate damage from all but fatal wounds. His body automatically regenerates 1 Concussion Hit each minute. His recovery rate for non-fatal injuries is halved. [Minor, 15]

Regeneration (Major) – As the Minor talent, except the character recovers 2 Concussion Hits per minute. [Major, 30]

Regeneration (Greater) – As the Minor talent, except the character recovers 3 Concussion Hits per minute. [Greater, 45]

Cost: 15, 30, 45

Scholar

The character has an insatiable appetite for knowledge and a fantastic ability to recall information. He gains a special +10 bonus to all Lore skills, both mundane and magical.

Cost: 15

Scope Skills (radius)

Any one spell with a radius area of effect has its radius doubled when you cast it, without you having to scale the spell up from its base. The spell must be chosen when this Talent is purchased. Beyond this initial doubling, you will have to scale the spell as per normal. This Talent may be purchased multiple times, for a different spell each time.

Cost: 15

Scope Skills (targets)

Any one spell with an area of effect of 1 target is automatically doubled to 2 targets without needing to scale the spell up. The spell must be chosen when this Talent is purchased. The targets must be different, and the same roll is used for both targets. This Talent may be purchased multiple times, for a different spell each time.

Cost: 15

Sense Magic

The character has the innate ability to sense the presence of magic. To detect active magic, the character must make a Perception maneuver (*with a -20 modifier*). To detect dormant magic, the character must make a Perception maneuver (*with a -40 modifier*). To detect the pure mana of a nexus or ley line (*see College of Magics*), the character must make a Perception maneuver (*with a -60 modifier*). He may concentrate on any one 5' radius within 100' of himself each round.

Cost: 15

Shapechanger

The character may transform into one non-magical creature at will. To do so, he must make a Very Hard Self Discipline based Maneuver Roll each round until his Percentage result is greater than 100. Neither clothing nor equipment transforms with him, and while he retains his mind, he has only the physical capabilities of his animal form, including the lack of normal speech and lack of manual dexterity. The character's animal form will be of normal size and strength for that animal. However he will also retain his normal Hit points.

Changing forms may be done as often as the character likes for as long as he likes, and changing back into his normal form follows the same procedure as for changing into the animal form.

Cost: 35

Shield Training

The character has been trained to use shields to their fullest capabilities. When wielding a shield, he may now use the Trained bonus for the shield.

Cost: 10

Skill Specialization

The character is capable of great focus in learning. This is reflected in him gaining a one time +10 bonus to a single skill. This Talent may be taken no more than three times, for a different skill each time.

Cost: 10

Spatial Skills

This Talent doubles the range of any one spell that has a range greater than Touch. This talent may be purchased multiple times, for a different spell each time.

Cost: 15

Speak with Magical Creatures

The character has the ability to speak with and understand one type of magical creature (*Unicorn, Pegasus, Wyvern, etc...*) that does not have a distinct learnable language. This talent may be taken multiple times, with the character learning to speak with a different magical creature type each time.

Cost: 15

Speak with Normal Animals

The character has an extraordinary gift of tongues. He is able to speak to and understand all mundane animals of a single type (*canine, feline, porcine, bovine, avian, etc. – refer to the Beastmastery skill for a more precise breakdown of the basic animal types*). How well they listen and possibly obey the character depends on his relationship with them and their native intelligence. This talent may be taken multiple times for a different animal type each time.

Cost: 20

Speed Loader

The character is extraordinarily fast when it comes to reloading missile weapons.

Bows – may reload and fire every other round.

Slings – may reload and fire every other round.

Crossbows – reload time is reduced by one half (round up).

This Talent may be purchased multiple times for a different type of missile weapon each time.

Cost: 10

Subtle

The character is naturally discreet and subtle, and receives a +10 bonus on all his subterfuge skills.

Cost: 20

Succor

Succor (Minor) – The character has a “laying on hands” ability. When he decides to aid someone, he may heal a variety of ailments. When the character chooses this power, he may select one ailment from the following list: lost Concussion Hits, bleeding, lost points of Constitution, broken bones, damaged cartilage, or nerve damage. When he chooses to aid someone, he lays his hands on them (bare flesh to bare flesh), and they receive healing. He may use this power once per day for each level of experience. When healing Concussion Hits or points of Constitution, the healing will restore 3d10 points of hits or 1d10 points of Constitution (5d10 hits or 2d10 Con for Major, 7d10 hits or 3d10 Con for Greater), up to the target’s normal maximum). When healing bleeding, the bleeding rate will reduce by one point for every five levels of experience. When healing any other type of damage, the severity of the wound will be reduced by one for every five levels of experience (round all fractions down). Note that a Light Wound can be reduced to no wound at all. [Minor, 10]

Succor (Major) – As the Minor talent, except three ailments may be chosen from the list. [Major, 20]

Succor (Greater) – As the Minor talent, except five ailments may be chosen from the list. [Greater, 30]

Cost: 10, 20, 30

Survivalist

The character receives a bonus of +10 to all Outdoor skills and Herbcraft.

Cost: 20

Temporal Skill

The duration of any one spell is doubled. This does not affect any spells with a duration of ‘C’ or any spell without a duration. This talent may be purchased multiple times, for a different spell each time.

Cost: 20

Special Starting Items

During character creation only, the Player may also spend the character’s Development Points on the acquisition of certain special starting items. The following list gives the most common types of items and their Development Point costs.

Item	Cost
Bonus Item I	5
Daily Item I	5
Loyal Domesticated Animal	5
Loyal Unusual Creature	15
Spell Adder (+1)	10
Power Point Adder (+1)	15
Nobility	20
Law Enforcement Ability	20
Heir	15
Focus Item	5

Bonus Item I – The character has an item with a quality bonus of +5. This bonus applies to any skill or actions suited to the normal operation of the item. For example, a bonus item that was a set of lock picks would provide a +5 bonus to the character’s skill in picking locks.

Daily Item I – The character has an item that mystically casts spells when he desires, once per day. Exactly what the item is, and what spell it casts is up to you, subject to the Gamemaster’s approval. It is possible that the character carries the item with him and is not aware that it is enchanted. The spell is limited to one in its most basic form (i.e., not scaled up in any way).

Loyal Domesticated Animal – The character has a common animal that is completely loyal to him, (i.e., dog, wolf, horse, etc.). The normal animal is subject to Gamemaster approval based upon the campaign setting.

Loyal Unusual Creature – As above, except that the animal is not common in any way (i.e., a flying snake, a flying lizard who breathes fire, etc.). The unusual creature is subject to Gamemaster approval based upon the campaign setting.

Spell Adder (+1) – The character has an item that allows him to cast any one spell that he knows for no Power Point cost, once per day. Spells cast using this item must meet normal casting requirements, meaning that the character must have enough skill ranks in the spell for the scaling options he wants to use. The character still gets a casting modifier due to armor and any modifiers due to reduced casting time, but does not receive any spell casting modifiers for scaling the spell up in power. A character may only benefit from one spell adder in any one day.

Power Point Adder (+1) – The character has an item that reduces his casting cost for all spells by one Power Point. The Power Point gained by this item does not count against the total Power Point cost of a spell when figuring the casting modifier. A character may only benefit from one power point adder item in any one day.

Example: Jorge is casting Boost Agility, and is wearing soft leather armor which requires an additional 2 Power Points.

Using this item, Jorge only has to use one Power Point over base cost, so he only receives a -5 modifier to the casting roll.

Nobility – The character is a member of the nobility, or ruling class of his culture. He may have been awarded nobility, or been born into it. The Player and the Gamemaster should determine the character’s title and the extent of his powers and rights as a nobleman.

Law Enforcement Ability – The character has been granted the right to enforce the law in the general area. The actual benefits of this will vary depending upon the local laws, and this ability extends to no more than a single city, town, or county. He will be recognized by the local citizenry as an officer of the law, unless working undercover, and may be called upon by them to perform various legal tasks.



5th level he may increase his Mage level, increase his Fighter level or add yet another profession. Felzan elects to increase his fighter level making him a Mage(3)/Fighter(2).

 **NOTE:** A character with multiple professions may only purchase ranks in spells belonging to a specific Sphere of magic when advancing a level in the profession to which that Sphere is associated.

Fate Points

Sometimes the character needs an extra edge, just that little push to give him what he needs to succeed in a maneuver, or perhaps that critical he received would kill him outright. Fate Points are a mechanism by which the Player can give additional aid to their character.

Every character starts off with 3 Fate Points and has the chance to purchase more. For a cost of 5 Development Points, you can purchase one Fate Point for your character, up to a maximum of 5 Fate Points total. A Gamemaster may also award your character a Fate Point for a spectacular maneuver, or an idea that greatly aided the accomplishment of the goal of the party.

Fate Points may only be used for certain effects, as listed below.

- » For 1 Fate Point, the player may add a special modifier of +50 to any one roll that he makes for his character.
- » For 2 Fate Points, the player may add a special modifier of +100 to any one roll that he makes for his character.
- » For 1 Fate Point, the player may add a special modifier of +50 to his Defensive Bonus for one round.
- » For 2 Fate Points, the player may add a special modifier of +100 to his Defensive Bonus for one round.
- » For 1 Fate Point, the player may have 25 subtracted from any one critical his character receives.
- » For 2 Fate Points, the player may have 50 subtracted from any one critical his character receives.

Fate Points may only be used in situations where success or failure will have an immediate and important impact on the character such as during a confrontation of some sort; they may not be used for something as mundane as the crafting of an item or other non-stressful situations.

Training Packages

A Training Package is a group of related skills that are learned together, and then purchased at a discount. These packages reflect special teaching and training offered by organizations and guilds, or a special “curriculum” designed by a player that reflects his character’s special interests and

Heir – The character is the heir to a great hero or Lord. Few people know of his position, and he might not know either. The character may discover his heritage while retrieving a great item once belonging to his ancestor, or on another equally important quest. Powerful evil forces may know more about the character’s ancestry than he does, and he may well be hunted by them because of it.

Focus Item – The character is of the tradition of magic that uses a Focus Item to cast spells (see Chapter 11 for more details). He begins play with a Focus Item that grants him a +5 bonus to all spell casting maneuvers.

Multiple Professions

HARP allows a character to add additional professions as he progresses in levels. Upon going up a level, the player may purchase the Talent, Additional Profession, which allows him to add a level of another profession to his overall level. The character’s overall level is the sum of all levels in all professions that he has acquired.

Once a character has two or more professions, whenever he goes up a level, he may freely select which one to advance, or he may add yet another profession to the mix, by purchasing the Additional Profession Talent again. A character is limited to adding only one new profession each time he advances a level. All level based abilities associated with a given profession are determined by how many levels that the character has in that profession, not by his overall level.

When a character has multiple professions, he may receive a maximum of +30 bonus to any particular skill from the abilities gained through multiple professions. While the bonuses of such abilities may stack, they cannot exceed this maximum, nor can the bonuses from a single profession exceed the maximum allowed for that profession.

Example: Felzan is a 3rd level Mage. Upon reaching 4th level Felzan decides to learn something about combat and become a Fighter. Felzan’s player pays for the Additional Profession Talent and Felzan is now a Mage(3)/Fighter (1), which is a 4th level character overall. Once Felzan reaches

goals. Organizations that might offer training packages include mages guilds, knightly orders, thieves guilds, and crafts guilds.

How to Use Training Packages

Both players and Gamemasters (*GM*) may create Training Packages (*TPs*). The GM can use them to introduce new and exciting organizations that are part of the campaign world to his players, especially if his players wish to join such organizations. By offering his players various *TPs*, the GM gives his players the opportunity to be more involved with the campaign setting.

Players can also create their own *TPs*. When doing so, they should collaborate with the GM on creating a background story for the *TP* so that the GM may work it into the campaign world with as little trouble as possible. When a player creates a *TP*, the GM must always approve it before the character may actually purchase it. This also allows the character to be more involved in the campaign world.

Training Packages are normally gained only when a character goes up in level, but sometimes during the course of play, a character may have the opportunity to gain training of a specialized nature through role playing. In such cases, only the GM may authorize a character to gain the *TP*. When this happens, the points for the cost of the *TP* are removed from the character's Development Points the next time he goes up in level. This mid-level *TP* also counts against the character's one *TP* per level limit.

Example: If a group of characters make a deal with the Captain of a ship so that they work for her in exchange for the price of their passage, the GM may create a Sailor Training Package for the characters to reflect this specialized training. The next time that the characters go up in level, they automatically lose a number of Development Points for that level equal to the cost of the Sailor *TP*, and they are not allowed to take any other Training Packages at that level.

Here are a few guidelines for the acquisition of Training Packages:

- » Characters are limited to learning no more than 1 Training Package each level.
- » If the skill ranks gained from a *TP* would give a character more skill ranks than the skill ranks per level limit, then those extra ranks are lost.

Training Packages should not be allowed to be purchased across multiple levels without the Gamemaster's express permission. If a Training Package is too expensive to purchase in one level, then perhaps it is too large and needs to be redesigned, or broken into multiple smaller Training Packages.

Designing Training Packages

Here are the rules for designing a training package:

- » A *TP* should never contain more than 20 skill ranks total.

- » A *TP* should never have less than 2 ranks in any given skill.
- » A *TP* should never have more than 5 ranks in any given skill.

All skills in the *TP* should reflect the nature of the *TP* and group for which it is created.

Training Package Cost: Training Packages are purchased at a 25% discount. The cost of the skills in a Training Package depends on a character's favored and nonfavored categories. Total the cost for the entire Training Package and then apply the discount to get the final cost of the package. So a Training Package with a total cost of 20 points would have a final cost of 15 points.

Sample Training Packages

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

Jade Dragon

The Jade Dragon is an order of Monks who practice a mild variation of the Dragon Style of martial arts. This is a style that focuses on quick devastating attacks using sinuous, circling motions to distract the opponent.

History: The Order of the Jade Dragon began as a small monastery in the distant foothills. It then eventually grew into a much larger organization with schools and temples located around the land. Unfortunately, this was too good to last. An evil regime feared the power held by this order and ruthlessly suppressed it by killing as many members as it could find. The order transformed into a resistance movement working against the regime. They eventually overthrew the government, but the years of secrecy had taken its toll. The order still remains a secret society battling whatever evil it can find.

All members of the Order of the Jade Dragon bear a small green stylized dragon tattoo on their forearms, though the clothing that they wear often hides this.

Skill	Ranks
Chi Defense	2
Chi Focus	2
Mental Focus	2
MA Combat Style: Dragon Style	2
Martial Arts Strikes	2
Mundane Lore: Jade Dragon History	2

Astothian Archer

The archers of Astoth are renowned for their skill with the bow, and often go through a rigorous training process to learn every aspect of their weapon, including how to make them.

History: Near the forests of Astoth, there was once a lord who was unjustly stripped of his titles and lands by an unscrupulous noble. That lord, seeking to escape the imprisonment that the evil noble had arranged for him, fled into the vast forest of Astoth, which bordered his lands. The forest,

outside of the kingdom proper, marked the beginnings of the wild country that had yet to be annexed by the king, who was also the cousin of the evil noble.

Taking the name of the forest as his own, the new Lord Astoth declared the forest as his own kingdom. He enticed a large number of folk to migrate to the forest by offering them more freedom than their local nobles allowed them. Lord Astoth, being one of the best archers in the land decided to make archers the core of his growing army. This new army, much smaller than most armies held by nobles, used every advantage that the forest could provide for them. This small army soon became the most feared in the land, so that when the king expanded his realm, he left the tiny kingdom of Astoth alone.

Skill Ranks

Crafting (Bowyer)	2
Crafting (Fletcher)	2
Mundane Lore: Astothian History	2
Sniping	2
Weapon Group: Bows	4

Caldean Rovers

Scouting the wilderness is a dangerous job, but somebody has to do it. That somebody is the Caldean Rovers. They are renowned as the best scouts and trackers on the borderlands, and any group with one in their midst is considered extremely lucky.

History: Many years ago there was a small country on the edge of the borderlands known as Caldea. This tiny land was often in the forefront of any conflict between the civilized lands and the barbarian tribes to the north. In order to discover what was going on with the barbarians, Caldea created the Rovers. The Rovers would scour the

wilderness looking for signs of the barbarians, or worse. They would then report such impending incursions to their leaders who would be able to raise a large enough force to repel the invaders. Over the years, the Caldean Rovers gained a reputation for being the best wilderness scouts available, and even though Caldea is no more, the Rovers still remain.

Skill Ranks

Foraging/Survival	2
Perception	3
Stalk & Hide	3
Tracking	3

Bounty Hunter

Working on the fringes of society, there are those who make it their job to hunt down criminals who have escaped the jurisdiction of the local guard or other law officers. These men and women track down and try to capture these criminals, returning them to jail for trial or imprisonment.

There are many who follow this path, and while they are sometimes friendly with each other, more often they are rivals, after the same criminal. Bounty Hunters are also often called upon to transport criminals from one town to another when needed. This frees up the local guard to maintain order.

Skill Ranks

Foraging/Survival	2
Perception	2
Rope Mastery	2
Stalk & Hide	2
Tracking	4

Anjorian Sailors

Sailing from port to port, working ships and handling cargo, these men have



developed their own sub-culture among the many different cultures that they can be found. They speak their own language and have their own customs. They can be found in almost every port. The Anjorian Sailors can always be told



by the tattoos on their forearms, tattoos that nobody but another Anjorian Sailor will create for the initiates.

History: The Anjorian Sailors are said to hail from a land far out to sea, but that their lands sank beneath the waves when they angered the gods that they worshipped. Since that time, the survivors have spread across the world, working in every port that they can find. It is now hard to find any sailors who are not Anjorian, as they have converted those that they liked and those that they do not like seem to have fatal accidents more often than not.

Skill Ranks
Climbing 2
Linguistics: Anjorian – spoken 4
Navigation 3
Rope Mastery 2
Sailing 3

Con Man

These are those sly hucksters, those fast talking, nimble tongued men and women whose only goal is to separate a fool from his money. Considering that he considers everybody but other con men to be fools, he has a lot of targets to fleece.

Skill Ranks
Acting 3
Disguise 3
Duping 5
Signaling 3
Streetwise 3
Trickery 3

Tyrian Sage

The lore masters of Fyran are well known for their study of the ancient city of Tyria. They study every aspect of that culture and its history in order to determine why such a mighty culture suddenly vanished, leaving no clues as to where they disappeared to.

History: Over a hundred years ago, a group of adventurers discovered the ruins of a large city. One of those adventurers was a scholarly mage who became obsessed with the previously unknown city and its people. He founded a school in the nearby town of Fyran dedicated to studying anything that could be found about Tyria. The school still pays well for Tyrian relics, and most especially well for scrolls and books from that vanished people.

Skill Ranks
Arcane Lore: Tyrian Magic Items 3
Arcane Lore: Tyrian Spells 3
Linguistics: Tyrian – Written 3
Mundane Lore Tyrian Culture 3
Mundane Lore Tyrian History 3
Mundane Lore Tyrian Religions 3

8 Equipment & Money



A starting character needs equipment and to get equipment, he needs money. Every character gets to roll for his starting money, to be used for buying the items he needs to survive and practice his profession.

A character starts out with $10 + 1d10$ gold pieces.

Monetary Units

HARP uses a standardized system of currency, normally in the form of coins, for characters to purchase items. Coins in HARP weigh 0.32 of an ounce, so that 50 coins are equivalent to one pound in weight. Sizes of coins vary greatly between different cultures, and some cultures may have larger denominations of a specific type of coin. The basic conversion rate between one type of coin and the next in the series is 10 to 1. The following table lists the most common coinage types and their relative value to one another based upon the metal that they are made out of.

Coin	Lesser Equivalent
1 platinum piece (pp)	10 gold pieces (gp)
1 gold piece (gp)	10 silver pieces (sp)
1 silver piece (sp)	10 copper pieces (cp)

Encumbrance

As a character acquires more and more items, he will start carrying them around with him all the time unless he has someplace absolutely safe to store them, or he sells them for additional money. As he has more to carry around, he will begin to be encumbered, meaning that he is just carrying more weight than is comfortable in order to move easily.

The character receives a penalty to all Agility and Quickness based maneuvers when they start carrying too much stuff around. How much a character can carry depends upon his Strength stat bonus. When figuring out the Encumbrance for a character, never include their armor as it has its own maneuverability issues and penalties.

The table to the left lists the base weight ranges and encumbrance penalties along with a few other items of information. A character's Strength bonus will adjust the base weight ranges for that character. Just add the Strength bonus to the Weight Ranges to determine the character's adjusted encumbrance ranges.

If the character is carrying more weight than the maximum allowed for a heavy load, then double the Encumbrance Modifier for every additional 30 lbs. plus Strength bonus that is carried.

Example: Jorg is very strong and has a Strength rating of 92, giving him a Strength bonus of +9. Therefore his weight ranges are as follows: None = 0 lbs – 39 lbs; Light = 40 lbs – 69 lbs; Medium = 70 lbs – 99 lbs; Heavy = 100 lbs – 129 lbs. If he is carrying more than 129 lb., but less than 159 lbs, then his modifier is -60.

Weight Ranges	Encumbrance	Modifier	Max Pace
0 lbs – 30 lbs	None	+0	Dash
31 lbs – 60 lbs	Light	-10	Fast Sprint
61 lbs – 90 lbs	Medium	-20	Sprint/Fast Run
91 lbs – 120 lbs	Heavy	-30	Run

Master Item & Equipment Lists

The following lists of equipment are all available for purchase by the characters. The lists are divided into different categories, some of which are broader than others.



Table 8.1 General Equipment

Good/Item	Cost	Weight (lbs)	Production Time	Notes
Arrows (20)	4 cp	3	1 day	—
Backpack	2 cp	2.5	1 day	1 cu' approximately 20 lbs
Bedroll (light)	2 cp	5.5	.5 day	wool blanket
Bedroll (heavy)	7 cp	9.5	1 day	wool and fur
Boots	1 sp	3.5	3 days	—
Brush (writing)	1 cp	.25	4 hours	capped, 4" stem, hair
Bucket	4 cp	2.5	1 day	Copper, 3 gallons
Caltrops (5)	8 cp	2	1 day	iron
Candle	1 cp	.25	.5 days	Lights 10' radius, burns 2 hours.
Case	4 sp	1	2 days	Water resistant
Cask	24 cp	5	1.5 days	4 gallons. Wood.
Chain	6 cp	9	1 day	10' length. Iron
Chalk (10)	2 cp	.25	2 hours	—
Charcoal	2 cp	1	.5 days	hot 4-hour fire
Chisel	9 cp	1	1 day	Iron, -40 dagger
Cloak	9 cp	2.5	1 day	—
Climbing Pick	28 cp	2	1 day	Iron, -15 mattock
Coat	15 cp	7	2 days	—
Crossbow Bolts (20)	11 cp	3	2 days	—
Fire-starting Bow	1 cp	.5	1 hour	Starts fire in 5 minutes
Flint and Steel	2 cp	.5	.5 days	Starts fire in 3 minutes
Framepack	4 cp	3.5	1.5 days	2 cu' (approx. 45 lbs.)
Gloves	2 cp	.5	1 day	heavy leather, lined.
Grappling Hook	1 sp	1	1 day	Iron. Grip fails on 01-03
Hammer	1 sp	1	1 day	Iron. -30 mace
Hammock	3 cp	2.5	3 days	Rope with wood spreaders, Iron hooks.
Harness	1 sp	4	2 days	Leather/iron. Includes bit, reins
Hat	6 cp	1	1 day	Leather
Herbal Bandoleer	2 sp	2.5	1 day	Holds up to 24 doses of herbs *
Hood	2 cp	.5	.5 days	Covers head and shoulders
Ink	1 cp	.25	1 day	Black. Non-soluble
Ladder	3 cp	15	2 days	Wood. 10' bears 400 lbs.
Lantern	12 cp	1.5	4 days	Lights 25' radius; holds 1 pint oil (6 hrs)
Lock Pick Kit	1 sp	.5	2 days	+5 bonus
Mirror	35 cp	.5	1 day	6"x4" Glass/silver
Nails (20)	1 cp	.5	3 hours	Iron. 3" long
Oil flask	3 cp	1	1 day	Includes 1 pint oil (6 hours)
Padded Undercoat	6 cp	2.5	2 days	—
Padlock	23 cp	1	2 days	Iron with 2 keys
Pants	3 cp	1.5	1 day	—
Paper (10)	12 cp	.25	1 day	12"x6"
Parchment (10)	2 sp	.25	1 day	12"x6"
Pegs (10)	1 cp	2	2 hours	Wood
Pitons (10)	2 cp	2.5	1 day	Iron
Plank	1 cp	12	4 hours	Wood. 10' long Bears 350 lbs

Table 8.1 General Equipment

Good/Item	Cost	Weight (lbs)	Production Time	Notes
Pole	1 cp	7.5	3 hours	Wood 10' long
Pot (cooking)	7 cp	2.5	1 day	Iron. Holds 2 gallons
Quill Pens (10)	4 cp	.25	2 hours	Goose
Quiver	1 cp	.5	1 day	Holds 20 arrows/bolts
Rope	4 cp	6	3 days	Hemp 50'
Rope (superior)	12 cp	3	5 days	Reinforced Hemp 50'
Sack	1 cp	2.5	2 hours	Holds 50 lbs. 3 cu'
Saddle	5 sp	11	6 days	Includes stirrups and blanket
Saddle Bag	8 cp	5	2 days	Holds 15 lbs. 1.5 cu'
Saw	23 cp	2.5	2 days	Iron. 24". Wood tool
Scabbard (belt)	25 cp	1	1 day	Holds 1 one handed weapon
Scabbard (shoulder)	3 sp	1.5	1 day	Holds 1 two handed weapon
Shirt	3 cp	1	1.5 days	—
Spade	16 cp	3.5	1 day	Iron. Wood shaft
Sundial	3 sp	1	2 days	Iron. Approximate time
Surcoat	9 cp	1.5	1.5 days	—
Tarp	1 cp	4	2 hours	Canvas 5'x8'
Tent	2 sp	9	2 days	Canvas 5'x8' 2 man
Tinderbox	1 cp	.25	.5 days	Wood. Enough to start seven fires
Torch	1 cp	1	1 hour	Lights 20' radius (6 hours)
Vial	2 cp	.25	2 hours	Glass. Holds 4 oz.
Water Skin	1 cp	.25	6 hours	Holds 1 pint (1 lb)
Weapon Belt	5 cp	1	.5 days	Holds 2 scabbards and 3 pouches
Wedge (staying)	1 cp	1	1 hour	Hardwood
Wedge (splitting)	3 cp	3	2 hours	Iron
Wire (10 gauge)	9 cp	3	5 hours	Iron, 100'
Whistle	2 sp	.5	1 day	Wood/iron. 4" Range 1+ miles

Table 8.2 Food And Lodging

Good/Item	Cost	Weight (lbs)	Notes
Poor Lodging	1 cp	-	Communal sleeping
Average Lodging	2 cp	-	Separate bedding
Good Lodging	3 cp	-	Separate room
Stable	2 cp	-	Includes food for beast
Beer/ale	2 cp	-	Pint
Brandy	1 sp	-	Half-pint
Cider	1 cp	-	Pint
Mead	5 cp	-	Pint
Wine	6 cp	-	Pint
Light Meal	6 cp	-	One main dish and one or two side dishes
Normal Meal	1 sp	-	Several dishes and a dessert
Heavy Meal	15 cp	-	Multiple courses
Week's Rations	5 cp	5	Normal spoilage
Trail Rations	1 sp	4	1 week. Preserved
Greatbread	3 gp	2	1 week. Preserved
Waybread	15 gp	2	1 month. Preserved

Table 8.3 Transportation

Good/Service	Cost	BMR	MPH	Max Pace	MN Bonus	Ht/Wt	Capacity (lbs)
Horse (light)	45sp	20	7	Dash	40	5'/800	400
Horse (medium)	60sp	22	7.5	Dash	25	6'/900	500
Horse (heavy)	80sp	16	5	Fast Sprint	10	6'+/1300	600
Pony (mature)	40sp	14	4.5	Dash	30	4'/500	300
Warhorse (lesser)	20gp	18	6	Dash	30	6'/950	600
Warhorse (greater)	75gp	16	5	Dash	40	6'+/1100	700
Riding Dog	50sp	22	7.5	Dash	25	3.5'+/100	100
Coach Service	1 cp + 1cp/mile	12	4	Fast Sprint	-	-	-
Ferry Service	1cp + 2cp/mile	6	2.5	Run	-	-	-
Ship Passage	5 cp + 2 cp/mile	6	2.5	Sail*	-	-	-
Toll Charge	1cp	-	-	-	-	-	-
Boat (small)	7 gp	6	2.5	Run*	-	10'/200	1000
Boat (medium)	11 gp	8	3	Sail*	-	20'/800	4000
Boat (large)	40 gp	6	2.5	Sprint*	-	30'/2000	7000
Chariot (war)	14 gp	18	6	Dash	20	15'/130	700
Hand-cart	11 sp	8	3	Sprint	-70	4.5'/100	250
Horse Cart (open)	4 gp	10	3.5	Fast Sprint	-25	6'/450	800
Ship (small)	80 gp	8	3	Sail*	-	45'/6000	19000
Ship (medium)	190 gp	6	2.5	Sail*	-	60'/12000	35000
Ship (large)	650 gp	6	2.5	Sail*	-	60'/20000	55000
Wagon (open)	6 gp	6	3.5	Fast Sprint	-30	8'/600	1200
Wagon (closed)	9 gp	8	3	Fast Sprint	-40	9'/850	1300

* Speed in dead water - add/subtract for currents and winds

Note: ships are built for negotiating the open seas while boats are for relatively shallow water (coastal channels, rivers, & lakes).

MN Bonus: Maneuver bonus of the mount or vehicle



Table 8.4 Weapons

Item	Cost	Weight	Production Time	Attack Size/Type	Fumble
Bastard Sword	20 sp	3-5 lbs	4 days	(1h) Medium Slash (2h) Large Slash	01-03 01-04
Battle Axe	13 sp	4-7 lbs	2 days	Large Slash	01-04
Bola	5 sp	2-4 lbs	1 day	Small Crush	01-05
Boomerang	2 sp	0.5 lbs	12 hours	Small Crush	01-05
Broadsword	10 sp	2-4 lbs	3 day	Medium Slash	01-03
Claymore	20 sp	3-5 lbs	3 days	(1h) Medium Slash (2h) Large Slash	01-03 01-04
Club	1 cp	2-4 lbs	6 hours	Medium Crush	01-02
Composite Bow	17 sp	2-3 lbs	14 days	Medium Puncture	01-03
Cudgel	5 cp	3-5 lbs	12 hours	Large Crush	01-02
Cutlass	9 sp	2-4 lbs	2 days	Medium Slash	01-03
Dagger	3 sp	0.75 lbs	1 day	Small Slash	01-02
Darts	1 sp	0.5-1 lbs	12 hours	Tiny Puncture	01-03
Dirk	4 sp	0.75 lbs	1 day	Small Slash	01-02
Falchion	15 sp	3-4 lbs	3 days	Medium Slash	01-03
Flail	19 sp	3-6 lbs	5 days	Large Crush	01-06
Foil	21 sp	2-3 lbs	5 days	Small Puncture	01-03
Hand axe	5 sp	1-3 lbs	1 day	Small Slash	01-02
Harpoon	25 cp	4-8 lbs	1 day	Large Puncture	01-04
Heavy Crossbow	25 sp	6-10 lbs	16 days	Large Puncture	01-02
Javelin	3 sp	3-4 lbs	1 day	Medium Puncture	01-04
Jo	3 cp	2-4 lbs	12 hours	Medium Crush	01-04
Katana	23 sp	4-6 lbs	5 days	(1h) Medium Slash (2h) Large Slash	01-03 01-04
Lance	5 sp	8-15 lbs	1 day	Large Puncture	01-04
Light Crossbow	11 sp	3-6 lbs	7 days	Small Puncture	01-02
Long Bow	10 sp	2-3 lbs	9 days	Medium Puncture	01-03
Long Sword	18 sp	3-4 lbs	4 days	Medium Slash	01-03
Mace	6 sp	2-4 lbs	2 days	Medium Crush	01-02
Main Gauche	12 sp	1-2 lbs	3 days	Small Slash	01-02
Mattock	6 sp	3-5 lbs	2 days	Medium Crush	01-03
Morning Star	16 sp	2-4 lbs	2 days	Medium Crush	01-05
Nunchaku	4 cp	1-2 lbs	1 day	(1h) Medium Crush (2h) Large Crush	01-05 01-06
Pick	4 sp	3-5 lbs	2 days	Large Puncture	01-03
Pilum	10 sp	4-6 lbs	2 days	Large Puncture	01-04
Pole Arms	14 sp	5-10 lbs	2 days	Large Puncture	01-04
Quarterstaff	5 cp	2-4 lbs	1 day	Large Crush	01-04
Rapier	22 sp	2-3 lbs	5 days	Medium Puncture	01-03
Saber	9 sp	2-4 lbs	2 days	Medium Slash	01-03
Sai	13 sp	1-2 lbs	4 days	Small Puncture	01-03
Scimitar	10 sp	2-4 lbs	3 days	Medium Slash	01-03
Short Bow	6 sp	2-3 lbs	3 days	Small Puncture	01-03
Short Sword	7 sp	2-3 lbs	2 days	Small Slash	01-02

Table 8.4 Weapons

Item	Cost	Weight	Production Time	Attack Size/Type	Fumble
Shuriken	4 sp	0.25-0.5 lbs	1 day	Tiny Puncture	01-03
Sling	9 cp	1 lb	12 hours	Small Crush	01-04
Spear	23 cp	2-4 lbs	1 day	Large Puncture	01-04
Tiger Claw	10 sp	1 lb	1 day	Small Slash	01-02
Tomahawk	4 cp	1-3 lbs	12 hours	Small Slash	01-02
Tonfa	9 cp	1-2 lbs	1 day	Small Crush	01-02
Trident	4 sp	4-6 lbs	2 days	Large Puncture	01-04
Two-Handed Sword	20 sp	4-8 lbs	5 days	Large Slash	01-04
Two-Handed War Hammer	20 sp	4-8 lbs	4 days	Large Crush	01-04
War Hammer	15 sp	4-7 lbs	2 days	Medium Crush	01-02
War Mattock	15 sp	4-8 lbs	2 days	Large Crush	01-03

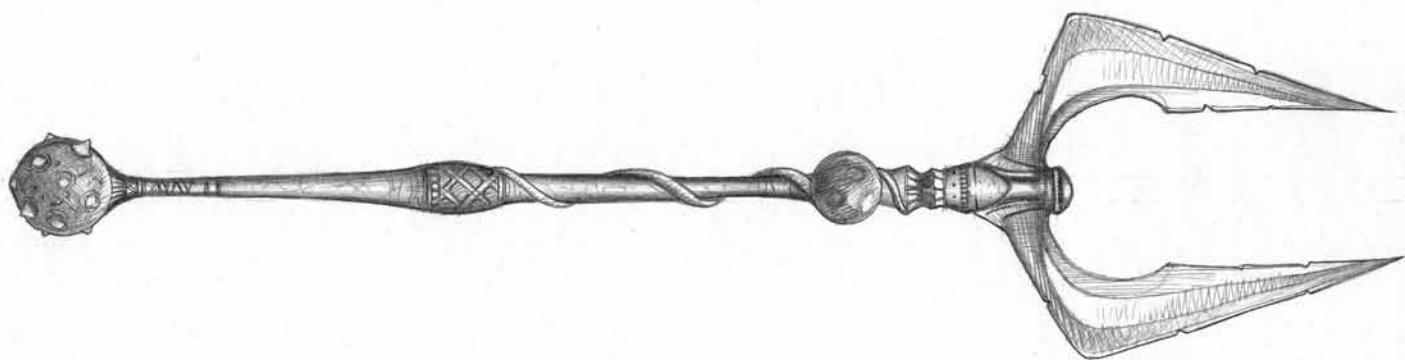


Table 8.5 Full Sets of Armor

Good/Item	Cost	Armor Base	DB	Weight (lbs)	Prod
Soft Leather Armor	10 sp	Soft Leather	+20	10- 20	8 days
Rigid Leather Armor	25 sp	Rigid Leather	+30	15- 30	15 days
Chain Mail Armor	65 sp	Chain Mail	+40	35- 50	2 months
Plate/Chain Armor	150 sp	Plate/Chain Mix	+50	55 - 70	3 months
Plate Armor	200 sp	Plate	+60	60- 85	4 months

Table 8.6 Shields

Good/Item	Cost	Armor Base	DB	Weight (lbs)	Prod
Wall Shield	9 sp	Shield	+20/+40	25 - 30	7 days
Full Shield	7 sp	Shield	+15/+30	15 - 20	6 days
Normal Shield	55 cp	Shield	+10/+25	10 - 15	5 days
Target Shield	35 cp	Shield	+5/+20	5 - 10	3 days
Buckler	20 cp	Shield	+0/+15	1 - 4	2 days

Table 8.7 Individual Armor Pieces

Armor	DB	Cost	Weight (lbs)	Production time
Soft Leather				
Helm	2	1 sp	0.5-1	1 day
Gorget	2	1 sp	2	2 days
Pauldrons	2	1 sp	2	2 days
Gauntlets	2	1 sp	0.5	2 days
Bracers	2	1 sp	0.5	1 day
Cuirass	6	3 sp	5-7	2 days
Greaves	2	1 sp	1	1 day
Boots	2	1 sp	1	1 day
Shirt	8	4 sp	5-10	1 days
Rigid Leather				
Helm	3	3 sp	1	1 day
Gorget	3	3 sp	2	2 days
Pauldrons	3	3 sp	3	2 days
Gauntlets	3	3 sp	0.5	3 days
Bracers	3	3 sp	0.5	1 day
Cuirass	9	8 sp	5-7	4 days
Greaves	3	3 sp	2-3	1 day
Boots	3	3 sp	3	3 days
Shirt	12	10 sp	8-9	6 days
Chain Mail				
Helm	4	7 sp	4	6 days
Gorget	4	7 sp	2-3	1 day
Pauldrons	4	7 sp	5	2 days
Gauntlets	4	7 sp	1	2 days
Bracers	4	7 sp	2	1 day
Cuirass	12	20 sp	20	20 days
Greaves	4	7 sp	5	2 days
Boots	4	7 sp	3	3 days
Shirt	16	26 sp	20-25	30 days
Plate/Chain				
Helm	5	15 sp	2-3	1 days
Gorget	5	15 sp	3-4	4-6 days
Pauldrons	5	15 sp	4	6 days
Gauntlets	5	15 sp	1	8 days
Bracers	5	15 sp	4	2 days
Cuirass	15	45 sp	15-20	21 days
Greaves	5	15 sp	3-4	3-5 days
Boots	5	15 sp	3	3-5 days
Shirt	20	60 sp	25-30	35 days
Plate				
Helm	6	20 sp	2-3	1 days
Gorget	6	20 sp	3-5	4-6 days
Pauldrons	6	20 sp	4-5	6 days
Gauntlets	6	20 sp	1	8 days
Bracers	6	20 sp	4-5	2 days
Cuirass	18	60 sp	18-20	21 days
Greaves	6	20 sp	4-5	3-5 days
Boots	6	20 sp	3	3-5 days
Shirt	24	80 sp	30-35	35 days

9 Adventuring



Your character has sharpened his blade, shouldered his baldric and packed his gear. Now the time has come to take to the High Road in search of adventure! As many adventurers remark unto each other, "May Fate grant you interesting times."

So how does your character actually “do” anything in **HARP**, from finding the dank lair of a dragon, to picking a lock, swinging from a chandelier, or attacking a troll? Your character’s skills define much of what your character can do, but they by no means encompass all of your character’s abilities. Unless you’ve created a truly unusual character, **HARP** rules assume that all characters have mastered certain basic skills, such as walking, talking, ordering a meal in a tavern, and haggling over an item in a shop. The examples are only a few of the basics any character would need to function in society. Your character can even attempt actions in **HARP** requiring skills he hasn’t learned. For example, he could try to pick a lock even though he does not have the Lock & Traps skill, and possibly succeed at the task!

Skill checks in **HARP** are simple: a player rolls the dice as a Maneuver Roll. The result is compared to the difficulty of the task. This does not mean that you are required to roll every time you take an action, or even every time you want to make use of a skill.

For instance, if your character is calling his faithful watchdog, he does not have to make a Maneuver Roll to yell *“Rover, come here boy!”* (*The GM may roll, however, to see if Rover hears and obeys.*) If Rover doesn’t heed your call, but left a clear set of paw prints in the mud for your character to follow, you could use your Tracking skill to pursue Rover without it requiring a roll of the dice.

Simply put, dice should only be rolled when in dramatic, adventurous situations. For instance, when failure could result in injury or death, arrest, discovery, or have a significant effect on game events, dice should be rolled.

Examples of actions that require Maneuver Rolls:

- » Shimmying up a rope ladder while being fired upon with arrows.
- » Teetering on a ledge above a watery pit of hungry crocodiles.
- » Trying to force open a jammed door as the water level in the room rapidly rises.
- » Controlling a panicked mount.
- » Swinging across a chasm, gripping a rope.
- » Trying to dupe a troll into believing that your character is unpalatable or poisonous.
- » Diving into the street to save a toddler from an out-of-control chariot.

Maneuver: Any time a PC takes an action that involves a risk, requires concentration, or grace under pressure, it is considered a maneuver and thus requires a Maneuver Roll.

A Maneuver Roll is an open-ended percentile roll made to determine the success or failure of an action. The result of the dice roll is then added to the total skill bonus (*adding or subtracting any situational modifiers*) to determine the total skill roll. The final result is checked on the appropriate column on the Maneuver Table, which will then determine if the action

attempted was successful or not. Any final results of 101 or greater usually indicate complete success.

Example: In his haste (and insatiable hunger for treasure), Jurgis – a Rogue – accidentally triggered a trap that not only locked the door to the room he’s in, but also began flooding it with icy water! Fortunately for him, he has 6 ranks in “Locks & Traps,” affording him a bonus of +30 to his skill check. With a stat bonus of +6 from his Insight stat, and a +9 from his Agility stat, along with a set of high quality (+10 non-magical) lock picks, Jurgis receives a total bonus of 55 (30 + 9 + 6 + 10) to opening that door before he perishes in this watery tomb!

The GM (devilishly chuckling behind his GM screen) decides that the precarious situation calls for additional modifiers. After some quick thought, he takes the following into account:

- The lock is a conventional one, so picking it will only be a Light Maneuver for Jurgis, affording him a +20 to his roll.
- The water is rising rapidly, rushing about his ankles. Since this situation places distinct pressure on Jurgis, the GM penalizes him with a -10 modifier.

With the situational modifiers in place, Jurgis receives a +10 (20 + -10) to his roll, which is added to his total skill bonus of 55. Jurgis’ final skill bonus is 65.

The GM decides that this is an “All-or-Nothing Maneuver”; Jurgis will either successfully pick the lock or surely perish! In game terms, Jurgis must make a Maneuver Roll that totals 101 or higher to succeed.

With dice in hand, Jurgis holds his breath and rolls the dice, resulting in a 48! Adding that to his skill total of 65, he finishes with a 113, easily surpassing the 101 necessary. With the water rising steadily to his waist, suddenly the door opens, spilling him out into the hall to safety.

Dice Rolling Conventions

The entirety of the game mechanics in **HARP** can be resolved with a roll of two simple ten-sided dice. Used together, the combination is usually referred to as a “percentile roll.” This section details the specific dice rolling conventions and terms found throughout **HARP**.

Percentile Rolls

1-100 Roll (1d100): Most of the die rolls in **HARP** are percentile rolls. To obtain a random result from 1-100, roll the two dice together, counting one die as the “tens” place and the other as the “ones” place. Make sure you designate before the roll! Results of 00 are counted as 100.

Example: A player makes a 1-100 roll. The die designated as the “ten” reveals a 4 while the “ones” die is a 7. The result of the die roll is a 47.

In addition to the basic rule above, there is a special type of percentile roll that may come up during play: open-ended.

Open-Ended Roll: If the result of the percentile roll is 96-00, the dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until the dice roll is not 96-00. The sum of these rolls is the result of the high open-ended roll. Open-ended high rolls allow the chance of success for particularly spectacular feats!

GM's Option: **Drunkard's Rule**

In order to cut down on the amount of calculations made during the game, a GM may elect to round various numbers (skill bonuses, rolls, results, etc.) to the nearest value of 5 before adding or subtracting.

9.1 Maneuver Table				
	Maneuver Results		Spell Results	
Total Roll	Percentage	Bonus	RR	Utility
(-51) Down	Fail	-70	Fail	Fail
(-50) - (-31)	Fail	-65	Fail	Fail
(-30) - (-10)	Fail	-60	Fail	Fail
(-10) - (-01)	Fail	-55	Fail	Fail
0 - 10	Fumble*	-50	Fumble*	Fumble*
11 - 20	10	-45	65	Fail
21 - 30	20	-40	70	Fail
31 - 40	30	-35	75	Fail
41 - 50	40	-30	80	Fail
51 - 60	50	-25	85	Fail
61 - 70	60	-20	90	Fail
71 - 80	70	-15	95	Normal
81 - 90	80	-10	100	Normal
91 - 100	90	-5	110	Normal
101 - 110	100	+5	120	Normal
111 - 130	110	+10	130	Normal
131 - 150	120	+20	140	Normal
151 - 170	130	+30	160	Double
171 - 200	140	+40	180	Double
201 - 230	150	+50	200	Double x2
231 - 260	160	+60	220	Double x2
261 - 300	170	+70	240	Triple
301+	180	+80	260	Triple

Modifiers

Mundane:	No roll required	Hard:	-20
Routine:	+60	Very Hard:	-40
Easy:	+40	Extremely Hard:	-60
Light:	+20	Sheer Folly:	-80
Medium:	+0	Absurd:	-100

* Fumbles only occur on an unmodified roll of 01-05 for everything except weapon use. Otherwise, treat the results as a normal failure.

⊗ **NOTE:** All attack rolls made are open-ended.

Example: Kiara is lost after a raiding party separated her from her friends. During the free-for-all, she severely twisted her ankle. Hobbling painfully about, Kiara begins searching for an herb that will help numb the pain; unfortunately for her, she is in unfamiliar territory. The GM asks Kiara's player to make an open-ended skill roll. Should she succeed with a result between 96-100, the GM rules that she will find a dose of the herb. With dice in hand, Kiara's player rolls a 97! Not only has she succeeded at her task, but she is allowed a second roll – which is a 56. The final result is a 153! The GM rules that Kiara not only finds the particular herb, but that it is fresh and that there is more than enough to process should she come upon other wounded companions.

Using an Untrained Skill

In the example above, Jurgis could have attempted to pick the lock even if he had had no ranks in the Locks & Traps skill. He would simply have been penalized by an additional -25 to the Maneuver, the standard modifier for using an untrained skill.

Using The Maneuver Table

The Maneuver Table below is used to resolve the following in HARP:

- ⇒ All Maneuver Rolls that are not All-or-Nothing.
- ⇒ All Resistance Rolls including spells, poison, and disease.
- ⇒ Spell Casting.

Tip: Photocopy this table and keep it handy.

Since maneuvers cover a wide variety of game situations, HARP provides several ways in which players and GMs can resolve their actions. Whichever method you choose, you will use the percentage column, the bonus column, or the RR column on the Maneuver Table.

GM's Option: **The Near Miss**

Sometimes a character performing an All-or-Nothing maneuver may come close to succeeding, but not quite. In such cases, the GM has the option of allowing the character to make another try the next round, with a +20 bonus to his attempt. If used, this option only applies if the player's result misses succeeding by 10 points or less (i.e., a result of 91 or better).

Example: The player is having his character attempt to pick a lock. His roll, plus modifiers gives a result of 98. Not enough to succeed. The GM rules that this is a Near Miss and that the player's character may try again the following round with a +20 bonus.

All-or-Nothing Maneuvers

The most straightforward of the resolution methods, “All-or-Nothing Maneuvers” require an open-ended roll that is then modified by any bonuses received from skills, items, situational adjustments, or penalties inherent in the difficulty of the task. A character is successful with rolls totaling 101 or higher.

Examples of All-or-Nothing Maneuvers include picking a simple lock, leaping across a yawning pit, somersaulting onto the back of a horse, or applying a bandage.

Stat-Based Maneuvers

Stat-Based Maneuvers are “All-or-Nothing Maneuvers” that are modified by a specific stat bonus. These rolls are always modified by the stat bonus times two. For example, a hapless adventurer finds himself waist-deep in quick sand, sinking quickly. The GM asks the player to make a “Medium” Strength test, having the player roll, adding the Strength stat bonus twice. A character is successful with rolls totaling 101 or higher.

Percentage Results

This method is best reserved for complex or particularly lengthy maneuvers. Accordingly, the values listed in the column are often used to determine the percentage of activity accomplished rather than the success of the skill used. These values can also be used to determine other percentages, such as the price received (*versus the actual value*) when selling an item, or the percentage of a crafting job completed.

The player makes an open-ended percentile roll taking into account any possible modifiers. Consult the Percentage column of the table to determine the percentage (*from none, to partial, to complete*) of the action accomplished. For instance, a roll of 60 indicates the attempted maneuver is only

50% complete. If at any point a fumble or a failure is rolled, the entire process would have to be started from scratch.

Example 1: After undertaking a number of adventures to hone her lock picking skills, Nynyve brashly bets a fellow guild member that she can open a puzzle lock quicker than he can, with the loser buying drinks. With time and sufficient lock picks, both Rogues can easily open the lock, but with the pressure of the bet lingering overhead, the GM rules that the contest will be adjudicated with the Percentage column.

In the first round, Nynyve’s player rolls a 46; comparing that result to the table, Nynyve notes that she is 40% of the way there. The other Rogue has a result of 29; unfortunately for him, he is only 20% through the job – and currently losing! The next round, skill (and a little bit of luck) results in a 40 for Nynyve’s roll; the male Rogue only comes up with a 03, forcing him to start over! With 70% of her lock successfully picked, it looks as though Nynyve’s companion will be buying the drinks!

Example 2: Not only did she win a round of free drinks, but another contest of skill resulted in a pocket watch as her prize. Delighted that she won, but uninterested in the timepiece, Nynyve sets about trying to sell the item to a merchant. The watch is worth 100 gp, but the wily merchant has only offered 50 gp for the item. Wholly offended that the merchant would dare to even haggle with her over such a fine watch, Nynyve’s player decides to make use of her Trading skill in an attempt to drive up the merchant’s original bid. With a roll of 63 and a glance at the table, she notes that her result is 60%. Unfortunately for her, this shrewd businessman is firm in his final offer to pay up to 60% of the item’s retail value. Scowling at the merchant, Nynyve nonetheless accepts the 60 gp.

Example 3: Even after haggling for quite some time over the price of the watch, the merchant notices that it could use a few repairs. Knowing that this is a delicate job, the merchant allots a couple of hours each day to repairing the item. The repair modifier is -60, an extremely difficult task. The merchant’s skill value, including stat and tool bonuses, is 50. On the first day, the merchant rolls a 37, for a final result of 27 ($37 + 50 - 60 = 27$). Consulting the Percentage column, it is noted that only 20% of the repair work is complete. The following day, the few hours spent working on the watch gives a result of 30% more work successfully completed. Overall, the merchant is 50% (halfway) done repairing the watch before he puts it on display for sale.

Bonus Results

This method is primarily used to resolve Maneuvers that involve complementary skills (*such as “Trap Lore” and “Disarming Traps”*). For these particular maneuvers, the player should make an open-ended roll, taking into account any modifiers. The result on the Bonus column is then used as a modifier to the maneuver.



GM's Option: **Beware the 66**

The number 66 has special significance. It means that something unusual has happened to the character. This could be either good or bad, depending on if the character succeeds or fails in the maneuver that he was trying to perform. The results of such an occurrence are left up to the GM to determine.

If a player should happen to roll an unmodified 66 on their dice, and if the maneuver that it is rolled for fails, then something bad has happened. Examples could include a bowstring breaking, or the character slipping in the only patch of mud for 60 miles. A mage could suddenly turn blue for a couple of hours, or glow in the dark for a short while. The results should be something irritating and annoying but nothing that is permanent or seriously debilitating.

If the player should happen to roll an unmodified 66 on their dice, and if the maneuver that it is rolled for succeeds, then they have succeeded in an unusual and possibly spectacular manner. Examples could include their shot missing their target and ricocheting off several items before striking the target as originally intended or it could be that the player has some minor bad thing happen that turns out good like setting off an unknown trap that fails to work this once, but at least reveals its existence so that it can be easily avoided. As above, the result should be something interesting, and of short term benefit, but not overly so.

Example: While plundering a dungeon, Nyonyve discovers an unusual trap of fiendish design. Before attempting to disarm the trap, she pauses to study the device and compare it to others she has encountered previously. Nyonyve's player has decided to make use of her Trap Lore skill. With a skill value of 35, and a roll of 76, her total is 111.

Cross-indexing this result on the Bonus column, she notes a bonus of +10 to her next roll to disarm the trap.

Nyonyve's companion, Esmerril, is watching from relative safety a few feet away. Recalling a few things he's read about ruins in the past, he thinks he may know a thing or two that could help Nyonyve not get them both killed as a result of her curiosity.

The GM asks Esmerril's player to make a Maneuver Roll to determine just how well his memory retains specific details about musty ruins. Even with his skill of Mundane Lore (Ancient Civilizations) at 75, the GM penalizes Esmerril with a -40 (a Very Hard Maneuver) for trying to recall such obscure information about such an uncommon trap. With dice in hand, Esmerril's player rolls an 87, resulting in a total of 122 ($75 + 87 - 40$). Checking the Bonus column of the

table, Esmerril's shared knowledge will add another +10 to Nyonyve's attempt to disarm the trap.

Skill vs. Skill

Whenever skills are used in opposition to one another, the **HARP** mechanic that resolves the contest is called a Resistance Roll. For example, the combat style Disarm Foe focuses on the defender using his weapon skill as the bonus to resist being disarmed by an opponent. Other examples include the maneuver Stalk & Hide, which is almost always opposed by a Perception roll. Also, Duping is an example of a skill that is opposed by a Will-based Resistance Roll.

Example: Nyonyve and Esmerril blundered into a goblin war party, and in the hectic combat that ensued, Esmerril was captured and is now being held prisoner in a sturdy iron cage. Moving as silently as possible, Nyonyve attempts to sneak past the goblin guard to release Esmerril. The GM requires her to make an open-ended percentile roll, adding her Stalk & Hide skill bonus. With a final total of 127, Nyonyve's result is a 130 on the Resistance Roll column. The GM makes an opposing Perception roll for the goblin and gets a total of 96, not enough for the goblin to notice the sly Rogue's rescue attempt. Nyonyve easily slips past the sentry without ever making a sound.

Modifying Maneuver Rolls

Certain circumstances can affect either the simplicity or difficulty of a maneuver. An action, such as walking, is normally considered Routine. However, when the path suddenly becomes a four-inch wide beam, the maneuver suddenly becomes Extremely Hard. Such a maneuver could be made even more difficult when trying to maintain one's balance and ward off an enemy's attacks at the same time! Maneuver Rolls are only necessary when a character's success or failure will have an immediate impact on the situation. Routine and Mundane actions normally do not require rolls of any sort.

The following list offers a manner to gauge various difficulty levels. As mentioned above, certain circumstances can alter the normal difficulty rating. For instance, some skills are easier to accomplish if the character takes more time, or has high-quality equipment at their disposal. The GM always has the option to add positive modifiers to a Maneuver Roll should it be appropriate.

Mundane – This difficulty level is reserved for actions that do not require a roll. Normal conversation and walking are good examples.

Routine – An untrained individual could complete this maneuver, given time and a bit of luck.

Easy – An apprentice could complete the maneuver with little difficulty.

Light – An apprentice could complete the maneuver given ample time.

Medium – This level represents the average difficulty inherent in any situation. As such, many skill difficulties default to this level.

Hard – Skill difficulties at this level require a character with a level of expertise to accomplish these maneuvers.

Very Hard – Even an expert would require ample time to successfully complete these types of maneuvers.

Extremely Hard – Only an expert of unparalleled skill, or someone with incredible luck would be able to accomplish maneuvers of this difficulty.

Sheer Folly – Skills and maneuvers at this level teeter on the very edge of natural human capability. Refer to any book of world records for successful examples.

Absurd – Maneuvers of this difficulty are a step above the normal possibilities of most humans. Success while attempting a maneuver of this type are the stuff of myth and legends.

Resistance Rolls (RR)

The natural world can be a rough place, and sometimes combat can be the least of a character's worries. Poisons, diseases and spells of all kinds can slay or incapacitate characters swiftly and mercilessly. There are four different base types of Resistance Rolls, and those four types may use any one of three resolution methods. The four types of Resistance Rolls are as follows:

Stamina – This type of RR is used for things that affect the body or health of the character. When making this type of RR, the player adds in his character's skill bonus for Resistance: Stamina.

Will – This type of RR is used for things that affect the mind of the character. When making this type of RR, the player adds in his character's skill bonus for Resistance: Will.

Magic – This type of RR covers magical effects that do not fall cleanly into either the Stamina or Will type of RRs. When

making this type of RR, the player adds in his character's skill bonus for Resistance: Magic.

Skill vs. Skill – This type of RR covers situations where one skill is opposed by the skill of another character. In such cases, the character performing a maneuver is considered to have the "attacking skill."

Resolution Methods

Resolving a Resistance Roll is a two step process. The first step is to determine the "*target number*." The second step is for the defending character to attempt to resist. The defender makes a percentile roll, adding the appropriate stat bonus plus any ranks in his or her resistance skill, for a total Resistance Roll. If the potential victim gets a total that is equal to or higher than the target number, the poison, disease, or spell is ineffective.

The three resolution methods mentioned above refer to the three possible methods that can be used to determine the "*target number*." They are as follows:

Variable – First, the attacking character, monster, poison, spell, disease, or item must make an open-ended percentile roll, taking into account any modifiers. Bonuses added to this roll will vary from effect to effect. To resist the effects, the target must meet or exceed the value (or "*target number*") found on the RR column as the result of the attack roll. This is the most common, especially when dealing with spells.

Static – This is the easiest to determine as there is no roll to determine the target number. This resolution method uses the notation RR(xx) where the xx stands for the "*target number*" that the defender must meet or beat.

Cascading – This type of RR is used mostly for poisons. It gives a number of static levels that can be resisted. The lower the defender's roll, the more severe the effects received from the attacker. For complete details on how Cascading Resistance Rolls work, see Chapter 12.



Spell Casting

To cast a spell successfully, the caster must make a successful Maneuver Roll. In HARP, there are three categories of spells: Utility, Attack, and Elemental Attack. Of the three, Utility spells are the easiest to cast as the target, should one be required, must be a willing recipient in order for the incantation to be successful. An attempt to cast a Utility spell on an unwilling target automatically fails. Should the caster fumble, the blunder is resolved as though it were any other type of fumble.

Spell Results

Fumble – Roll on Spell Fumble Table. This is a non-open-ended percentile roll modified by the type of spell being cast. (Elemental = +20; Attack = +10; Utility = +0)

Fail – The spell fails. The Power Points used are lost with no additional adverse effects.

Normal – The spell functions normally.

Double – One spell attribute of the caster's choice is doubled at no cost to the caster.

Double x2 – As Double, with the exception that 2 spell attributes of the caster's choice are doubled.

Triple – One spell attribute of the caster's choice is tripled at no cost to the caster.

❖ **NOTE:** Attribute refers to either the range, duration, or number of targets of the spell. Certain spells, such as those with a range of "self" or "touch" or with a duration of "-" cannot have those attributes doubled, thus may not be selected.

Casting Utility Spells

Players casting Utility spells roll percentile dice as usual, adding the total skill bonus for the spell. The player then consults the Utility column of the Maneuver Table to determine the result. Results may range from Fumble to Failure, to where some attributes of the spell (*range, duration, etc.*) are multiplied without an increase in the expenditure of Power Points.

Example: After absent-mindedly taking a few wrong turns during a dungeon exploration, Tellan has gotten himself separated from the rest of his adventuring party. Unfortunately, the Rogue that WAS behind him was holding the torch, and now Tellan finds himself surrounded in murky darkness. A mage of some repute, Tellan searches his memory for a spell to illuminate his immediate surroundings.

Selecting a Light spell, Tellan's player rolls and adds the spell bonus for a total of 90. Checking the Spell Maneuver column of the table, he notes a Normal result. With a few gestures, a sprinkling of dust, and a murmur of an arcane phrase, the hallway is bathed in a soft glow that emanates from the tip of Tellan's finger.

Casting Attack Spells

Casting Attack spells is a two-step process:

- 1 The caster makes an open-ended roll taking into account the spell bonus and any other modifiers. The result can then be cross-indexed on the RR column to determine the "target number" for resisting the spell.
- 2 The target of the attack is required to make a roll, noting any modifiers (*such as the bonus for a Resistance Roll*). If the result of the roll is equal to or higher than the "target number" from the table, the effect has been resisted.

Example: Tellan accidentally stumbled upon a lone goblin while poking about the dungeon, and is now attempting to cast a Sleep spell on the rampaging creature! The player rolls and adds Tellan's spell bonus, for a total of 84. After checking the Resistance Roll column of the table, the "target number" the goblin needs to meet to resist the spell's effects is a 100. The GM must now make a Resistance Roll using the goblin's Will skill bonus adding any other RR modifiers. Should the goblin overcome the effects of the spell, Tellan will be in big trouble!

Elemental Attack Spells

Elemental spells are physical manifestations of an element that is then used to attack a target. The caster's roll to successfully cast the spell and his attack roll are one and the same. Elemental attacks are handled just like melee attacks. The caster makes his attack roll on the correct Elemental Critical Table (*Fire, Cold, Electrical or Impact; Chapter 10*), and so long as the spell is not fumbled, it is successfully cast.

❖ **NOTE:** Although a spell is successfully cast, it does not automatically mean that it also connects with the target and does damage. The caster may have missed or the target may have dodged, etc.

Fumbles

Three of the four columns of the Maneuver Table have results that indicate a fumble. A fumble is the result of an extremely unlucky occurrence that prevents a character from accomplishing the performed maneuver. With the exception of attacks with a weapon, fumbles occur on unmodified die rolls between 01 and 05. As for weapon attacks, each weapon has its own fumble range.

Should a roll's result indicate a fumble (*whether skill, maneuver, spell or attack*), a non-open-ended roll on the Fumble Table is required. There are six types of fumbles:

Combat: Use this column to resolve all fumbles as a result of melee and missile combat.

Influence: Use this column to resolve all fumbles involving influence skills, including musical and other performance feats.

Mental: Use this column to resolve all fumbles involving lore skills, or other mentally focused skills (*such as the Chi skills*).

Moving: Use this column to resolve all fumbles involving climbing, swimming, riding or other active skills.

Physical: Use this column to resolve all fumbles involving physical actions that do not require strenuous movement (*such as Locks & Traps or Craft skills*).

Spell: Use this column to resolve all fumbles made while casting spells and counter-spelling.

Example: Esmerril has been scaling a cliff and is currently clinging to the rock wall 150' in the air, when suddenly the player rolls a moving fumble. Even though Esmerril is

dangling from the side of a cliff, this particular fumble does not automatically mean that he plunges to the valley below.

If the player rolls a 25 or below on the fumble: The GM rules that Esmerril loses his grip on a handhold and slides a few feet before catching himself. The character is bruised and shaken, but otherwise okay.

If the player rolls a 26-50 on the fumble: Esmerril slips and slides 25' below his original location. Due to his situation, the GM has the player roll 2d10 in damage—he assigns one extra d10 due to the painful cuts and bruises he receives in the fall.

If the player rolls a 51-75 on the fumble: This time, Esmerril slips and is thoroughly battered by the fall. The GM has the

Table 9.2 Fumbles

Roll	Category	Description
01 - 25	Combat	You lose your grip on your weapon and the opportunity to strike your foe.
	Influence	You accidentally make a high pitched noise as you try to begin.
	Mental	Umm... what was your name again? Your mind goes blank for a moment.
	Moving	You stumble over an unseen imaginary dead turtle.
	Physical	You drop whatever you are holding and must spend a round recovering it.
	Spell	You are distracted by a pixie in the corner! Give it up and try again next round.
26 - 50	Combat	You give yourself a minor wound. Take 1d10 Hits. Remember, the pointy end faces the enemy!
	Influence	You strike a sour note with your audience. They are far from inspired by your performance. You may try again, but with a -10 modifier.
	Mental	You are too deep in thought to be distracted by trifles.
	Moving	Your maneuver ends up with you tripping and falling face-first into the dirt. Take 1d10 Hits. You must spend a round picking yourself up off the ground.
	Physical	You mutter an oath as the tool that you are using snaps and breaks! At least you didn't damage what you were working on...
	Spell	Wow sparks! Were you trying for that effect? What a waste of perfectly good power points!
51 - 75	Combat	It is surprising that you still have all of your limbs attached! Roll 2d10 on the appropriate damage table. You have just successfully attacked yourself. Congratulations!
	Influence	The crowd does not look the least bit pleased. In fact, they look downright hostile. You can try again with a -20 modifier, or play it safe and go elsewhere!
	Mental	In the words of a great philosopher, "Doh!" Not only do you not remember anything pertinent, but you actually spout off incorrect information without realizing it!
	Moving	Wow, people can bounce! Roll 2d10+10 on the Crush table for the damage that you gave yourself in that spectacular fall!
	Physical	You are distracted by a noise at a critical moment. Not only is the tool you were using broken, but the item you are working on was damaged in the process.
	Spell	Since when do you glow? You internalize the magical energy of the spell, and must roll 2d10+10 on the Electricity Critical Table for the damage you just did to yourself.
76 - 100	Combat	That will most definitely leave a mark! You shouldn't try to harm yourself like that. Make a 1d100 roll on the appropriate damage table as you try this fancy form of suicide.
	Influence	The audience is stunned! Well, at least for the first few seconds. After that, the term 'Lynch Mob' comes to mind. Better luck next time!
	Mental	You keep using that word... It doesn't seem to mean what you think it means...
	Moving	Is it supposed to bend that direction? Unfortunately not! Make a 1d100 roll on the Crush table for the damage you take from that hilarious move. Everyone within 50' spend 3 rounds trying to contain their laughter!
	Physical	Hmm... Square peg? Round hole? Nope, it's just you destroying (or activating, if a trap) whatever you were working on. Take 2d10 hits of damage as you wound yourself in the process.
	Spell	Wow! You just invented the x-ray! Unfortunately, you also knock yourself out and take a 1d100 on the Electricity Critical Table from the magical energy feedback.

Note: It is important to tailor the fumble to the event. While a fumble is unfortunate, it is not necessarily certain death.

player roll 3D10 Hits. The resulting Crush critical results in additional Hits, but nothing's broken.

If the player rolls a 76-100 on the fumble: it's a good thing for Esmerril that he's attached to a rope! (He's not dead yet.) Rolling for damage, Esmerril receives an 83 Crush Critical with the following result:

"Good strike destroys muscle and tendon. Foe receives 14 Hits and is stunned for 3 rounds and at -20 to all actions."

Attacking An Object

There may come a time when a character wishes to attack an inanimate object. Some examples include chiseling away at a statue, or attempts to batter down a door or breaking open a locked chest. These specific attacks use the Percentage column of the Maneuver Table to determine whether or not the object in question is damaged or destroyed.

The attacking character makes a normal Maneuver Roll, adding a value equal to twice their Strength bonus. The result is compared to the Percentage column of the Maneuver Table. The value from the table determines the amount of damage the object has received. Obviously, results equal to, or above, 100% thoroughly destroy the object. Difficulty modifiers can be applied to this roll based upon the consistency of the object, as well as its shape or design. Roll results that are equal to or less than zero determines that the item is either too durable to be broken, or that other qualities are working against the character.

In the case of a character trying to force open a door, the same rules are applied with one exception: The character is required to get a result of 100 or better in a single roll.

NOTE: If a character is using a weaker item (*such as a hammer against granite*) in their attempt to shatter or disable a particularly sturdy object, any result in breakage will always be of the inferior item.

Example: Nyngve has really done it this time! After a particularly foul blunder got her caught and arrested for stealing from a nobleman's private residence, she now finds herself sitting in a jail cell bashing on the steel bars with a tin cup. Since the tin cup is obviously weaker than the steel bars, her clamorous attempt to bash the cell door open results in the severe denting of the cup! This also means even if she does somehow free herself from the prison cell, trying to bash open the stout wooden door that is banded with iron is more likely to break her shoulder than it is to open the door! It looks like Nyngve might be here for a while...

The following list details the various Difficulty ratings and then offers examples for each. While some objects may be broken by nearly any weapon, certain objects are unaffected by certain types of attacks. For instance, bashing a rope will not break it.

NOTE: Special materials or magically-enhanced substances can make items more difficult to break or force open.

Example: Rawrg came upon a heavy wooden chest while plundering a dungeon, but as a Fighter, he doesn't have the necessary skills to pick the lock. Instead, he decides to pry it open with his dagger. Unfortunately for him, the chest has a recessed lock, rather than having the normal latch and lock arrangement. The GM decides that prying the lock open on this chest is a Sheer Folly Maneuver (it is an excellent lock). A Sheer Folly Maneuver gives Rawrg a -80 modifier to his rolls to open the chest by simply prying the lock. With his Strength bonus of +10, Rawrg gets to add +20 to all rolls for prying open the lock. His first roll is an 84, which after taking all modifiers into account, gives him a total of 24 (84 + 20 - 80 = 24). Rawrg's player notes that a 24 on the Percentage column of the table results in a 20 overall. The GM tells him that the lid moved slightly. On his second roll, Rawrg only receives a 43, which after taking all modifiers into account, gives him a total of -17 (43 + 20 - 80 = -17). Unfortunately for Rawrg, the GM notes that the negative value results in a Fail on the Percentage column of the Maneuver Table. The GM rules that Rawrg's dagger snapped in half in his attempt. Rawrg pulls out his spare dagger. Obviously this is going to take a while...

Routine	Hard
A glass window	Stout wooden door
A small statuette	Masonry wall (1 foot thick)
Paper	Wooden chest (normal)
String	Thick rope (2-4 inches diameter)
Easy	Very Hard
Thin rope (less than 1» thick)	Stout wooden door, banded in iron
Thick glass	Good lock
Thin ice	Chains
Light	Extremely Hard
Rope (1-2 inches diameter)	Manacles
Simple wooden door	Heavy wooden chest
Small wooden chest (6»x 9»)	
Medium	Sheer Folly
Good wooden door	Iron door (2 inches thick)
Wooden packing crate	Hewn stone wall (3 feet thick)
Cheap lock	Excellent lock
Bones	Steel chest
Shoddy shop stall	
	Absurd
	Adamantine door

Grenade-like Attacks

Characters will often decide to soften up their opposition by hurling flasks of burning oil, acid, or other noxious substances.

Thrown flasks and other grenade like objects have a Range Increment of 10' with no point blank bonus. See Chapter 10 for information on Ranged Weapons. These items affect a 5' radius from the point of impact. The type of damage done to the targets within that area depends on the item.

The following is a list of potential grenade-like objects:

Acid (10 gp/flask): This is a highly corrosive liquid stored in glass or pottery containers. When thrown, all those within the area of effect will receive a 1d100 Tiny External Poison Critical from the caustic splash.

Alchemist's Fire (20 gp/flask): This is a flask of special chemicals that will burst into flame upon contact with the open air. It burns for 3 rounds, doing a Heat Critical each round. The first round does 1d100+10, the second does a 1d100, and the third does a 1d100-10. The only way to extinguish the Alchemist's Fire is to smother the flames.

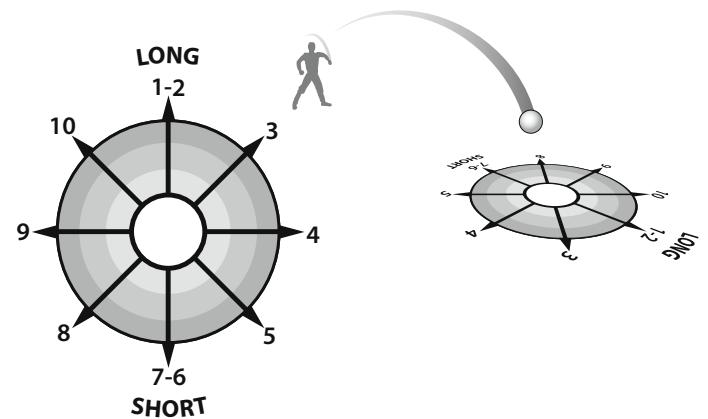
Flashstone (50 gp): This is an enchanted stone about 3" in diameter. When thrown, it creates a brilliant flash of light visible only to those within the radius of effect (5' radius). Those outside the radius see only a dim flash of light. Those inside must make a Resistance Roll of 100 versus Magic or be stunned for 1-10 rounds. Even if they make their Resistance Roll, they will still be stunned for one round.

Holy Water (20 gp/flask): This liquid is specially treated and blessed by Clerics. It is harmless to the living, but acts as an acid against undead and demons. Undead and demons within the area of effect receive a 1d100+20 on the External Poison Critical table.

Oil (3 cp/flask): This is a flask of oil that has a burning rag inserted in the top. The rag sets the oil on fire upon impact. One roll is made for damage to all targets within the area, but subtract 5 from the critical roll for every foot from the point of impact.

Saltar's Bomb (45 gp): This contraption is named after its inventor. It is a small, egg-shaped cylinder about 3" long and about 2" thick, made of metal. There is a cap that has a pin going through it at one end. The pin has a ring at one end. Once the pin is removed, the bomb will explode after just a couple of seconds (*1 round*). All within the area of effect take a Heat and a Slash critical. Roll 2d10+20 for the Heat Critical and 1d10+20 for the Slash critical.

If the character misses with an attack, then roll 1d10 to determine the direction of the miss and roll 1d10 to determine how many feet the attack missed. If the roll for distance results in a 10, then roll a second time and add the two together. Use the following diagram to determine the direction of the miss.



Unusual Actions & Maneuvers

Sometimes a character may want to make an unusual action or maneuver that is not covered by the rules. Perhaps he wishes to throw heavy rocks at a door in order to force it open, or maybe he wants to throw or shoot an apple off his son's head in order to prove his skill with the bow.

Such actions or maneuvers should be adjudicated by the GM. There are three simple steps to follow to resolve such actions, if a skill roll is needed.

- 1 Determine if there is a skill that applies either wholly or partially. If the skill applies wholly, then let the character use it. If it applies partially, then allow the character to use one half of the total bonus for that skill. If no skill applies, determine which two stats apply to the maneuver. Note that the same stat can apply twice in this circumstance.
- 2 Determine the difficulty of the action or maneuver.
- 3 Have the player make the roll adding all the modifiers.

Example 1: Rawrg wants to get through a heavy wooden door that he has found in the side of the hill, but it is locked. Rawrg does not have any skill at picking locks, so he decides that he is going to use the abundant supply of nearby large rocks and throw them at the door until it breaks.

The GM determines that since Rawrg is only standing about 5' to 10' away, he does not need to make a roll to see if he can actually hit the door, but he does have to roll to see how much he damages it.

Rawrg makes his throw using his Strength and Agility bonuses since he has no skill in thrown weapons. He makes his throw, and the GM uses the rules for Attacking an Object (above) to determine how many rocks Rawrg must throw to break open the door.

Example 2: Robin the Ranger wants to show off his skill with a bow to his buddies. He gets his son, Willie, to stand by a tree and places an apple on his head. Robin then moves back 50' and prepares to fire.

The GM determines that Robin may use his skill bonus of 110 with the bow as his modifier for this maneuver. The

apple being such a small target, means that hitting it will be an Extremely Hard maneuver. This gives Robin's roll a -60 modifier for a final modifier of +50 to his roll. Let us hope that Robin rolls very well today, or that social services doesn't get to hear about his little stunt...

Example 3: The party has come upon a door that appears to be jammed shut. Brolys pulls off his backpack and rummages through it quickly. He pulls out a small pry bar and begins applying it to the door.

The GM decides that this is a stout wooden door, normally a Very Hard maneuver to force open. But, since Brolys is using a pry bar, this actually helps him. Therefore, the GM has Brolys make a Maneuver Roll adding in his Strength bonus twice. Since Brolys is using the pry bar, the GM also rules that forcing the door open will only be a Hard maneuver rather than its normal difficulty of Very Hard.

As the examples show, there are a number of ways of resolving unusual actions and that they are very similar in nature. By following the three steps above, the GM can resolve just about any actions that the players wish to perform without too much trouble.

Light & Vision

Adventures take place in many different settings—and lighting, or the lack of it, can play a key role in how the adventure plays out.

Characters generally have three separate types of vision: Normal, Night, and Dark. Each provides a character with the unique capability to see in environments where illumination is insufficient.

Normal Vision: With normal vision, characters can see clearly during the day. On a starlit night, a character can see up to 30' clearly. With nothing more than the ambient light of a full moon, the character can see up to 150'. In an interior setting, using artificial illumination (*such as a torch or lantern*), a character can see clearly within the limits of the lighting, and is able to see dimly (-40 to Perception rolls) to a distance equal to one half of the illuminated radius.

For instance, if a character is using a torch that illuminates a 20' radius, the character can see clearly



up to 20' away. They also have the ability (*with the -40 modifier*) to see up to, but not beyond, 30' away.

Night Vision: With Night Vision, characters can see clearly up to 100' on a starlit night and up to 500' from the light of a full moon. In an interior setting, with artificial illumination, the character can see clearly up to double the normal radius of the lighting. Characters can also see dimly (-40 to Perception rolls) an additional distance equal to the illumination of the light source. Their color vision may be impaired in poor illumination.

For instance, if a character is using a torch that illuminates a 20' radius, the character can see clearly up to 40' away. He also has the ability (*with the -40 modifier*) to see up to, but not beyond, 60' away.

Dark Vision: With Dark Vision, characters can see clearly up to 50' (*Lesser Darkvision*) and up to 100' (*Greater Darkvision*) on a starlit night and up to 250' (*Lesser Darkvision*) / 500' (*Greater Darkvision*) from the light of a full moon. Also, characters with Dark Vision have the quasi-magical ability to see a limited distance in complete darkness, but unfortunately cannot distinguish between colors; instead, everything is seen in varying shades of grey. In an interior setting, using artificial illumination, the character can see clearly up to the normal radius of the illumination. A character using Dark Vision can also see clearly up to his normal range beyond the radius of illumination as well. If the illumination is equal to or greater than the range of the character's Dark Vision, they can see dimly (-40 to Perception rolls) an additional distance equal to the original radius of illumination of the light source.

Thus, if a character is using a torch that illuminates a 20' radius, and the character has dark vision up to 20', the character can see clearly up to 40'. They also have the ability (*with the -40 modifier*) to see up to, but not beyond, 60' away.

Light Sources

The number of light sources available in a fantasy game can range widely from simple torches to the powerful spells of a Magician. Each light source, however, illuminates a certain radius.

The following list offers a few examples of light sources for easy reference:

Light Source	Area Illuminated
Candle	5' radius
Firebrand*	50' radius
Glitterstone*	10' radius
Glowrod*	30' radius
Lantern	25' radius
Light spell	20' radius (<i>base</i>)
Torch	20' radius

* Magical item; see Chapter 14 for more details.

Special Combat Conditions

Combat is a chaotic environment. Weather, visibility, terrain, and random events all have an effect on the outcome of any battle. It is impossible to anticipate every possible variable condition that can occur during a combat, but the following section explains how to handle the most common situations.

Movement Rate Table

Terrain Condition	OB Mod	DB Mod
Heavy brush or thicket	-10	NA
Light brush or forest	-5	NA
Ice or ground	-5	NA
Knee-deep snow, water, or soft sand	-10	½ Quickness Bonus
Waist-deep snow or water*	-20	Negates Quickness Bonus
Shoulder-deep snow or water*	-50	Negates Quickness Bonus
Higher Ground	+10	

* While crossing water or snow this deep, a character will not be able to perform Martial Arts Sweeps, kicks, or any maneuvers that require low attacks or use of the legs

Invisibility

Invisible targets cannot be attacked unless they have been detected. The attacker must have a general sense of the invisible target's location prior to making an attack. Possible means of detection include, but are not limited to: body heat (*if not hidden*), walking across sand or water, standing in the rain, making loud noises, body odor, perfume, or talking.

To detect an invisible target, the character makes a Perception roll using the Bonus column of the Maneuver Table. The result is tripled and is subtracted from the character's attack roll (*treat results of 100 or greater as -10 OB modifier*). The GM should assign a difficulty modifier to the perception roll based on the means of detection. The following table gives modifiers for some of the possible situations that may occur.

Invisible Target's Activity	Modifier
Walking across water	-40
Walking across a dirty floor	-40
Standing in the rain/snowing	-20
Walking in the rain/snowing	-40
Standing in water or snow	-20
Talking or casting spells	-40
Yelling or giving loud commands	-20
Whispering	-100
Strong body odor or scent	-50

Example: Mahalla is being attacked by an invisible assassin. She just saw him turn invisible by using a magic ring so she knows he is in the area somewhere. Mahalla is cornered in a kitchen and decides to use her environment to her advantage. She grabs a large sack of flour and throws it against the ceiling, exploding the white powder all over the room. As the flour falls, she sees the outline of a form

standing motionless in the corner. She readies a dagger and lets it fly!

The GM decides that the assassin standing in a shower of flour is similar to someone standing in the rain or snow and assigns a difficulty modifier of -20. Mahalla makes a Perception Maneuver Roll (skill bonus is 47) and rolls a 50 for a net result of 77 ($50+47-20=77$). Looking this result up on the Bonus column of the Maneuver Table gives a -15. Mahalla will have a -45 OB modifier for her dagger throw.

Limited Visibility

Combats do not always take place with adequate visibility. Darkness, fog, rain, and other not-so-natural elements can make it difficult to attack opponents and defend yourself. It would be nice if all combats occurred with perfect lighting conditions, but that's not going to happen. Combat modifiers are cumulative, so if you are fighting in moderate rain with light fog, the effects for each are combined. The following conditions descriptions give vision ranges based upon normal vision.

Full to half moon: A -5 OB to all attacks. Visibility is reduced to 50 yards and any shots fired at a greater distance are considered blind fire.

Less than half full: A -10 OB to all attacks. Visibility is reduced to 25 yards and any shots fired at a greater distance are considered blind fire.

Starlight, new moon, or heavy clouds blocking moonlight: A -20 OB to all attacks. Visibility is reduced to 10 yards. All missile attacks are considered blind fire.

Light fog: Visibility up to 50'. A -5 OB to missile weapons.

Moderate fog: Visibility up to 25'. A -10 OB to missile weapons.

Heavy fog: Visibility to 10'. All missile attacks considered blind fire.

Light rain: A -5 modifier to all Maneuver Rolls and Attack Rolls.

Moderate rain: A -10 modifier to all Maneuver Rolls and Attack Rolls. All fumble ranges are increased by 2 points (*i.e., fumble range of 01-04 is now 01-06*). Visibility is restricted to 50 yards or less. All missile fire beyond that is considered blind fire.

Heavy rain: A -20 modifier to all Maneuver Rolls and Attack Rolls. Fumble ranges are increased by 3 points (*i.e., fumble range of 01-04 is now 01-07*). Visibility is restricted to 25 yards or less. All missile fire beyond that is considered blind fire.

Light snow or flurries: A -5 modifier to all Maneuver Rolls and Attack Rolls.

Moderate snow: A -10 modifier to all Maneuver Rolls and Attack Rolls. All fumble ranges are increased by 2 points.

Visibility is restricted to 25 yards or less. All missile fire beyond that is considered blind fire.

Heavy snow: A -20 modifier to all Maneuver Rolls and Attack Rolls. Fumble ranges are increased by 3 points. Visibility is restricted to 10 yards or less. All missile fire beyond that is considered blind fire.

Example: Christopher and Mahalla are in a field being followed by several ogres. It is nighttime (half moon) and there is moderate rain and moderate fog. These three factors are combined for the following effects: Moderate fog restricts the visibility to 25' (you can't combine visibility distances, so you use the more severe effect). Missile fire has a -25 OB modifier (-10 for rain, -10 for fog, -5 for moonlight) and any missile fire beyond 25' is considered blind fire. Melee attacks are at -15 (-10 for rain, -5 for moonlight) and the fumble range is increased by 2 points.

Fighting “Blind”

As visibility decreases, the situation often comes up that attacks are considered “*blind fire*.” When a character cannot see his target, he receives a -100 to all attacks. This modifier can be offset with the use of the skill Blindfighting. By using the Blindfighting skill, this modifier is reduced by his bonus with this style automatically without a Maneuver Roll. (*i.e., a total skill bonus of 80 means that the -100 modifier is reduced to -20 (-100 +80)*). This skill can only reduce the -100 penalty for being blind to zero. The Gamemaster may determine that conditions are not optimum for use of this skill and require that a difficulty modifier be applied against the skill.

Example: Marcus has a Blindfighting skill bonus of 80. When he is compelled to fight “blindly” under otherwise optimum conditions, this skill bonus reduces the -100 modifier to -20, *i.e., -100 +80 = -20*.

Example: Marcus finds himself battling for his life in the stygian darkness of an underground cavern against a horde of chittering giant ants of chittering giant insectoids. Dripping stalactites, the high-pitched cries of the frantic drones and the clacking of warriors’ mandibles fills the

environment with too many noises. The GM decides that a Hard (-20) modifier should be applied to the Blindfighting skill. This reduces Marcus’ skill to 60 (80 – 20), so Marcus’ effective skill bonus reduces the -100 modifier to -40, *i.e., -100 + 60 = -40*.

Occupational Hazards

The life of an adventurer is filled with hazards, especially in the wilderness locales or forgotten ruins that speak to an adventurer’s desire to explore. This section details a number of hazards that might be encountered, along with rules for handling such an event.

Falling Damage

The character fumbles a climbing roll and slips from the wall he is climbing.

The character sets off a trap and plummets into the deep pit beneath.

The character is walking along the top of a cliff when the edge suddenly gives way.

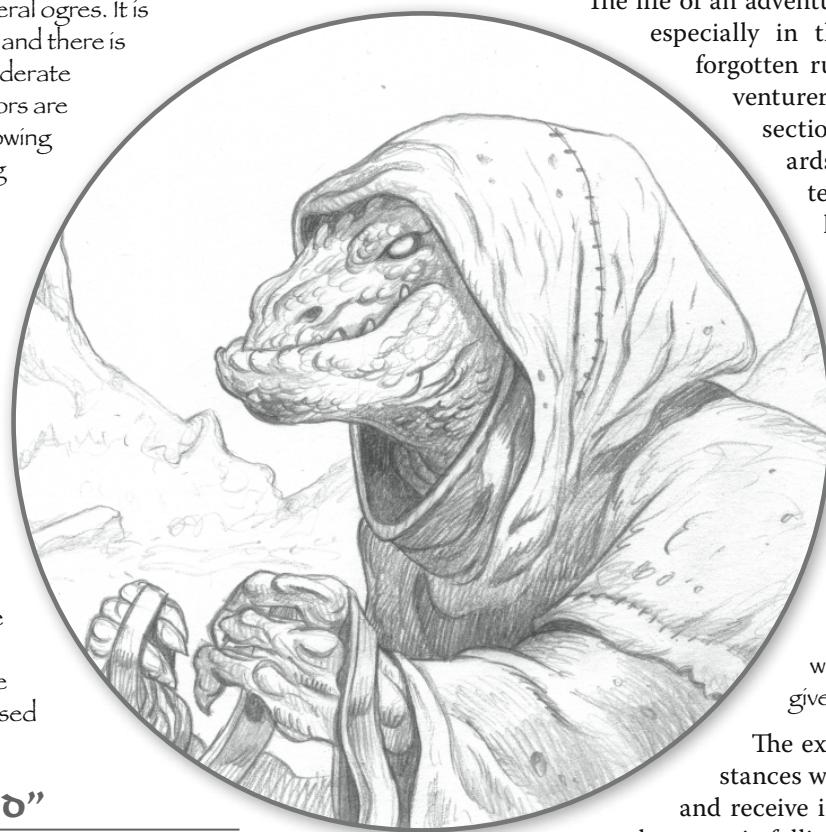
The examples above are circumstances where a character could fall and receive injury. The distance that a character is falling determines the amount of damage received. The character will then receive a Crush attack on the Crush Critical Table in Chapter 10 (*using the distance of the fall as the Offensive Bonus for the roll*) once the distance of the fall has been calculated.

Falling characters do not receive any non-magical Defensive Bonuses (DB) from armor or shields. They also do not receive their Quickness bonus. Instead, the character receives their Agility bonus plus any magical Defensive Bonuses against the fall. Characters with Acrobatics/Tumbling may attempt a maneuver, using the Bonus column, adding the result to their Defensive Bonus against the fall.

The distance of the fall determines the size and severity of the critical received upon impact. Use the following Table to determine the size of the critical.

Height of Fall Critical Size

1' – 20'	Tiny
21' – 50'	Small
51' – 100'	Medium
101' – 200'	Large
201'+	Huge



Traps

Traps are artificial hazards created to capture or kill a target, and come in two distinct types where resolution is concerned: OB (*Offensive Bonus*) and RR traps.

OB traps, when sprung, “attack” the unfortunate target. Examples include such things as projectile hazards (*that fire an arrow, spear, or bolts*), as well as traps that use swinging blades to surprise and wound their targets. Traps which shoot jets of acid at their victims and snares also fall into this category.

RR traps are those that, when sprung, require the target to make a Resistance Roll or a Maneuver Roll in order to avoid the damaging effects. Most poison and pit traps belong in this category, with magical traps often falling in as well.

In the sample traps below, each is given a difficulty rating for successfully detecting and disarming it. The difficulty ratings included are for when a character is actively searching for traps. Characters not actively searching have the difficulty increased by one level (*e.g., a Hard detection maneuver becomes Very Hard, etc.*). Once a trap is detected, it may then be disarmed normally (*taking into account the difficulty rating listed*), using the Locks & Traps skill. The Gamemaster should vary the difficulty of locating and disarming these sample traps according to the situation and mechanical skill of the original builders.

Sample Mechanical Traps

Arrow Trap: A trap that fires a projectile (*such as an arrow or crossbow bolt*) at a target, this attack has an OB of +75. Locating the trap is a Hard Maneuver for any character actively searching. It is Very Hard to disarm it if the trap is triggered by the opening of a door, or a trip wire outdoors.

Spear Trap: This type of trap launches a spear (*with an OB of +100*) at the target that triggers it. This trap is often triggered in a similar fashion to the Arrow Trap above.

Pit Trap: A simple hole, normally covered with foliage to prevent easy discovery, these traps use normal falling rules to resolve, with the OB of the “attack” being equal to the distance fallen. Upon being triggered, characters standing above the pit may make a Hard Acrobatics/Tumbling roll in order to avoid plummeting. Characters without the skill may make a stat-based Maneuver Roll (*with the difficulty increasing one severity level*), adding in both their Agility and Quickness bonuses. Detecting this particular type of trap, while actively searching, is a Medium maneuver, and an Extremely Hard maneuver when not. Disarming a trap of this nature is often an Extremely Hard maneuver and usually involves falling in the pit. As such, it is much easier to just avoid the trap entirely.

Spiked Pit: A simple pit, like the example above, this particular trap differs in that its floor is peppered with sharpened spikes. Refer to the description of the Pit Trap for details on handling or avoiding the fall. Characters unfortunate enough

to fall in not only take normal falling damage, but also take 1d10 Small Puncture attacks as they are impaled upon the spikes. The OB for the spike attacks is equal to twice the distance fallen. For instance, a 20’ deep pit would have a +20 falling attack and 1d10 +40 Small Puncture attack. Discovering and disarming this type of trap is the same as for the Pit Trap, above.

Poison Needle Trap: Often hidden around locks and on chests and other valuables, this type of trap is sprung when careless characters attempt to open or unlock such items hastily or incorrectly. Once triggered, the trap shoots a poisoned needle into the character. Characters may make a Resistance Roll to shake off the effects of the poison, with the difficulty determined by the poison used. Detecting a poisoned needle trap is a Very Hard maneuver, while disarming it is a Hard maneuver.

Dart Storm Trap: This type of trap ejects a barrage of several hundred darts within a 5’ radius of the trigger. Characters unfortunate enough to be within this area take 2d10 Tiny Puncture attacks from the darts. Often these darts are also coated in poison, so characters will have to resist against poison as well. Dart storm traps have a Medium difficulty to detect, but are Extremely Hard to disarm in most cases.

Scything Blade Trap: This deadly trap has a murderously sharp blade that swings down out of the ceiling or out of the wall to slice the unfortunate soul that triggers the trap. The swinging blade has an OB of +120, and causes a Large Slash critical. This trap is a Very Hard maneuver to detect and is Hard to disarm.

Falling Block Trap: A huge stone block drops from the ceiling in this trap, attacking all (*in a 5’ radius*) beneath it when triggered. The heavy block has an OB of +100 and does a Huge Crush critical, and can often be reset using a chain and winch attached to the top of the block to raise it back into position. It is Extremely Hard to detect and disarm this style of trap.

Poison Gas Trap: A jet of poison gas (*or a cloud of powdered External Poison*) is released from an aperture when this trap is triggered. The poison is usually enough to fill a 5’ radius, affecting all caught within, with Resistance Roll difficulties determined by the type of poison used. This type of trap is Extremely Hard to detect and Very Hard to disarm.

Magical Traps

Magical traps require an Absurd maneuver to detect unless the character has the ability to sense magic, either by means of a spell or special ability. Such traps are known as Waiting Magic because they lie dormant until a trigger sets them off. A character with the ability to detect Active Magic may, with a Very Hard maneuver, detect Waiting Magic.

Triggers for magical traps often have parameters requiring someone to stand in a particular spot or touch a certain item. Once the trigger condition is met, the spell is activated and

targets the offending character. Magic traps that imitate physical attacks have an OB based on the size of the attack.

Attack Size OB

Tiny	+40
Small	+60
Medium	+80
Large	+100
Huge	+120

Magical traps that generate magical attacks such as Shock, Jolts, or other effects that require Resistance Rolls have a base modifier of +50 on the RR column to determine what value the target is required to beat to avoid any effects.

Asphyxiation and Holding Breath

A further issue for adventurers is the need for breathable air. When characters run out of breathable air, they are in danger of unconsciousness and death.

A character can hold his breath for a base time measured in rounds equal to 30 rounds plus two times the Constitution modifier, while still moving and performing normal maneuvers. The base time is doubled if the character is resting while holding his breath. The base time is halved (*round down*) if the character is engaged in strenuous physical activity (*i.e., moving at Run or faster*) or in combat. In all cases (*even if the character has an extreme negative Constitution modifier*), a character can hold their breath for a minimum duration of 1 round.

Example: Vanilaron has a +7 Constitution stat modifier. Vanilaron's base time for holding his breath while moving normally is 44 rounds ($30 + (2 \times 7)$). If resting, Vanilaron can hold his breath for 88 rounds (44×2). In combat, Vanilaron can hold his breath for 22 rounds ($44 / 2$).

Example: Cassandra has a -3 Constitution stat modifier. Cassandra's base time for holding her breath while moving normally is 24 rounds ($30 + (2 \times -3)$). If resting, she can hold her breath for 48 rounds (24×2). In combat, Cassandra can hold her breath for 12 rounds ($24 / 2$).

If a character spends one round preparing to hold their breath by hyperventilating, they can double the time they can hold their breath. If caught by surprise the base time is halved.

Example: Vanilaron is exploring the tunnels underneath the alchemists' guildhouse, searching for a route upward into their main building. Turning into a tunnel, he perceives a locked door at one end and the unmistakable sound of gas hissing into the tunnel from a series of unobtrusive vents further along. Pausing to size up the situation, he hyperventilates for one round to prepare himself, then slowly moves into the tunnel alert for other traps. Vanilaron can normally hold his breath for 44 rounds for normal actions and movement. By hyperventilating, he doubles this time to 88 rounds (or 2 minutes and 56 seconds). Hopefully

this will be enough time for Vanilaron to get to the door safely, unlock it and reach safety beyond.

Example: While walking along the canals of the Lower City, Vanilaron and his companions are ambushed by a gang of Ogre thugs. One burly Ogre contemptuously pitches Vanilaron into the canal. Normally Vanilaron would be able to hold his breath for 22 rounds in combat, but he was surprised by the Ogre, so can only hold his breath for 11 rounds (22 / 2).

Once the base time has expired, the character must breathe (*if possible*) or begin making Stamina Resistance Rolls every round. This Resistance Roll requires the character to obtain a total equal to or greater than 100. However, once a roll is failed, the character immediately falls unconscious.

Once a character falls unconscious from lack of breathable air, the character is considered to be "*dying*" and only has a number of rounds equal to his Constitution stat plus 5 to live.

Watery Hazards

While rivers and lakes have always been important avenues of travel, they can be both a nuisance and a hazard for characters that must somehow cross them.

Characters may freely wade through water that is not above their head at a speed of one quarter their Base Movement Rate without being required to make a Maneuver. Should the water level actually be higher than the head of the character, the Swimming skill is required. Swimming across a slow stream or river is a Light maneuver while swimming across rapids is a Sheer Folly maneuver, as this can easily force the character far downstream. Even keeping one's head above water in churning rapids is considered a Very Hard maneuver.

If the character is wearing armor, the difficulty for swimming increases one level for each armor base worn (*soft leather is +1 difficulty level, while studded leather is +2 difficulty levels, etc.*).

Drowning

A character is able to hold his breath for a number of rounds as described in the rules for Asphyxiation and Holding Breath. Once this time has expired, the character must begin making Stamina Resistance Rolls every round. This Resistance Roll requires the character to obtain a total equal to or greater than 100. However, once a roll is failed, the character immediately falls unconscious. The round following unconsciousness begins the drowning process with death coming in 1d10 rounds. A character can drown in substances other than water, including quick sand, fine dust, sand, or even a silo full of grain, so aquatic characters can still "drown".

Quick Sand

The bane of many travelers, quick sand can be found in locations where sand and water mix daily — jungles, deserts, coasts and sandy stream beds, and generally ranges from a

few inches deep to more than several feet in some instances. Quick sand behaves like water; anyone stepping into quick sand immediately begins to sink as if slipping under water. Characters caught in shallow quick sand can leave by retracing their steps, being only an inconvenience; characters do not have to make a Maneuver Roll to exit the area.

Characters immersed in deeper quick sand can float, and may gently and carefully “dog paddle” to firmer terrain. Swimming through quick sand is a Medium maneuver (*either “All-or-Nothing” or Percentage, depending on the situation*). Even if an immersed character sinks to the bottom, they may not drown if they are standing upright — the quick sand may simply not be deep enough. Characters that panic and begin thrashing around are likely to drown. Panicked characters will sink at the rate of 2” per round, and once below the surface will drown using the same rules found above. With nearby shrubbery, characters may attempt to pull themselves out. This act requires a Medium Strength roll.

Characters trapped in quick sand may also be aided by nearby companions with rope or equipment sufficiently long enough to reach. This act of rescue is a Medium Strength based maneuver; however, characters helping to pull out the sinking character may add twice their Strength bonus to the roll.

Starvation & Thirst

In a moderate climate, a character needs the equivalent of approximately a gallon of water and a pound of food each day. For every day that a character goes without food or water, a Stamina Resistance Roll against RR (100) is required. Failure results in a -10 modifier to all actions. Two RRs are required if the character is deprived of both food and water. This means that one day without food or water gives a total modifier of -20. Once a character reaches -100, they will pass out and will be unable to wake, with death arriving 2d10 + Constitution bonus hours later.

Magical healing cannot remove these penalties — only the process of eating and drinking can save the character.

Once the starving character has obtained food and water, the modifiers will be reduced at a rate of -5 per hour until they are fully gone.

Heat

The hot desert sun baking the earth far below can be as deadly to a character as the most ferocious monster. When exposed to temperatures higher than 90 degrees Fahrenheit (32 degrees Celsius) a character is required to make a Stamina Resistance Roll against RR (80) once every hour or receive a -5 modifier to all actions. If the temperature is above 110 degrees Fahrenheit (43 degrees Celsius), the Stamina RR must be made once every ten minutes. The modifiers will remain until the character can cool off by locating shade, immersing himself in water, or until night falls. If the character is wearing heavy clothing or armor, the Resistance Roll increases by

a value of 10 for each armor base worn (*Soft Leather requiring a RR (90); Studded Leather requiring a RR (100), etc.*).

If the temperature is above 130 degrees Fahrenheit (54 degrees Celsius), a character receives a Heat Critical every 10 minutes. Roll 2d10+20 to determine this critical. If the character is encased in metal armor, the critical receives an additional modifier of +50.

⊗ **NOTE:** Proper attire, such as loose robes and head coverings, offers a bonus of +20 to the Resistance Roll.

Cold

With effects as deadly as hot weather, a character can easily freeze to death, falling victim to the effects of hypothermia and frostbite if not protected properly.

If the temperature is below 40 degrees Fahrenheit (4 degrees Celsius), a character is required to make a Stamina Resistance Roll against RR (80) once every hour or receive a -5 modifier. If the temperature drops to below 0 degrees Fahrenheit (-18 degrees Celsius), the Stamina Resistance Roll of RR (100) must be made once every ten minutes or characters receive a -5 modifier to all actions. The modifiers are cumulative and can only be negated by locating cover and warmth. The negative modifier is reduced at a rate of -1 for every minute the character enjoys the effects of warmth.

Should a character reach -100, a Stamina Resistance Roll against RR (100) is required. Failure results in the character falling asleep, with them freezing to death over the next 1d10 + Constitution bonus hours.

Other Dangers

The perils detailed above constitute the major hazards that characters are likely to encounter, but there remain a few more worth mentioning.

Landslides/Avalanches: Whether of rocks or snow, landslides are always deadly. Characters caught on the outskirts may attempt an Extremely Hard Acrobatics/Tumbling maneuver to try and escape the effects. Characters caught in the middle will take a +150 Crush attack every round until it passes. The adventurer may attempt an Absurd Acrobatics/Tumbling maneuver to leap out of danger’s path.

Storms: With heavy winds that prevent missile fire, storms also bring thick sheets of rain that reduce the distance a character can see clearly, sometimes down to only a few feet. In rain or electrical storms, there is a chance of being struck by lightning, or drowning (*also with sand storms*), or even freezing to death in a blizzard. Strong winds from a tornado may even lift a character from the ground. Characters are best advised to wait it out and take cover immediately if possible.

Cave-ins: Underground exploration is a staple in the life of an adventurer. Unfortunately, sometimes the ceiling of a cave is unstable and will suddenly collapse given the right

circumstances; destructive magic cast within an unstable area are often the right circumstances! Characters unfortunate enough to be caught in a cave-in are treated as if they are caught in a landslide, though the area is usually much smaller.

Lava: Hot, liquid rock, exposure to lava (*being hit by it or touching it*) causes both a Heat Critical and an External Poison Critical. Characters that happen to fall into or be immersed in lava, receive both criticals each round with a bonus of +50 to each critical roll.

Smoke: Smoke can obscure vision and cause breathing problems for characters. An area filled with smoke causes all Perception rolls to increase from 1 to 5 difficulty levels, depending on the volume of smoke. For every round that a character must breathe the polluted air, they receive a -5 modifier to all actions. This modifier is reduced at a rate of -1 per minute once the character is no longer exposed to the smoke.

Acid: There are several varieties of acids that a character can encounter. All acids use the External Poison Critical table (see Chapter 10), but vary depending on the strength of the acid. Very weak acids might only require a roll of 2d10+20, while extremely strong acids will require a roll of 1d100+20.

Injury, Healing, & Death

During the course of the game, your character is going to get hurt. Damage that a character receives is classified into three severities, based upon the total amount of damage he has received from all wounds. That means that any and all damage from Hits and Criticals are added together to determine the severity of damage that the character has taken. It is the overall severity of damage that determines how long it will take a character to heal from his wounds naturally. The following list shows and defines the three different severities.

Light – Any injury or injuries with a total penalty of -25 or less. Bleeding wounds totaling 5 Hits per round or less also fall into the Light severity. Character has taken less than 25% of his total Hits in damage.

Medium – Any injury or injuries with a total modifier between -26 and -50, a bleeding wound between 6 and 10 points per round, or any fractured bones all constitute medium severity. Character has taken more than 25%, but less than 50% of his total Hits in damage. Medium damage can also include injured muscles, tendons, and organs.



Severe – Any wounds with modifiers totaling greater than -51, bleeding more than 10 Hits per round, any shattered bones, or destroyed muscles, tendons, nerves or organs all make up severe damage. Character has taken more than 50% of his total Hits in damage. Injuries can also include damaged muscles, tendons and nerves.

Non-Magical Healing

Concussion Hits and Stat Loss

All characters will heal naturally over the course of time. If the character has a Constitution bonus of 1 or greater, he will heal a number of Concussion Hits equal to his Constitution bonus plus 1 for every full eight hours of rest that he gets. If the character has a Constitution bonus of zero or below, he will still heal at least one Concussion Hit for every 8 hours of rest.

Bleeding injuries must first have the bleeding stopped through the use of the Healing skill before the damage caused by the bleeding can heal.

Stat losses may be regained at a rate of one point per stat for each full day of rest.

Other Damage

All damage, except Concussion Hits, uses the following table to determine how fast the injuries heal, based upon the severity of the damage. Multiple wounds have their damage combined prior to consulting this table. To determine how long it will take a character to heal, roll d100 and add the character's Constitution bonus to the roll. If another character is using, or has used the Healing skill on the patient, then add in the Bonus Result of that maneuver as well.

Healing Recovery Table

Roll	Severity of Damage		
	Light	Medium	Severe
01-15	5 days	25 days	45 days
16-35	4 days	18 days	34 days
36-65	3 days	12 days	24 days
66-90	2 days	7 days	15 days
91-100	1 day	3 days	7 days

The GM may require that the character wait until the full time has elapsed before any maneuver or other penalties are gone. Alternatively, he may reduce the penalties by an amount equal to the total penalty divided by the number of days required for it to heal (*rounded down*) each day. GMs should use the latter method of reducing the penalties incrementally.

Magical Healing

There are two major forms of magical healing, spells, which include potions, and herbs. Spells and potions will heal injuries over the course of a single round. The time it takes an

herb to take effect varies. Each herb description includes an entry detailing the time that is required for the herb to take effect.

Death

Death is a natural part of an adventurer's life, hopefully the death of his foes. Unfortunately, death can strike the adventurer himself as well. There are several primary causes for the death of an adventurer. These include overwhelming specific wounds (*criticals*), massive shock (*Concussion Hit damage*), the draining of his vitality (*Constitution – stat deterioration*), poisons, diseases, and certain spell effects. Only rarely does this ever involve a natural cause as mundane as old age.

Critical damage is one of the most common methods of character death. Criticals can provide massive amounts of damage in a single blow, including the loss of limbs, impairment of movement, and occasionally instant death.

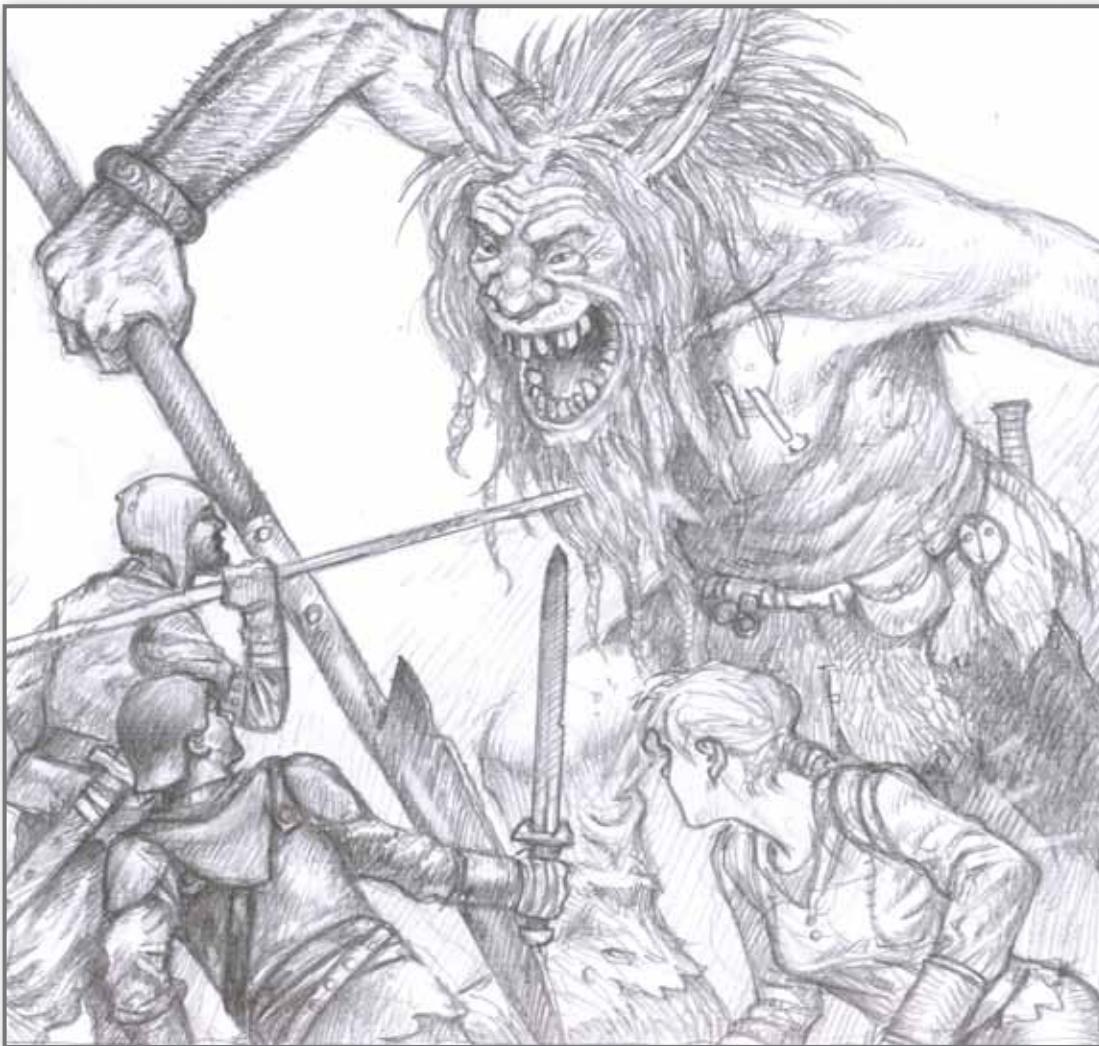
Using an Extremely Hard Healing maneuver, a healer can stabilize a patient who has suffered a critical result indicating death in a specific number of rounds. Success in this maneuver will stabilize the patient for a number of minutes equal to the original number of rounds that the character still had to live. Unless the patient is then protected by a Lifekeeping spell or all of the patient's injuries are treated by Healing skill, appropriate herbs and/or healing spells (*Minor Healing, Major Healing, etc.*), the patient will die at the end of the stabilization period.

A character is unconscious when his Concussion Hits reach zero or below. So long as his Hits do not fall below a negative number equal to the character's Constitution stat (*not the stat bonus, but the stat itself*), the character will heal naturally. The character will wake up once his Concussion Hits have risen above zero. If the character's Hits fall below a negative number equal to his Constitution stat, he is then near death and dying.

The character then has only a short time left to live (*a number of rounds equal to his Constitution stat plus 5*). At the end of the last round, the character's soul will leave his body and he will die. Certain spells, such as Lifekeeping, can stop this process and actually give you time to bring the character's Hits back up above zero, allowing him to live. Healing may also allow you to save the character's life by stabilizing him until he can be healed, or can heal on his own. Once stabilized, the character remains unconscious and in a coma until the damage (*Hits or critical damage*) that put him below zero Concussion Hits are repaired, and is once again above zero.

Ten minutes of game time after the death of a character (*i.e., after the soul leaves the body*), the character's stats will start deteriorating. Every minute after the ten minutes have lapsed, one of the character's stats will lose 1 point (*determine which stat randomly*). Once any stat reaches zero, the character cannot be revived even if the damage has all been healed, until his stat is restored to be above zero.

10 Combat



The fantasy adventure genre usually includes a high amount of sword and sorcery action. As such, your **HARP** character is bound to face a combat situation. Whether a bar room brawl, facing down a mugger in the street, or an unexpected ambush by some trolls along a road, it's best to be prepared.

Fame, treasure, and experience generally go hand-in-hand with combat and conflict. The fruits of labor from a successful, well-fought battle can be very sweet. Despite the rewards, however, combat always includes the chance of character death, severe injury, imprisonment, and loss of treasure. Included below are some combat tips from experienced players that are equally useful in HARP:

- » Don't fight if you don't have to.
- » Good role playing and clever planning can often achieve your objective.

If you have to fight:

- » Think ahead. Combat is often unexpected, but that doesn't mean you can't be ready for it!
- » Weapons, special items, herbs, healing supplies and anything else you might need in combat should be easily accessible.
- » Use the surrounding terrain to your advantage.
- » All warrior types should be skilled in at least one ranged weapon attack.
- » Practice teamwork and coordinate your attacks with fellow adventurers.

Combat Overview

The basics of making an attack in HARP are simple. Whenever you want to make an attack, do the following:

- 1 Make an attack roll. This is an open-ended percentile roll.
- 2 If the initial roll is within the fumble range for the weapon, the attack stops and you roll on the fumble table. If the initial roll is within the open-ended range (96-100), you roll again and add the two rolls together. If the second or any other subsequent roll is between 96-100, you roll again and add it to the previous total.
- 3 Add your character's OB (*Offensive Bonus*) to the final die result.
- 4 Subtract your foe's DB (*Defensive Bonus*) from the adjusted die total. This is your **Total Attack Roll**.
- 5 If the Total Attack Roll is 1 or higher, then you have hit your foe. Now that you have determined that you have hit, adjust your Total Attack Roll by adding or subtracting the size modifier for the weapon that your character is using. This is your **Adjusted Attack Roll**.
- 6 Look up your Adjusted Attack Roll on the proper Critical Table, as determined by the Attack Type for the weapon that you are using. This is the damage that you have done to the foe. All damage is applied immediately.

Armor – What the character is wearing. HARP contains both a number of full sets of armor as well as individual pieces that can be mixed and matched to provide different levels of coverage.

Attack Type – This is what determines the critical table to use in resolving the attack. There are 14 critical tables available in HARP. These cover both physical attacks and magical elemental attacks.

Concussion Hits (Hits) – This is the most common type of damage inflicted by a critical table. Every character has a number of Concussion Hits. This reflects how tough a character is, representing his toughness and endurance. When a character reaches zero Hits, he is unconscious. A starting fighter-type may begin with over 50 Hits. Characters can die from Concussion Hit loss, but this is uncommon.

Critical – The tables used to determine damage are known as Critical Tables. These provide the GM with an easy way to determine what damage has been done to or by a character.

Defensive Bonus (DB) – Basically, this is any factor that keeps a character from being hit and/or hurt. Many factors can contribute to DB: a character's quickness, armor bonuses, shield, special items, skills, maneuvers, even a character's position.

Offensive Bonus (OB) – This is a measure of the character's offensive ability. Character OB is not always just the character's skill bonus with his weapon. It can include other factors such as stat bonuses, bonuses from other skills (combat styles) instead of weapon skill, special bonuses from weapons or other equipment, and sheer, dumb luck!

Weapon Size – Weapon size does not influence whether or not a character can hit a foe; instead it modifies how much damage is done by a hit.



The Combat Round

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

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

*May be used while performing other actions

**For traps, secret doors, etc.

Breakdown of a Combat Round

A combat round generally proceeds as follows:

- 1 All players and the GM announce actions for the coming round. Each player is responsible for his/her character and any NPCs he/she may be controlling. The GM controls the monsters and NPCs opposing the group, while also determining the actions of any innocent bystanders or NPCs caught in the crossfire.
- 2 Roll and record Initiative. Initiative determines the order in which characters and monsters act in the coming round. For more on Initiative, see below.
- 3 Resolve actions, spells, maneuvers and combat in the order of initiative. Record the results of all injuries.

Determining Initiative

In a combat round lasting only two seconds, most actions occur very close together. HARP makes use of an Initiative system to assist the Gamemaster in keeping track of the order in which actions are taken by the Player Characters, monsters, and/or NPCs during the combat round.

All players must declare their actions for the round before rolling Initiative, and then roll to determine who actually gets to act first. Each player rolls a single ten-sided die adding in their character's Quickness and Insight bonuses, taking into account any situational modifiers. The character with

the highest total acts first, then the second highest, and so on, until everyone has had the opportunity to act.

The GM must also roll Initiative for any monsters or other foes as well, adding their Initiative bonus to the result.

With this system, players are required to roll Initiative each round due to changing conditions, such as combatants entering or leaving the fray, wounds received, or even magical effects. These uncontrollable instances can easily alter when characters will be able to take action.

GM's Tip: Tracking Initiative

Keeping (and remembering) a firm order of Initiative can sometimes be confusing. As such, index cards can be an invaluable resource. Maintain one card for each player and one for each additional combatant in the melee. As Initiative is rolled, simply place the cards out in front of you in order from highest to lowest.

Cycle through the cards, one at a time, requesting each player to announce their actions, placing it on the bottom of the stack once their action is complete. When the first card in the stack is on top again, a new round has begun!

Initiative Modifiers

Circumstances and situations (*sometimes even those beyond their control*) can modify a character's Initiative. The table below provides Initiative modifiers for a number of common situations.

Initiative Modifier Table

-10	Weapon Not Ready (first round only)
0	One Handed Weapon
-5	Two Handed Weapon
+5	Two Weapon Combination
+10	Pole Arm (only when closing to melee range)
-10	Pole Arm (when within melee range)
-5	Shield
-20	Surprised (first round only)
-5	Lightly Encumbered
-10	Medium Encumbered
-15	Heavily Encumbered
-25	Wounded More Than 50%

Surprised – When two or more groups come upon each other unexpectedly, the GM must determine if either is surprised. The Player Character with the best Perception skill makes a Maneuver Roll, while the GM rolls for the opposing group. The highest roll wins; the losing party suffers a -20 penalty to their Initiative value. A tie results in both groups being equally surprised, with neither side receiving the modifier.

Should one group be aware of the other (but not vice versa), they will not be penalized by the Initiative modifier even if they fail the Surprise check. The second group would receive the modifier as usual should they fail the roll.

Combat Basics

Offensive Bonus

A character's Offensive Bonus (*OB*) is added to attack rolls against another character, an NPC, or a creature. However, a character's Offensive Bonus may also come from actions or skills not related to whichever weapon a character is currently wielding. For instance, a character may take the opportunity to use a combat style. With all combat styles, a character must always use the lesser of the two bonuses, whether combat style or actual skill with a particular weapon, unless otherwise stated.

The character's total OB consists of the following items:

Skill Rank Bonus – The skill rank bonus for the weapon skill or the combat style skill being used.

Stat Bonus – The character's combined Agility and Strength bonus.

Talent Bonuses – Any bonus received from a particular Talent.

Weapon Bonus – The possible magical or high-quality bonuses received from the weapon being used.

Positional Bonuses – Any bonus received for having an advantage in location over your foe (such as higher ground).

Special Modifiers – Any other modifiers to the character's OB, such as penalties from damage received or from spell effects, or special combat actions that would otherwise alter the OB.

All of these items listed above are combined to calculate the character's total OB when making an attack. Most of the bonuses and modifiers are generally applied ahead of time (*prior to rolling*), with only Positional Modifiers and Special Modifiers being determined during the flow of combat.

The following table lists a number of possible Positional and Special Modifiers that may affect your OB during combat:

OB Modifier

- +15 **Flank** (*attacking from the side, foe may parry*)
- +20 **Rear** (*attacking from behind foe, foe may not parry normally*)
- +20 **Foe unaware of attack** (*foe may not parry*)
- +20 **Foe Stunned** *
- +40 **Foe Downed** *

*Only one may be applied at a time; all other modifiers are cumulative.

Defensive Bonus

Characters also have a Defensive Bonus (*DB*). This bonus is automatically subtracted from attacks made against the character. A character's DB is comprised of several factors, most of which will not change during the course of combat. The instances below are combined to give a total Defensive Bonus, and are comprised of the following list of possibilities:

Quickness Bonus x2 – The value of a character's Quickness bonus doubled. This number can be reduced to zero, but never below, based upon the maneuver penalty of the armor worn.

Armor Bonus – The bonus gained from donning armor. Each type of armor affords the character different bonuses (including piecemeal and full suits).

Shield Bonus – The bonus gained from using a shield. The actual bonus is determined by the particular shield used and whether or not the character has been trained in its use. See Shields for more details.

Talent Bonuses – Any bonus received from a particular Talent.

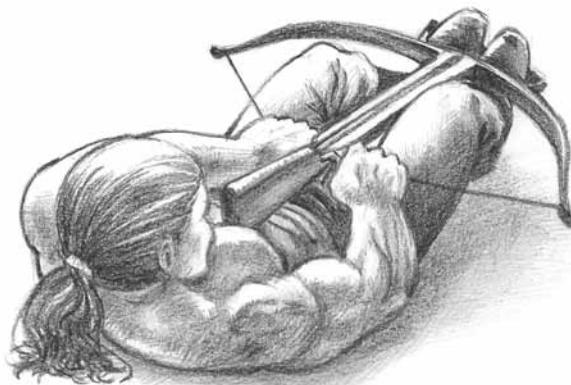
Cover Bonus – Any bonus a character might receive from taking advantage of cover. Classified as either Soft or Hard, cover is also either Half or Full. See the table below for details.

Maneuver Bonuses – The bonus gained from special maneuvers or combat actions like Parry or Dodge. See Combat Actions for more details. Chi Defense also falls within this category.

Magical/Quality Bonus – The possible magical or high-quality bonuses received from the armor worn.

Special Bonuses – Any other modifiers to the character's DB, such as penalties from damage received or from spell effects, or special combat actions that would otherwise alter the DB.

All of these items listed above are combined to calculate the character's total DB. Note that it is possible to have multiple bonuses from a number of categories. Most of the bonuses to a character's DB are calculated ahead of time, with only the Cover, Maneuver, and Special bonuses being determined during the flow of combat.



A character may take advantage of a Cover bonus only when an appropriate item is present. Half cover covers approximately 50% of a character's body, and full cover covers 80% or more of the character's body. Soft cover is defined as something that hinders an attack, but not well enough to fully absorb the blow (*such as a bush or a sheet hanging on a line to dry*). Hard cover is defined as being so sturdy that most damaging effects cannot get through (*such as a low wall, overturned table, or full walls*).

The table below gives the bonuses for the type of cover being used:

Cover Table	
Type of Cover	Bonus
Half Soft Cover*	+20
Full Soft Cover*	+40
Half Hard Cover*	+50
Full Hard Cover*	+100

* Only one type of cover may be used at a given time.

Armor

For any character routinely entering hand to hand combat, a good set of armor is vital. Armor and shields protect their wearer by deflecting blows and by cushioning and absorbing the impact of any blows that do land.

Historically, armor has always been a compromise between maneuverability and protection. The heavier armor types afford better protection, but restrict movement and are heavy. While a warrior could do a cartwheel while wearing a full set of plate armor, he will not be as agile as a warrior clad in soft leather armor, or as quiet. Another consideration when selecting armor is the spell casting penalty; the heavier the armor, the higher the casting penalty. Low level warriors in **HARP** then, will face the same choice as their historical counterparts: maneuverability or protection? **HARP** does give characters an edge, however: magical metals and materials can improve both maneuverability and protection.

Armor Categories

Armor in **HARP** fall into one of five categories. Below is a list of different types of armor and the category they belong to. Each category represents a set Defensive Bonus, Casting Penalty, Bonus Increment, and Maneuver Penalty. The categories contain different armor types largely for cosmetic reasons—one character may prefer the look of leather scale armor rather than brigandine—but the protective capabilities of these armors are identical.

Soft Leather – Padded, quilted, and soft leather.

Rigid Leather – Rigid Leather, Hard Leather (including armor made from furs and hides), Studded Leather, Brigandine Armor, Scale Armor (leather).

Chain Mail – Chain Mail, Bar Mail, Metal Scale Mail.

Plate & Chain – This category encompasses two types of armor: Plate mail and Plate-chain.

Plate – Plate armor.

Types of Armor

There are many different styles of armor. Usually there are two factors that determine the type of armor that a culture or individual will have in their possession: materials and money. Armor can be made from a variety of substances from soft leather armor to the hardest metal. Exotic armors can be created from the rare hides of magical creatures such as dragons or trolls. Different styles of armor have been created over the years and are as varied as the cultures creating them.

Bar Mail – Similar to chain mail, except every other row is comprised of a heavier ring made with a bar through its center.

Brigandine Armor – Leather or cloth with interlocking metal plates riveted or sandwiched between its layers. The plates give protection against crushing and slashing blows and helped reinforce the leather.

Chain Mail – Probably one of the most common armors found. It is composed of small metal rings that are “woven” together in a pattern. This armor has extreme flexibility and allows a wearer to move or bend in any direction, however, it can be very heavy and expensive to construct. One advantage of chain mail is it allows a wearer to protect vital areas that rigid materials such as leather and plate cannot, such as an armpit or behind a knee. Typically each ring is connected to four other rings. Sometimes the rings are riveted closed during the weaving process allowing it to sustain more damage.

Hardened Lacquered Leather – This is rigid leather that has been hardened by boiling or lacquering. It is very hard and provides good protection. It is often called a “poor man’s plate” armor.

Padded Cloth – Usually an arming coat of heavy cloth and some padding. Much lighter than quilted armor and intended to be worn under heavier armor such as chain mail and plate.

Plate Armor – Interlocking pieces of metal armor designed to cover as much of the body as possible. The joints are covered by articulated pieces of metal. Usually custom designed for a specific individual. Probably the best armor money can buy, but expensive and heavy to use.

Plate/chain – Chain mail that is riveted to metal plates.

Plate Mail – Plate and chain mail worn together in combination.

Quilted Armor – Simple armor constructed of two layers of heavy cloth with thick padding sewn in between.

Soft Leather – Usually made from cured animal hide. This type of armor is a common undercoat for heavier armors such as chain mail or banded armor.

Studded Leather – Soft leather with metal studs or lames riveted to the inside. The metal studs and small plates allow the user to resist slashing and crushing blows.

Scale Armor – Leather scale armor consists of leather or metal pieces shaped into triangles, squares, or circles and then woven together with leather strapping or attached to a leather undercoat. Metal scale armor using metal plates can be made as well. Scale armor allows for more flexibility than plate armor.

Armor Terminology

A set of armor is composed of several pieces; each piece designed to protect a specific part(s) of the body from damage. Below is a list of the common terms used to describe each piece of armor and its basic function. This is not a complete list of armor pieces—historically, there are dozens of armor pieces designed to protect different areas of the body. It would be impossible to list them all. For HARP purposes, we have simplified the armor pieces, to create a simple, flexible system of customizing armor. Also note that armor pieces do overlap; this is how they are designed. However—this does not result in a double DB in those areas. Use only the best armor in each location. For example, pauldrons technically cover the shoulders and the upper arms, but when worn alone count only as covering one hit location—the shoulders.

Bracers: Cover the lower arms and the wrists.

Cuirass/Vest: Covers the torso (*chest & back*), abdomen and groin.

Gorget: Protects the neck.

Gauntlets: Protects the hand and wrist.

Greaves: Protects the entire leg including the knee.

Helm: Protects the head.

Pauldrons: Protects the shoulders, upper arms, and collarbone.

Sabatons/boots: Protects the feet and the ankles. Usually constructed from plate or other sturdy materials.

Shirt/hauberk: Protects the torso, abdomen, the groin, shoulders and upper arm.

Full Sets of Armor

All of the armor types described above are available as full sets of armor that protect a humanoid body from head to toe.

All full sets of armor are considered to be “*custom sets*” that have been made specifically to fit the individual who is purchasing the armor. Characters wearing unfitted armor suffer for a substantial movement penalty above the normal armor penalties. Even if characters of similar height and build exchange pieces of armor, the armor is automatically treated as unfitted armor. This rule also applies to any armor found in treasure.

Characters may have unfitted armor fitted by paying 10% of the value of the armor, plus the cost of any additional required material. Additional material is required when the armor to be fitted is smaller than the person it is being fitted to.

A full set of armor consists of the following pieces:

Option A	Option B
Helm	Helm
Gorget	Gorget
Pauldrons	Shirt
Bracers	Bracers
Gauntlets	Gauntlets
Cuirass	Greaves
Greaves	Boots
Boots	

When purchasing a full set of armor, the player must specify which option he or she is selecting; either option A or B.

DB – The suit’s total Defensive Bonus, which is added to a character’s DB.

UF MaxMP – The maximum movement and penalty maneuver representing restriction of movement and weight of the unfitted armor piece. The penalty applied to all skills with Agility or Quickness as one of the modifying stats.

UF MinMP – The minimum movement and maneuver penalty representing restriction of movement and weight of the unfitted armor piece. The penalty applied to all skills with Agility or Quickness as one of the modifying stats. Even utilizing the character’s Armor Skill, a character cannot reduce the penalties for the armor worn below this value.

Maximum Maneuver Penalty (MxMP) – The penalty representing restriction of movement and weight of the armor worn. The character’s Armor Skill can reduce this penalty. The Maximum Maneuver Penalty is applied to all skills with Agility or Quickness as one of the modifying stats, and also modifies any DB gained from the Quickness stat bonus.

Table 10.1 Full Sets of Armor

Armor	DB*	UF MaxMP	UF MinMP	MxMP	MnMP	CP	IV
Soft Leather Armor	+20	-26	-6	-20	0	+2 PP	+5
Studded Leather Armor	+30	-80	-10	-40	-5	+4 PP	+5
Chain Mail Armor	+40	-120	-20	-60	-10	+6 PP	+5
Plate/Chain Armor	+50	-160	-30	-80	-15	+8 PP	+5
Plate Armor	+60	-200	-40	-100	-20	+10 PP	+5

Table 10.2 Armor By Location

Armor	Head	Neck	Arms	Hands	Torso	Shoulders	Abdomen	Groin	Legs	Feet
Helm	x									
Gorget		x								
Pauldrons						x				
Gauntlets				x						
Bracers			x							
Cuirass					x		x	x		
Greaves									x	
Boots										x

However, this penalty cannot reduce the bonus gained from the Quickness stat below zero.

Minimum Maneuver Penalty (MnMP) – The penalty applied to all skills with Agility or Quickness as one of the modifying stats. Even utilizing the character's Armor Skill, a character cannot reduce the penalties for the armor worn below this value.

Casting Penalty (CP) – Armor of all kinds interferes with manipulating the energy used to fuel spells. This special penalty requires a caster to spend more Power Points per spell while encased in armor.

Increment Value (IV) – All magical and material item bonuses are measured in increments. The Increment Value of armor sets and individual pieces of armor is used to calculate the additional bonuses of magical and superior armor. The Material Bonus is multiplied by the Increment Value to determine the additional bonus of the armor. For example, a set of superior plate with a Material Bonus of 2 would have the total following DB: $(2 \times 5) + 60 = 70$.



Armor Skill Refresher: Jax, an up and coming fighter, begins his adventuring career in a suit of studded leather armor, which is all he can afford. Consulting the table above, his player notes that the max maneuver penalty for studded leather is -40, while the minimum penalty is -5. So to maneuver effectively in studded leather, the player will need to invest 7 ranks in Jax's Armor Skill to reduce the penalty to -5. $-40 \text{ (maximum armor penalty)} + 35 \text{ (7 ranks bonus)} = -5 \text{ (minimum armor penalty)}$. Later in his career, Jax can afford a set plate/chain armor, with a max maneuver penalty of -80 and a min maneuver penalty of -15, which would require 18 ranks in the Armor Skill to wear effectively $(80 - 15 + 65)$. Since Jax has already invested 7 ranks in the Armor Skill to wear his studded leather armor, he only needs to add 6 ranks to his Armor skill to reduce the penalty of wearing plate chain to -15.

Armor By The Piece

Purchasing a full set of armor is convenient, but lacks flexibility. Also, as characters adventure, they will hopefully acquire bits and pieces of superior and magical armor — which will lead to unique combinations of armor. Each piece of armor must be fitted to the individual for maximum effectiveness. While the DB of an unfitted piece of armor is identical to that of a fitted piece, unfitted armor is awkward to wear and carries a substantial Maneuver Penalty. Any armor found in treasure is considered “unfitted.”

The table below contains all the basic information that characters need to assemble a set of mixed armor.

Assembling a Custom Set of Armor

To create a custom set of armor, decide whether the armor will be fitted or unfitted, and then total the following: the DB, Maximum and Minimum Maneuver penalties, cost, and Casting Penalty of each piece of armor.

Example: Lord Christopher Blackthorne prefers to use a mixture of fitted plate and leather armor when fighting. He likes the flexibility of leather in certain areas but prefers to cover vital spots with the best protection available. His armor consists of the following pieces:

A plate helm (head), plate gorget (neck), plate pauldrons (shoulders), rigid leather bracers, plate gauntlets (hands), soft leather cuirass, rigid leather greaves (legs), and rigid

Table 10.3 Armor By the Piece

Armor	DB	UF MaxMP	UF MinMP	MaxMP	MinMP	CP	IV
Soft Leather							
Helm	2	2	0	2	0	0 PP	.5
Gorget	2	2	1	2	0	0 PP	.5
Pauldrons	2	2	1	2	0	1 PP	.5
Gauntlets	2	2	1	2	0	0 PP	.5
Bracers	2	2	1	2	0	0 PP	.5
Cuirass	6	7	2	6	0	1 PP	1.5
Greaves	2	2	1	2	0	1 PP	.5
Boots	2	2	0	2	0	0 PP	.5
Shirt	8	9	2	8	0	2 PP	2
Rigid Leather							
Helm	3	8	1	4	.5	0 PP	.5
Gorget	3	8	1	4	.5	0 PP	.5
Pauldrons	3	8	1	4	.5	1 PP	.5
Gauntlets	3	8	1	4	.5	0 PP	.5
Bracers	3	8	1	4	.5	0 PP	.5
Cuirass	9	32	4	12	1.5	2 PP	1.5
Greaves	3	8	1	4	.5	1 PP	.5
Boots	3	8	1	4	.5	0 PP	.5
Shirt	12	25	3	16	2	3 PP	2
Chain Mail							
Helm	4	12	2	6	1	0 PP	.5
Gorget	4	12	2	6	1	0 PP	.5
Pauldrons	4	12	2	6	1	1 PP	.5
Gauntlets	4	12	2	6	1	0 PP	.5
Bracers	4	12	2	6	1	1 PP	.5
Cuirass	12	36	6	18	3	3 PP	1.5
Greaves	4	12	2	6	1	1 PP	.5
Boots	4	12	2	6	1	0 PP	.5
Shirt	16	48	8	24	4	4 PP	2
Plate/Chain							
Helm	5	16	3	8	1.5	1 PP	.5
Gorget	5	16	3	8	1.5	1 PP	.5
Pauldrons	5	16	3	8	1.5	1 PP	.5
Gauntlets	5	16	3	8	1.5	0 PP	.5
Bracers	5	16	3	8	1.5	1 PP	.5
Cuirass	15	48	9	24	4.5	3 PP	1.5
Greaves	5	16	3	8	1.5	1 PP	.5
Boots	5	16	3	8	1.5	0 PP	.5
Shirt	20	64	12	32	6	4 PP	2
Plate							
Helm	6	20	4	10	2	1 PP	.5
Gorget	6	20	4	10	2	1 PP	.5
Pauldrons	6	20	4	10	2	1 PP	.5
Gauntlets	6	20	4	10	2	1 PP	.5
Bracers	6	20	4	10	2	1 PP	.5
Cuirass	18	60	12	30	6	3 PP	1.5
Greaves	6	20	4	10	2	1 PP	.5
Boots	6	20	4	10	2	1 PP	.5
Shirt	24	80	16	40	8	4 PP	2

leather boots (feet). This gives him a 39 DB, a MaxMP of 58, and a MinMP of 9.5, which rounds up to 10. His Casting Penalty is 6, and the total cost of his armor is 90.5 sp.

❖ **NOTE:** Round all decimals of .5 up to the nearest whole number, and round all decimals of .4 and below down to the nearest whole number. In addition, when totaling Maneuver Penalties always round up to the nearest 5 or 10's digit for the purpose of calculating how many armor ranks are required to reduce the Maneuver penalty. So in the example above, Lord Blackthorne would need to allot 10 ranks to his armor skill to reduce his Maneuver Penalty from 58 to 10. (*The 58 rounds up to 60.*)

Shields

Wall Shield – This shield is typically rectangular in shape and is 4' to 6' tall, depending on the size of the person using it. It is designed to be rested on the ground or on top of a foot and completely cover the defender. A halfling wall shield would be shorter than a human wall shield, but would give the same Defensive Bonus. Sometimes referred to as a "scutum." This shield is usually gripped with a forearm strap and a long bar running the width of the shield which allows the defender to move his hand back and forth as necessary.

Normal Shield – Comes in a variety of shapes and typically covers a defender from the shoulder to mid-thigh or above the knee.

Full Shield – This shield can vary in shape: oval, rectangular, teardrop, or heater styles are common. Typically the shield covers the defender from the shoulder to just above the ankle.

Typical length is about 4' and 2' to 3' wide. This shield is usually gripped by a single handle and a forearm strap.

Target Shield – Small version of the Normal Shield and usually covers the defender from the shoulder to the waist. Typically it is round in shape which offers the defender the ability to move it quickly and at different angles while still providing good protection. Most of the time this type of shield is gripped in the center by a single handle (no forearm strap) which would allow it to be used in either hand equally well.

Buckler – The buckler is a small, agile hand-shield. Bucklers are round or even square, approx. 8"-20" and usually made of metal or wood. A single handle is used to hold it in place for protection. It is used most effectively to deflect or punch at attacks and thrusts. Some have been seen with long metal spikes on the front to attack with.

Combat Actions

In the chaos of melee combat, characters are usually concerned only with landing a successful and damaging blow upon their foe. There are, however, a variety of other actions that a character may perform during combat. Called Combat Actions, they represent only a few of the potential actions that

characters can take. The list below details some of the most common actions a character may attempt to perform. Each example also includes advice on the best resolution method for the situation.

❖ **NOTE:** Combat Actions may be used in conjunction with individual attacks and with Combat Styles. However, many of the styles will replace the attack(s) gained by the style with those of the Combat Action. These Combat Actions are marked by an asterisk next to their names.

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

Charging*: This special maneuver combines movement with an attack, with powerful results. Characters performing a Charging Combat Action do not receive the normal penalty to their attack as they would for an attack made while moving. The character must declare the Charge and must be able to move in a straight line towards the foe. If the character's movement for the Charge involves turns or weaving around obstacles, then count only the movement distance after the last turn. A Charge requires that the character move at least a minimum of 10' during the dash towards the opponent. Every foot moved during the Charge gives the character a +1 modifier to their Offensive Bonus (OB) and a -1 modifier to their Defensive Bonus (DB). The character is limited to moving no faster than a Run (2x Base Movement Rate), and the bonus from the Charge cannot exceed +50 OB/-50 DB. A Charge always ends with the character adjacent to the opponent charged.

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

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

❖ **NOTE:** A Combat Style & Maneuver exists with the same name. The action described above, however, is one that may be performed by any character, but is often less successful than when performed by a character with the appropriate skill.

Disengage from Melee*: This Combat Action is used by a character to withdraw from a melee combat without being open to an attack. It takes 2 rounds to perform. During the first round, the character cannot attack and must Parry with 50% of his OB (*treat as a Full Parry for resolution*). If he does not take damage from his foe during this round, the character will automatically get initiative on the next round and be able to make a Full Move away from foe (*cannot use this to move past foe*) without the foe being able to attack. Character may not purposely attack foe when performing this Combat Action.

❖ **NOTE:** This is not the only way to disengage from melee. Other methods and/or skills may be used to accomplish the same effect.

Dodge: Any character may attempt to Dodge during their turn, using 2x their Agility bonus (*or Acrobatics/Tumbling skill bonus, whichever is higher*). The character makes a Maneuver Roll and then receives a +50 (*modified by the Bonus result of the Maneuver roll*) to their DB against one attack. The bonus received from a Dodge can never be lower than zero; ignore any negative results on the Maneuver Table. This Combat Action takes a full round to perform.

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

Full Parry*: This full defensive maneuver places the total value of a character's OB towards their DB with an additional +10 bonus to the overall DB against all melee attacks from a single foe. (*See also Parry below.*) To successfully use a Full Parry, make a d100 roll. If the result falls within the fumble range of the wielded weapon, a fumble has occurred and the character does not gain the Parry or the special bonus. If the result is within the Open-Ended High range, another roll is made. The total of both rolls is treated as an attack against a foe with no OB (*i.e., perhaps the foe impaled himself on your weapon*). In this particular instance the benefits of the Parry are still gained, but a sudden twist of fate ends with an unintentional attack against the foe!

Hold at Bay: There may be times when a character simply wishes to impede the progress of a foe rather than damage

him. A character cannot be locked in melee combat with the foe and must have a weapon of greater length than the one wielded by the foe. Spears and pole arms receive an automatic +20 modifier to this Maneuver. The character must make a Maneuver Roll, adding his skill bonus with the weapon as a modifier to the roll, and consulting the RR column to determine the value the foe must resist.

The foe then has three options to select from:

- 1 Beat aside the weapon and attack – The foe makes a Maneuver Roll using some or all of their OB as the modifier in an attempt to surpass the RR column value of the Maneuver Table. A successful roll allows the foe to attack the character normally, using any remainder of his original OB.
- 2 Bypass the character – The foe uses either the sum of his Quickness and Agility bonuses, or his Acrobatics/Tumbling skill bonus (*whichever is higher*), in an attempt to surpass the RR value from the Maneuver Table. A successful roll results in the foe bypassing the character and continuing on his way.
- 3 Tumbling Attack – For this Maneuver, the foe uses either half the total bonus of his Quickness and Agility bonuses, or half of his Acrobatics/Tumbling skill bonus (*whichever is higher*), in an attempt to beat the Resistance Roll. A successful roll allows the foe to attack the character with half of his OB.

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

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

Table 10.4 Shields

Shield Type	Untrained	Trained	Notes
Wall Shield	+20	+40	Weighs 25 – 30 pounds; 48 to 60 inches tall
Full Shield	+15	+30	Weighs 15 – 20 pounds; 32 to 40 inches tall
Normal Shield	+10	+25	Weighs 10 – 15 pounds; 20 to 30 inches diameter
Target Shield	+5	+20	Weighs 5 – 10 pounds; 12 to 18 inches diameter
Buckler	+0	+15	Weighs 1 – 4 pounds; 6 inches in diameter; may be hooked to bracer designed for it, or held in hand.
Main Gauche	+0	+15	Shield weapon, gains the +15 only when used defensively
Sai	+0	+15	Shield weapon, gains the +15 only when used defensively
Unusual Objects	+0 to +15	+10 to +30	GM's discretion

he receives an additional -20 to his OB, in addition to the -30 for moving 12'.

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

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

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

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

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

Shield Bash: A character bearing a shield can, in dire straits, use it as a weapon, making an attack roll using the DB value of the shield as the OB for the attack. Unfortunately, performing this sort of action negates the DB bonus for the shield for that round. This particular action may only be performed by characters with the Shield Training Talent. The Shield Bash attack replaces a character's normal attack action for that round. A Shield Bash has an attack size based on the size of the shield. Bucklers do a Tiny Crush, Target and Normal Shields do a Small Crush or a Small Martial Arts Sweeps/Unbalancing critical (*wielder's choice*), and Full and Wall Shields do a Medium Martial Arts Sweeps/Unbalancing critical.

Subdual: At times, characters may wish to strike a foe without utilizing their entire force for the blow, in an effort to

GM's Option: Hit Locations

Characters may perform a "called shot," hitting a specific part of the body. This can easily be accomplished, using the following option.

In determining the area of the body struck, consult the "ones" die from the attack roll. If the result is open-ended then use the ones result of the final roll.

For example, a roll of 37 would be read as a 7 on the following Hit Location Table.

1	Foot/Calf	6	Chest/Upper Back
2	Knee	7	Neck
3	Thigh	8	Face/Skull
4	Groin	9	Shoulder/Upper Arm
5	Abdomen/Lower Back	10	Forearm/Hand

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

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

Called Shots: Characters making called shots must subtract 10 from their OB in order to adjust the location amount by +/- 1 point. A character may reduce their OB by increments of 10 to gain a maximum of +/- 5 points to strike the desired location.

disable or subdue a target. This action receives a -20 modifier to the attack roll. Should the attack still result in severe damaging effects, the character may adjust the result to any other lesser critical on the same table at their leisure.

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

Weapon Bind: This Combat Action may be performed with any melee weapon. The attacking character gets a -20 to his OB for this maneuver. He then makes a Maneuver Roll on the RR column of the Maneuver Table. The defender then uses his OB as a modifier in an attempt to resist the Weapon Bind.

Player's Tip: **Staying Alive!**

Two of the most useful Combat Actions in HARP are Parry, and Full Parry. Decreasing your OB while increasing your DB can easily be the difference between the life and death of a PC! The HARP rules assume that all PCs Parry to one degree or another.

If the defender is successful, nothing happens and the round continues. If the defender fails the RR, then he is caught in the Weapon Bind. If the defender is caught, he may not attack until he is able to break free, or the attacking character releases the bind, or he releases his weapon and draws another weapon. Once each round, the defender may make another roll against the RR of the Weapon Bind. The character that performed the Weapon Bind also may not attack. For the duration of the Weapon Bind both characters receive a -10 to initiative. This Combat Action is used to deprive the defender of the use of his weapon (*and the ability to parry*) while another character attacks the defender.

Ranged Weapons

HARP includes a number of ranged weapons that a character may use in combat. Each of these ranged weapons has what is known as a Range Increment (*RI*), determining the distance modifier for the weapon. For each full Range Increment that a target is from the attacker, the attack roll is modified by -10, up to a maximum of five range increments. For each range increment beyond the fifth, the penalty is doubled.

The following table lists a number of ranged weapons and their Range Increments, also including the Point Blank (*PB*) bonus. A Point Blank ranged attack is one directed at a target that is equal to or less than one half of a Range Increment from the attacking character. The last column lists the various ranges of a Point Blank attack.

Note that for a missile attack to be effective, the shooter must be standing at least 25% of the Point Blank distance from the target. Otherwise the attack has no effect.

Example: Using a short bow (with a Range Increment of 30'), Gaderian has the following modifiers due to range.

0'-15'	+10 to attack (Point Blank)
16'-30'	+0 to attack (RI 0)
31'-60'	-10 to attack (RI 1)
61'-90'	-20 to attack (RI 2)
91'-120'	-30 to attack (RI 3)
121'-150'	-40 to attack (RI 4)
151'-180'	-50 to attack (RI 5)
181'-210'	-100 to attack (RI 6)
210'-240'	-200 to attack (RI 7)

Table 10.5 Missile Weapon Ranges

Weapon	RI	PB	PB Range
Blowgun	10'	+0	—
Bola	40'	+10	20'
Boomerang	25'	+5	15'
Composite Bow	50'	+25	25'
Heavy Crossbow	70'	+35	35'
Javelin	25'	+10	15'
Light Crossbow	50'	+25	25'
Long Bow	80'	+20	40'
Short Bow	30'	+10	15'
Shuriken	5'	+0	—
Sling	30'	+15	15'
Spear	20'	+15	10'
Thrown Weapons	5'	+0	—
Thrown Pole Arms	10'	+5	5'

Missile Use in Melee

Characters using missile weapons while in melee combat are at a distinct disadvantage, as a foe may disrupt the shot by holding the bow or sling or by striking a blow. Being attacked while firing a missile weapon results in a -100 modifier to the missile attack, even if the attack misses. Characters must be within melee range to disrupt a foe's ranged attack, and must be able to act (*i.e., have a higher Initiative value*) before the foe can fire.

Trying to deliberately disrupt a ranged attack without making an attack against the shooter is a Light Maneuver Roll (*using the skill value of the weapon, if used, or the Strength and Agility bonuses if unarmed*). The result is resolved on the Percentage column of the Maneuver Table. The value from the table is then used as the negative modifier to the OB of the character attempting to fire the missile weapon.

Firing into Melee

Firing a bow, sling or other missile weapon into a melee is a risky practice at best. Characters missing their targets must roll a separate attack against the next potential target in the missile's path. A potential target is defined as any character, friend or foe, who is within 5' (*within the missile's line of travel*) from the intended target.

Resolving Combat

Combat resolution is similar to skill resolution. Attacking characters roll open-ended, adding their Offensive Bonus (*OB*), and then subtracting the target's Defensive Bonus (*DB*) from the total value. Results of zero or below are considered missed attacks, or ones without enough force to actually cause harm. Positive results are considered successful hits; the same value is then modified by the weapon's size value

Condensed Fumble Table

01 – 25	Combat	You lose your grip on your weapon and the opportunity to strike your foe.
	Spell	You are distracted by a pixie in the corner! Give it up and try again next round.
26 – 50	Combat	You give yourself a minor wound. Take 1d10 hits. Remember, the pointy end faces the enemy!
	Spell	Wow, sparks! Were you trying for that effect? What a waste of perfectly good power points!
51 – 75	Combat	It is surprising that you still have all of your limbs attached! Roll 2d10 on the appropriate critical table.
	Spell	Since when do you glow? You internalize the magical energy of the spell, and must roll 2d10+10 on the Electrical table for the damage you just did to yourself.
76 – 100	Combat	That will most definitely leave a mark! You shouldn't try to harm yourself like that. Make a 1d100 roll on the appropriate damage table as you try this fancy form of suicide.
	Spell	Wow! You just invented the x-ray! Unfortunately, you also knock yourself out and take a 1d100 on the Electrical table from the magical energy feedback.

and then applied to the proper critical table to determine the damage caused.

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

Weapon Sizes

Each weapon is given a specific size, ranging from Tiny to Large (*see the equipment listings, Chapter 8 for more information*). The size of the weapon will modify critical results from a successful attack. This modifier is only applied after an attack has succeeded, however. This modifier is never applied to the attack roll, only influencing the damage done – not the success of an attack.

The following table determines the modifier for a weapon's size.

Attack Size	Critical Modifier	Damage Cap
Tiny	-20	80
Small	-10	90
Medium	0	100
Large	+10	110
Huge	+20	120

❖ **NOTE:** Huge attacks are restricted to creatures such as giants or trolls (*who wield over-sized weapons*) or other monsters, such as dragons.

Damage Cap

A weapon's size also determines the maximum damage that it can normally inflict. These are called Damage Caps. If an attack's result is above the Damage Cap for the weapon's size, then the Adjusted Attack Roll is reduced to the maximum allowed for the weapon's size.

If the player, when making an attack, rolls an unmodified 99 or 100 on the dice, then that particular attack is allowed to ignore the Damage Caps. Certain skills and/or Combat

Actions may also allow an attack to exceed the maximums set by the Damage Caps.

Fumble Table

Use the condensed Fumble Table to resolve all attack and spell fumbles.



Reading the Critical Tables

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

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

The second part of the attack description describes its effect. Attacks can have any of the following results:

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

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

Stunned – If a target is stunned, they may not attack, although they may still parry using up to one half of their Offensive Bonus. This parry is resolved in the same manner that a Full Parry is resolved. Any other action requiring a Maneuver roll receives a modifier of -50. Actions that do not require Maneuver rolls, such as eating a dose of a herb, do not suffer penalties. When a character receives a result that says that they are Stunned for one or more rounds, the character will make a Stamina-based Resistance Roll. They must equal or beat a RR of 100 or they are stunned. If there is more than one round of Stun, the number to beat is raised by 10 for every round past the first. Movement is limited to one-half BMR, maximum Pace of Run. Characters may attempt to break stun on succeeding rounds, but the RR target remains the same.

Example: If the character receives a critical that gives three rounds of Stun, then the character immediately makes a Stamina RR(120) or he is stunned for 3 rounds. (base of 100 + 10 for each round beyond the first = 120 total). Assuming the character fails the initial Stamina RR, the character can try again during the first round of being stunned, and the second and the third. The RR target remains 120.

Bleeding – This represents serious ongoing damage to the character. Such ongoing damage need not actually be bleeding or even visible damage, such as internal wounds. Up to 5 Hits per round of bleeding is considered a Light wound. Between 5 and 10 Hits per round is considered a Medium wound, and more than 10 Hits per round is considered a Severe wound.

Penalties – These are penalties on all Strength, Agility and Quickness Maneuvers (including OB). These penalties may reduce a character's DB, but only their Quickness bonus to their DB, not Defensive Bonuses received from other sources. These penalties cannot reduce a character's Quickness bonus below zero. These negative modifiers are the result of damage, shock, and pain of the wounds. If a character is stunned, combine the penalties from the stun with the penalties given separately. Once the Stun has worn off, its penalty (-50) is removed from those applied to all actions.

Death – Instantaneous or eventual.

All attack results are cumulative. For example, characters stunned and bleeding from two separate attacks have the negative effects combined! The combined damage from one or more wounds is what determines how severely injured a character is.



Crush Criticals

Roll	Description
(-19) – (-10)	Strike whistles past, barely nicking foe. 1 Hit.
(-9) – 0	I have seen kittens hit harder. 1 Hit.
01 – 10	Whoosh! 2 Hits.
11 – 20	You going for a Love Tap? 7 Hits.
21 – 30	I am so impressed, not! Foe takes 9 Hits.
31 – 40	Hefty strike bruises leg muscles and bones. Foe takes 11 Hits and is at -5.
41 – 50	Hard shoulder strike. Foe takes 13 Hits and is stunned 1 round.
51 – 60	You broke his collarbone. Foe takes 15 Hits, is stunned 1 round, and is at -10.
61 – 70	The sound of cracking ribs is music to your ears. Foe takes 17 Hits and is stunned 2 rounds.
71 – 80	Nice, hard blow to his side. 19 Hits. Foe is stunned 2 rounds and is at -15. Keep that momentum going.
81 – 85	Precise, well-placed blow destroys shoulder muscles and tendons. Foe takes 21 Hits and is stunned 3 rounds.
86 – 90	Strike knocks foe down. Foe takes 23 Hits, is stunned 3 rounds, and bleeds 1 per round.
91 – 95	Snap, crackle, pop — that's 3 broken bones. Foe takes 25 Hits, is stunned 4 rounds, and bleeds 1 per round.
96 – 100	That's gotta hurt — you broke his foot. Foe takes 27 Hits, is stunned 4 rounds, bleeds 1 per round, and is at -25.
101 – 105	Way to Crush!! One broken weapon arm and shoulder. Foe is now weaponless. Foe takes 29 Hits and is stunned 5 rounds.
106 – 110	That was sooo close — foe is nursing multiple fractures. Foe takes 31 Hits, is stunned 6 rounds, bleeds 2 per round, and is at -30. Death in 6 rounds.
111 – 115	Chest wound! Foe takes 33 Hits and bleeds 2 per round. He's also unconscious for 6 hours before he dies.
116 – 119	Your blow to his armpit crushes his ribs and organs. Foe takes 35 Hits, is stunned 3 rounds, bleeds 3 per round, and will be dead in 3 rounds.
120	Yuck — are those brains? You crushed his skull and he's dead. Foe takes 39 Hits.

Crushing Weapons

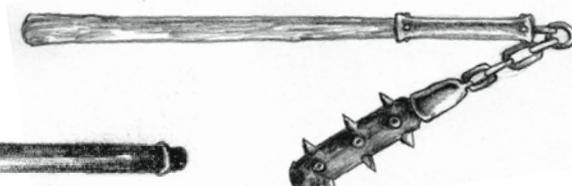
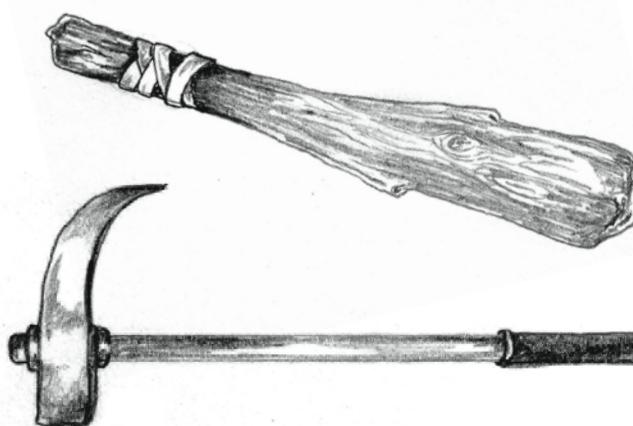
Weapon	Attack Size	Fumble
Bola	Small	01-05
Boomerang	Small	01-05
Club	Medium	01-02
Cudgel	Large	01-02
Flail	Large	01-06
Jo	Medium	01-04
Mace	Medium	01-02
Mattock	Medium	01-02
Morning Star	Medium	01-05
Nunchaku	(1h) Medium (2h) Large	01-05 01-06
Quarterstaff	Large	01-04
Sling	Small	01-04
Tonfa	Small	01-02
War Hammer	Medium	01-02
Two Handed War Hammer	Large	01-04
War Mattock	Large	01-03

Size Modifiers

Attack Size	Critical Modifier
Tiny	-20
Small	-10
Medium	0
Large	+10
Huge	+20

Range Modifiers

Weapon	RI	PB	PB Range
Bola	40'	+10	20'
Boomerang	25'	+5	15'
Sling	30'	+15	15'
Thrown Weapons	5'	+0	—



Puncture Criticals

Roll	Description
(-19) – (-10)	Try using the pointed end next time. 1 Hit.
(-9) – 0	Just a flesh wound. Remember to aim. 2 Hits.
01 – 10	Congratulations. You got his undivided attention. 4 Hits.
11 – 20	You drew blood! 6 Hits.
21 – 30	You neatly skewer his weapon arm. 8 Hits.
31 – 40	Cheap shot to the shin. 10 Hits.
41 – 50	Nasty puncture to foe's chest. 12 Hits.
51 – 60	Your strike tears up foe's armor and exposes skin. Foe takes 14 Hits is and stunned 1 round.
61 – 70	Forearm puncture leaves open wound. Foe takes 16 Hits, is stunned 1 round, and bleeds 1 per round.
71 – 80	That thigh wound drew blood. Foe takes 18 Hits, is stunned 2 rounds, bleeds 1 per round, and is at -5.
81 – 85	Shot destroys calf muscle. Foe takes 19 Hits, is stunned 3 rounds, and bleeds 1 per round.
86 – 90	Messy, but effective neck strike. Foe takes 21 Hits, is stunned 3 rounds, bleeds 2 per round, and is at -10.
91 – 95	Deep stab to foe's side. Foe takes 23 Hits and bleeds 2 per round.
96 – 100	Awesome strike to chest. Foe takes 24 Hits, is stunned 4 rounds, bleeds 2 per round, and is at -15.
101 – 105	Major leg wound. Foe takes 27 Hits, is stunned 4 rounds, bleeds 3 per round, and is knocked down.
106 – 110	You impale foe in the lung — he'll die in 12 gurgling rounds. Foe takes 29 Hits, is stunned 12 rounds, bleeds 3 per round, and is at -20.
111 – 115	Mortal wound to foe's side. Foe takes 31 Hits, is stunned 9 rounds, bleeds 4 per round, collapses in 9 rounds, and dies 3 hours later.
116 – 119	You pierced his heart. Foe takes 33 Hits, is stunned 7 rounds, bleeds 5 per round, is at -25, and dies in 7 rounds.
120	You skewered him right between the eyes. He's dead Jim. Foe takes 36 Hits.



Puncture Weapons

Weapon	Attack Size	Fumble
Composite Bow	Medium	01-03
Darts	Tiny	01-03
Foil	Small	01-03
Harpoon	Large	01-04
Heavy Crossbow	Large	01-02
Javelin	Medium	01-04
Lance	Large	01-04
Light Crossbow	Small	01-02
Long Bow	Medium	01-03
Pick	Large	01-03
Pilum	Large	01-04
Pole Arms	Large	01-04
Rapier	Medium	01-03
Sai	Small	01-03
Short Bow	Small	01-03
Shuriken	Tiny	01-03
Spear	Large	01-04
Trident	Large	01-04

Size Modifiers

Attack Size	Critical Modifier
Tiny	-20
Small	-10
Medium	0
Large	+10
Huge	+20

Range Modifiers

Weapon	RI	PB	PB Range
Blowgun	10'	+0	—
Composite Bow	50'	+25	25'
Heavy Crossbow	70'	+35	35'
Javelin	25'	+10	15'
Light Crossbow	50'	+25	25'
Long Bow	80'	+20	40'
Short Bow	30'	+10	15'
Shuriken	5'	+0	—
Spear	20'	+15	10'
Thrown Weapons	5'	+0	—
Thrown Pole Arms	10'	+5	5'

Slash Criticals

Roll	description
(-19) – (-10)	Stop embarrassing your friends. 1 Hit.
(-9) – 0	A little more practice, and you could be a barber. 3 Hits.
01 – 10	You nicked his arm. 5 Hits.
11 – 20	Nice rib slash. 7 Hits.
21 – 30	Solid blow to his back, but work on that follow through. 9 Hits.
31 – 40	Mighty blow breaks a rib. 12 Hits.
41 – 50	You hack at foe's shoulder like you're chopping wood. Foe takes 14 Hits and is at -5.
51 – 60	Slash to the abdomen. 16 Hits.
61 – 70	The idiot used his arm to parry. Foe takes 18 Hits, is stunned 1 round, and is at -10.
71 – 80	Blow to his elbow. Foe takes 20 Hits, is stunned 1 round, bleeds 1 per round, and is at -15.
81 – 85	Gashing slash destroys muscle. Foe takes 23 Hits, is stunned 2 rounds, and bleeds 1 per round.
86 – 90	Gory strike exposes leg muscles. Foe takes 25 Hits, is stunned 2 rounds, bleeds 1 per round, and is at -20.
91 – 95	Your slash opens a vein. Not a pretty sight. Foe takes 27 Hits, is stunned 3 rounds, and bleeds 2 per round.
96 – 100	Wicked slash to his shield arm. Foe takes 29 Hits, is stunned 3 rounds, bleeds 2 per round, and is at -25.
101 – 105	Major head wound. Foe takes 31 Hits, is stunned 5 rounds, bleeds 2 per round, and is at -30.
106 – 110	You sever foe's leg muscles and tendons, and he's down and dying. Foe takes 34 Hits, is stunned 8 rounds, and bleeds 3 per round. Death comes in 8 rounds.
111 – 115	You severed an arm. Foe is unconscious and dies in 6 rounds. Foe takes 36 Hits and bleeds 3 per round.
116 – 119	Slashing blow severs arteries. Foe takes 38 Hits, is stunned 5 rounds, and bleeds 4 per round. Foe dies in 5 agonizing rounds as his blood spurts like a fountain.
120	Instant Death. If you find enough pieces you might send them home to his mother in a trinket box. Foe takes 42 Hits.

Slashing Weapons

Weapon	Attack Size	Fumble
Bastard Sword	(1h) Medium (2h) Large	01-03 01-04
Battle Axe	Large	01-04
Broadsword	Medium	01-03
Claymore	(1h) Medium (2h) Large	01-03 01-04
Cutlass	Medium	01-03
Dagger	Small	01-02
Dirk	Small	01-02
Falchion	Medium	01-03
Hand axe	Small	01-02
Katana	(1h) Medium (2h) Large	01-03 01-04
Long Sword	Medium	01-03
Main Gauche	Small	01-02
Saber	Medium	01-03
Scimitar	Medium	01-03
Short Sword	Small	01-02
Tomahawk	Small	01-02
Two-Handed Sword	Large	01-04

Size Modifiers

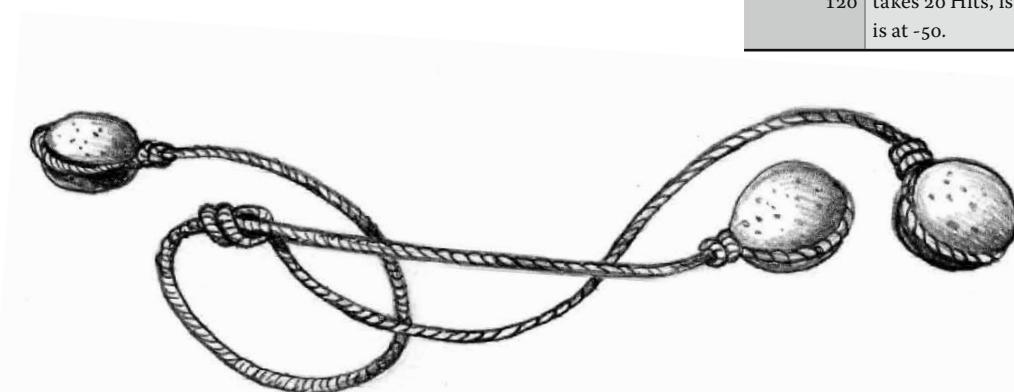
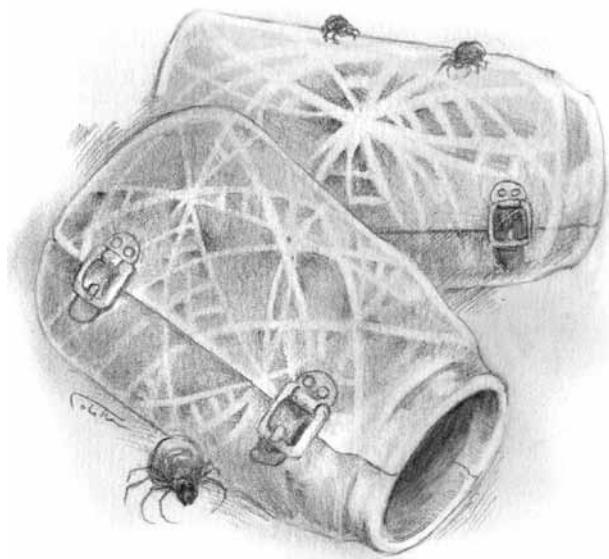
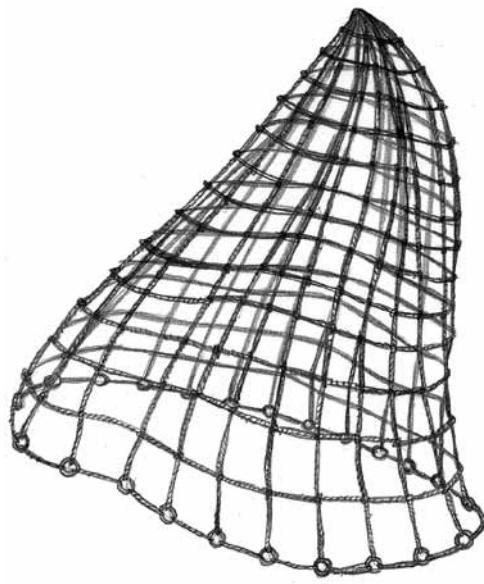
Attack Size	Critical Modifier
Tiny	-20
Small	-10
Medium	0
Large	+10
Huge	+20

Range Modifiers

Weapon	RI	PB	PB Range
Thrown Weapons	5'	+0	—



Grapple Criticals



Roll	Description
(-19) – (-10)	You lose your grip. 1 Hit.
(-9) – 0	Don't be afraid to make contact. 2 Hits.
01 – 10	You had him and then you lost him. 3 Hits.
11 – 20	Foe slips from your grasp, but takes 4 Hits.
21 – 30	A rough push counts for something. 5 Hits.
31 – 40	Sneaky move trips foe. Foe takes 6 Hits and is at -5.
41 – 50	You got him! Foe must make a Routine Strength Maneuver to break free. Foe takes 7 Hits and is at -10.
51 – 60	Shake, rattle and roll... That's 3 broken ribs. Foe takes 8 Hits and is at -15.
61 – 70	Your grip on his hand makes him think it's broken. 9 Hits.
71 – 80	You get foe so tangled up he drops anything that he is holding. Foe takes 10 Hits, is stunned 1 round, and is at -20.
81 – 85	Your attack flings foe 5' in a random direction, tearing his arm muscles. Foe takes 11 Hits, is stunned 1 round, and is at -25.
86 – 90	You squeeze his leg — hard. Foe takes 12 Hits and is stunned 2 rounds. You gain +25 against him on your next 2 rounds.
91 – 95	You've pinned his arms, painfully. Foe takes 13 Hits, is stunned 2 rounds, and must make a Hard Strength Maneuver in order to break free. He is at -30 until free.
96 – 100	That "square knot" tore cartilage and tendon, and cracked a few bones Foe takes 14 Hits, is stunned 3 rounds, and is at -35 .
101 – 105	You send foe into a twirling spin to land 5' away. He breaks 5 ribs on landing. Foe takes 15 Hits and is stunned 3 rounds.
106 – 110	You grapple foe, and send him flying 10', knocking him out for 1d10 hours in the process. Foe takes 16 Hits and is at -30 to all actions.
111 – 115	Your grapple snaps an arm bone and leaves foe in agonizing pain. Foe takes 17 Hits, is stunned 4 rounds, bleeds 1 per round, and is at -45.
116 – 119	You are a little over-zealous. You send him flying against the nearest hard surface, breaking one of his legs. Foe takes 18 Hits, is stunned 5 rounds, bleeds 2 per round, and is down.
120	You crush his windpipe — he dies in 12 rounds. Foe also takes 20 Hits, is stunned 12 rounds, bleeds 2 per round, and is at -50.

MA Strikes Criticals

Roll	Description
(-19) – (-10)	A pale piece of pig's ear could do better than that. 1 Hit.
(-9) – 0	Remember! Proper breathing! 2 Hits.
01 – 10	Straighten your elbow next time. 3 Hits.
11 – 20	Blow to the shoulder. 5 Hits.
21 – 30	Glancing kidney strike. 7 Hits.
31 – 40	Nice blow to the chest. Foe takes 8 Hits and is at -5.
41 – 50	Foe falls back from the blow trying to recover. Foe takes 9 Hits and is at -10.
51 – 60	Bad bone bruise on his leg. Foe takes 10 Hits, is stunned 1 round, and is at -15.
61 – 70	Thunk. Nice, solid kick to the ribs. Foe takes 12 Hits and is stunned 1 round.
71 – 80	You slip inside his guard to deliver hard shoulder blow. Foe takes 13 Hits, is stunned 2 rounds, and is at -20.
81 – 85	Solid blow spins foe to face the opposite direction. Foe takes 15 Hits, is stunned 2 rounds, and is at -25.
86 – 90	Quick, hard chest strike knocks wind out of foe. He takes 16 Hits and is stunned 3 rounds.
91 – 95	Crunch! You heard foot bones break. Foe takes 18 Hits, is stunned 4 rounds, and is at -30.
96 – 100	Dislocate and break weapon arm. Foe takes 19 Hits, is stunned 4 rounds, and is at -35.
101 – 105	Foe flies head over heels to land on his face. Foe takes 20 Hits, is stunned 5 rounds, and bleeds 1 per round.
106 – 110	Kick to the solar plexus sends foe to the ground. Foe takes 22 Hits, is stunned 6 rounds, bleeds 1 per round, and is at -40.
111 – 115	Savage blow tears leg muscles and tendons. Foe takes 23 Hits, is stunned 6 rounds, bleeds 2 per round, and is at -45.
116 – 119	Your kick sends foe's head bouncing off nearest hard surface. He is unconscious for 1d10 minutes before dying. Foe takes 25 Hits and bleeds 2 per round.
120	Precise combination of blows leaves foe in a dead, mangled heap. Foe takes 27 Hits.

MA Sweeps / Unbalancing Criticals

Roll	Description
(-19) – (-10)	Try not to trip. 1 Hit.
(-9) – 0	A love tap? 2 Hits.
01 – 10	Dazzling. 3 Hits.
11 – 20	Your acrobatics are more effective this time. 4 Hits.
21 – 30	Your attack knocks foe to one knee, but he recovers quickly. 5 Hits.
31 – 40	Foe stumbles and takes 6 Hits.
41 – 50	Elbow to the face! Foe takes 7 Hits and is stunned 1 round.
51 – 60	Foe falls. Foe takes 8 Hits and is stunned 1 round.
61 – 70	Foe stays on his feet, but is badly bruised. Foe takes 9 Hits, is stunned 1 round, and is at -5. You gain a +10 against him next round.
71 – 80	Well done. You knocked him to the ground. Foe takes 10 Hits and is stunned 3 rounds.
81 – 85	Sweep sends foe to the ground hard. He fractures a few ribs in the fall. Foe takes 11 Hits, is stunned 4 rounds, and is at -10.
86 – 90	Perfect toss sends foe stumbling 5' away. Foe takes 12 Hits and is stunned 5 rounds.
91 – 95	You spring back to your feet after a quick roll with foe. He is still lying on the ground from the sudden attack. Foe takes 13 Hits, is stunned 6 rounds, and is at -15.
96 – 100	Sweep to the shin sprains foe's ankle. Foe takes 16 Hits and is stunned 6 rounds.
101 – 105	Foe is flipped backwards and staggers away. Foe takes 15 Hits, is stunned 7 rounds, and is at -20.
106 – 110	Your spinning leg sweep sends foe crashing to the ground, breaking his shoulder. Foe takes 15 Hits, is stunned 7 rounds, and bleeds 1 per round. +25 to your action the next round.
111 – 115	With subtle grace you send foe rolling through the air to land in an unconscious, twisted heap. (1d10 minutes.) Foe takes 17 Hits, is stunned 8 rounds (upon awakening), and is at -25.
116 – 119	Snazzy throw breaks foe's collarbone, shoulder and arm. Foe is unconscious 2d10 minutes. Foe takes 18 Hits, is stunned 8 rounds (upon awakening), bleeds 2 per round, and is at -30.
120	You smash foe against multiple objects. There is no telling which killed him. Foe takes 20 Hits. You gain a +30 to your actions for the next 2 rounds.

Large Criticals

Roll	Description
(-19) – (-10)	Foe is tougher than you thought; you break your weapon. 1 Hit.
(-9) – 0	Foe doesn't notice your attack. 2 Hits.
01 – 10	Nice shot! He almost noticed you that time. 4 Hits.
11 – 20	Good head blow, but this could take a while. Foe is big! 6 Hits.
21 – 30	You've bruised his side. 8 Hits.
31 – 40	Blow to his forearm. 10 Hits.
41 – 50	You hit him in the back. 12 Hits.
51 – 60	Solid strike has visibly hurt foe. 13 Hits.
61 – 70	Nice slash to thigh. 15 Hits.
71 – 80	The fur is flying from that strike to his shoulder. Foe takes 17 Hits and is at -5.
81 – 85	Skillful strike to his abdomen. Foe takes 19 Hits and is at -10.
86 – 90	You miss his weapon arm but hit his knee. Foe takes 21 Hits and is stunned 1 round.
91 – 95	Strike to the abdomen knocks foe to the ground. Foe takes 23 Hits, is stunned 1 round, bleeds 1 per round, and is at -20.
96 – 100	Reverse thrust to the legs. Foe takes 24 Hits, is stunned 1 round, bleeds 1 per round, and is at -15.
101 – 105	Hard blow to the chest. Foe takes 26 Hits, is stunned 2 rounds, and bleeds 1 per round.
106 – 110	What a shot! Foe flips over backwards, cracking skull on impact. Foe takes 28 Hits, is stunned 3 rounds, bleeds 2 per round, and is at -25.
111 – 115	Blow injures major organs. Foe takes 30 Hits, is stunned 5 rounds, bleeds 2 per round, and is at -30. You gain a bonus of +25 to your action next round.
116 – 119	Your savage blow crushes his jugular vein. Foe falls and dies in 6 inactive rounds. Foe takes 32 Hits and bleeds 2 per round.
120	Massive head wound. Foe dies instantly. You gain a +35 to your action next round. Foe takes 35 Hits.

Huge Criticals

Roll	Description
(-19) – (-10)	You do some damage, but there is a lot of foe to damage. Your weapon breaks during the attack, but at least you give him 1 Hit.
(-9) – 0	You may have scratched foe's hide, but it's hard to tell. 2 Hits.
01 – 10	Foe thinks you are an insect and tries to swat you. 3 Hits.
11 – 20	This won't be easy. Foe's hide deflects all but the strongest blows. 4 Hits.
21 – 30	You hit him in the arm. 6 Hits.
31 – 40	Foe has a very hard head. 7 Hits.
41 – 50	Right on his nose. 8 Hits.
51 – 60	Strike to the ribs bruises the big fella. 10 Hits.
61 – 70	You strike at his exposed neck. 11 Hits.
71 – 80	Your strike staggers foe for a moment. 12 Hits.
81 – 85	Your strike penetrates his leg. Foe takes 12 Hits and is at -5.
86 – 90	A solid blow to his arm. 15 Hits.
91 – 95	Lucky shot cracks his ribs. Foe takes 16 Hits, is stunned 1 round, and is at -10.
96 – 100	Resounding blow knocks foe prone. Foe takes 18 Hits, is stunned 1 round, and bleeds 1 per round.
101 – 105	Strike to the neck draws blood. Foe takes 19 Hits, is stunned 1 round, bleeds 1 per round, and is at -15. You gain a +25 to your next 2 actions.
106 – 110	Messy chest strike leaves you covered in blood. Foe takes 20 Hits, is stunned 2 rounds, and bleeds 1 per round.
111 – 115	Classic strike cracks several vertebrae. Foe takes 23 Hits, is stunned 4 rounds, bleeds 2 per round, and is at -25.
116 – 119	Major abdominal wound. Foe takes 22 Hits, is stunned 4 rounds, bleeds 3 per round, and is at -30.
120	You've crushed his skull and his spine, and he dies instantly. Foe takes 25 Hits.

Heat Criticals

Roll	Description
(-19) – (-10)	Hot air singes foe. 1 Hit.
(-9) – 0	Is that a wisp of smoke? 3 Hits.
01 – 10	Strong heat gets foe's attention. 5 Hits.
11 – 20	You trying to hurt foe or give him a hot foot? 8 Hits.
21 – 30	That was enough to light a torch. 10 Hits.
31 – 40	Minor burns. Foe takes 12 Hits, and is at -5.
41 – 50	Smoke from smoldering clothing blinds foe. Foe takes 15 Hits and is stunned 1 round.
51 – 60	Foe's arms are slightly par-broiled by now. Foe takes 18 Hits, is stunned 3 rounds, and is at -10.
61 – 70	Foe's chest is lightly browned. Foe takes 19 Hits, is stunned for 3 rounds, and is at -15.
71 – 80	Fiery blast knocks foe down. Foe takes 22 Hits, is stunned 4 rounds, and bleeds 1 hit per round.
81 – 85	Major burns all over foe's body. Foe takes 24 Hits, is stunned 5 rounds, bleeds 1 per round, and is at -20.
86 – 90	Searing blast to abdomen. Foe takes 27 Hits, is stunned 5 rounds, bleeds 1 per round, and is at -25.
91 – 95	Flames engulf foes hair and face. Foe takes 29 Hits, is stunned 6 rounds, and bleeds 2 per round.
96 – 100	Blast burns foe's lower body. Foe takes 31 Hits, is stunned 6 rounds, bleeds 3 per round, and is at -30.
101 – 105	Scalding blast roasts foe's torso, burning away his clothing. Foe takes 34 Hits, is stunned 7 rounds, bleeds 3 per round, and is at -35.
106 – 110	Foes organs are destroyed and he dies in 12 stunned rounds. Foe takes 36 Hits and bleeds 4 per round.
111 – 115	Blast sets foe's legs alight and spread to the rest of his body. Death in 5 inactive rounds due to shock and nerve damage. Foe takes 38 Hits and bleeds 7 per round.
116 – 119	Massive third degree burns to foe's body kill him. Foe takes 41 Hits.
120	Fiery blast chars foe's chest and abdomen, destroying organs and killing him instantly. Foe takes 45 Hits.

Cold Criticals

Roll	Description
(-19) – (-10)	Did you feel a draft? Foe takes 1 Hit.
(-9) – 0	You gave foe goose bumps. 3 Hits.
01 – 10	Foe is covered in a light frost. 5 Hits.
11 – 20	Light blast chills foe. 7 Hits.
21 – 30	Chilling strike to his leg. 9 Hits.
31 – 40	Frosty blast to torso. Foe takes 12 Hits and is at -5.
41 – 50	The arctic blast numbs foe's arm. Foe takes 14 Hits, is stunned 1 round, and is at -10.
51 – 60	Chilly blast cracks ribs. Foe takes 16 Hits and is stunned 2 rounds.
61 – 70	Blast freezes lower leg. Foe takes 18 Hits, is stunned 3 rounds, and is at -15.
71 – 80	Blast sends foe spinning. Foe takes 20 Hits, is stunned 4 rounds, and is at -20.
81 – 85	Icy blast produces frostbitten hands. Foe takes 23 Hits, is stunned 5 rounds, and bleeds 1 per round.
86 – 90	Arctic air pierces foe's chest. Foe takes 25 Hits, is stunned 5 rounds, bleeds 1 per round, and is at -25.
91 – 95	Blast freezes foe's weapon arm. Foe takes 27 Hits, is stunned 6 rounds, bleeds 2 per round, and is at -30.
96 – 100	Blast partially freezes foe's leg. Foe takes 29 Hits, is stunned 6 rounds, and bleeds 2 per round.
101 – 105	Blast cracks hip and freezes muscles. Foe takes 31 Hits, is stunned 7 rounds, bleeds 3 per round, and is at -35.
106 – 110	Foe's lungs are damaged. Foe takes 34 Hits, is stunned 7 rounds, bleeds 3 per round, and is at -40. He lapses into unconsciousness in 7 rounds.
111 – 115	Required bodily fluids are frozen. Foe dies in 8 incapacitated rounds of agony. Foe takes 36 Hits and bleeds 5 per round.
116 – 119	Blast sends foe flying 10' and kills him. Foe takes 38 Hits.
120	Cold freezes foe's heart, killing him in 1 round. Foe takes 42 Hits.

Electrical Criticals

Roll	Description
(-19) – (-10)	The energy dissipates. 1 Hit.
(-9) – 0	The charge tickles foe. 3 Hits.
01 – 10	Look! Sparks! 6 Hits.
11 – 20	Bolt jumps from foe's weapon into the ground. You have initiative next round and foe takes 8 Hits.
21 – 30	Foe's hair stands on end. Frightening! Foe takes 11 Hits and is at -5.
31 – 40	Blast leaves foe's sleeves smoldering. Foe takes 14 Hits, is stunned 1 round, and is at -10.
41 – 50	Jolt to the heart. Foe takes 16 Hits and is stunned 2 rounds.
51 – 60	Electrifying strike to the legs. Foe takes 19 Hits, is stunned 3 rounds, and is at -15.
61 – 70	Energy ripples over foe's body. Foe takes 22 Hits, is stunned 4 rounds, and is at -20.
71 – 80	Chest strike. Foe takes 24 Hits, is stunned for 5 rounds, and is at -25.
81 – 85	You just invented the x-ray. The "patient" takes 27 Hits and is stunned 5 rounds.
86 – 90	Foe's arm nerves are damaged. Foe takes 29 Hits, is stunned 6 rounds, bleeds 1 per round, and is at -30.
91 – 95	Strike injures major leg nerves and muscles. Foe takes 32 Hits, is stunned 7 rounds, bleeds 1 per round, and is at -5.
96 – 100	Massive shock to the nervous system knocks foe to the ground. Foe takes 35 Hits, is stunned 7 rounds, and bleeds 2 per round.
101 – 105	Blast causes convulsions. Foe takes 37 Hits, is stunned 8 rounds, bleeds 2 per round, and is at -40.
106 – 110	Incandescent energy engulfs foe as he writhes in agony. Foe takes 40 Hits, is stunned 8 rounds, bleeds 3 per round, and is at -45. Death in 8 rounds.
111 – 115	Blast overloads foe's nervous system, killing him after 6 rounds of inactivity. Foe takes 43 Hits.
116 – 119	Blast envelopes foe in coruscating energies, killing him in 3 rounds. Foe takes 45 Hits and is unconscious. What a light show!
120	Blast rends foe's body, shattering his spine and killing him. Foe takes 45 Hits.

Impact Criticals

Roll	Description
(-19) – (-10)	Stop tickling! 1 Hit.
(-9) – 0	Gentle tap. 3 Hits.
01 – 10	Firm strike causes foe to step back and get his bearings. 5 Hits.
11 – 20	A solid shot unnerves foe. 7 Hits.
21 – 30	Blast staggers foe. Foe takes 9 Hits and is at -5 to all actions. He must spend the next round just getting up off the ground.
31 – 40	Strike sends foe reeling 10'. Foe takes 11 Hits, is stunned 1 round, and is at -10.
41 – 50	Strike to back. Foe takes 13 Hits and is stunned 2 rounds.
51 – 60	Cruel blow to foe's shoulder. Foe takes 15 Hits, is stunned 3 rounds, and is at -15.
61 – 70	Whack! Straight to the face! Foe takes 17 Hits, is stunned 4 rounds, and is at -20.
71 – 80	Chest blast staggers foe. Foe takes 19 Hits, is stunned 5 rounds, and is at -25.
81 – 85	Blast to legs knocks foe down. Foe takes 21 Hits and is stunned 6 rounds.
86 – 90	Blast to shoulder. Foe takes 23 Hits, is stunned 4 rounds, and is at -30.
91 – 95	Vicious blast knocks foe head over heels. Foe takes 25 Hits, is stunned 7 rounds, and is at -35.
96 – 100	Ripping blast tears foe's arm muscles and tendons. Foe takes 27 Hits and is stunned 6 rounds.
101 – 105	Blast shatters rib and shoulder bones. Foe takes 29 Hits, is stunned 8 rounds, bleeds 1 per round, and is at -40.
106 – 110	Jarring strike sends foe airborne, rendering him unconscious for 1d10 hours. Foe takes 31 Hits, is stunned 8 rounds upon awakening, bleeds 1 per round, and is at -45.
111 – 115	Blast cracks foe's skull and jaw, rendering him unconscious for the 1d10 minutes it takes him to die. Foe takes 33 Hits and bleeds 1 per round.
116 – 119	Blast shatters every bone in foe's body, killing him after 3 rounds of whimpering inactivity. Foe takes 35 Hits and bleeds 2 per round.
120	Blast breaks foe's neck and crushes his windpipe, killing him instantly. Foe takes 35 Hits.

External Poison Criticals

Roll	Description
(-19) – (-10)	Foe looks just fine. 1 Hit.
(-9) – 0	Is that a rash? 3 Hits.
01 – 10	Foe shows signs of discomfort. 6 Hits.
11 – 20	Foe is sweating and shaking. 8 Hits.
21 – 30	Foe is covered in red splotches. Foe takes 11 Hits and is at -5.
31 – 40	Foe's arms feel like they are burning! 14 Hits.
41 – 50	Foe screams from the sudden, searing chest pain. Foe takes 16 Hits and is at -15.
51 – 60	Jarring pain rips through foe's nerves. Foe takes 19 Hits and is stunned 1 round.
61 – 70	Foe doubles over from piercing pain in his abdomen. Foe takes 22 Hits, is stunned 2 rounds, bleeds 1 per round, and is at -15.
71 – 80	Foe is staggering with intense leg pain. Foe takes 24 Hits, is stunned 3 rounds, bleeds 1 per round, and is at -20.
81 – 85	Foe loses a large patch of skin and flesh. Foe takes 27 Hits, is stunned 4 rounds, bleeds 1 per round, and is at -25.
86 – 90	Foe's arm flesh melts. Foe takes 29 Hits, is stunned 4 rounds, and bleeds 2 per round.
91 – 95	Foe's torso flesh looks leprous as bits and chunks begin to fall off. Foe takes 32 Hits, is stunned 5 rounds, bleeds 2 per round, and is at -30.
96 – 100	Foe's body is a mass of open wounds. Foe takes 35 Hits, is stunned 5 rounds, bleeds 2 per round, and is at -35.
101 – 105	Foe screams as the skin on his face is burned away. Foe takes 37 Hits, is stunned 6 rounds, bleeds 3 per round, and is at -40.
106 – 110	Foe's left foot and ankle melt away. He is writhing in helpless agony for the 12 rounds it takes him to die. Foe takes 40 Hits, is stunned 12 rounds, and bleeds 3 per round.
111 – 115	Foe dies after 12 helpless rounds of agonizing pain as his skin dissolves. Foe takes 43 Hits, is stunned 12 rounds, bleeds 4 per round, and is at -50.
116 – 119	Foe is covered in acrid smoke as his internal organs are destroyed. Foe dies in 6 rounds. Foe takes 45 Hits, is stunned 6 rounds, bleeds 3 per round, and is at -45.
120	All that remains of foe are his head and torso—and he is quite dead. Foe takes 55 Hits.

Internal Poison Criticals

Roll	Description
(-19) – (-10)	1 Hit.
(-9) – 0	Is it heartburn? 3 Hits.
01 – 10	Foe is green around the gills. 5 Hits.
11 – 20	Foe knows something is wrong now. Foe takes 8 Hits and is at -5.
21 – 30	Foe is woozy and light-headed. 10 Hits.
31 – 40	What a pretty shade of green. Foe takes 12 Hits, is stunned 1 round, and is at -10.
41 – 50	Foe is extremely nauseous. Foe takes 15 Hits, is stunned 2 rounds, and is at -15.
51 – 60	Foe is vomiting! Foe takes 17 Hits and is stunned 3 rounds.
61 – 70	Foe's stomach feels like it is on fire. Foe takes 19 Hits, is stunned 4 rounds, and is at -20.
71 – 80	Foe is having severe cramps. Foe takes 22 Hits, is stunned 5 rounds, bleeds 1 per round, and is at -25.
81 – 85	Foe stumbles in agony. Foe takes 24 Hits, is stunned 6 rounds, bleeds 1 per round, and is at -30.
86 – 90	Foe coughs blood. Foe takes 29 Hits, is stunned 7 rounds, and bleeds 1 per round.
91 – 95	Foe begins bleeding internally. Foe takes 29 Hits, is stunned 7 rounds, bleeds 1 per round, and is at -35.
96 – 100	Foe has the funniest look on his face as he starts bleeding from his pores. Foe takes 31 Hits, is stunned 7 rounds, bleeds 2 per round, and is at -40.
101 – 105	Did he just cough up a lung? Foe takes 34 Hits, is stunned 8 rounds, bleeds 3 per round, and is at -45.
106 – 110	It takes 12 minutes for the fluids within his body to congeal and for him to die. Foe takes 36 Hits, is stunned 8 rounds before losing consciousness, and bleeds 3 per round.
111 – 115	Foe collapses and screams as his internal organs slowly liquefy. (Death in 1d10 minutes.) Foe takes 38 Hits and bleeds 3 per round. Foe is inactive.
116 – 119	Foe collapses and dies in 1d10 rounds as nervous system disintegrates. Foe takes 41 Hits, is stunned 9 rounds, bleeds 4 per round, and is at -55.
120	Poison dissolves foe's brain, killing him instantly. Foe takes 41 Hits.

11 Magic & Spells



Magic is an energy that permeates the world. Those who have learned how to manipulate magic often call this energy mana. When properly directed, a person can use magic to create unusual and wondrous effects, from healing the injured to creating bolts of fire. Almost any conceivable effect can be produced by someone who knows how to properly manipulate mana.

Those who know how to use mana are called spell casters by the uninitiated. Their manipulations are called spells, and the act of manipulating mana is called casting a spell. To those who can actually cast spells, this is all referred to as the Art or the Craft.

Manipulating mana to cast a spell is not an easy task at best, and extremely dangerous to the caster if he makes a mistake. The manipulation of mana as well is affected by the actual items worn by the caster. Armor, designed to protect a wearer from damage, often acts as a power sink, requiring a spell caster to draw in more mana in order to cast his spells. The heavier the armor, the more mana that must be drawn in to fully power the spell being cast.

There are several theories as to why this happens. Some claim that armor is simply a barrier that must be overcome in order to draw in enough magic to power a spell. Others explain it in terms of interference with the creation of the spell matrix, rather than the mana itself. Regardless of which theory is correct, if your character plans on wearing armor, then your character's spells will cost more mana to cast.

The Source of Magic

There are many potential sources for the mana that is used in casting spells. The two most common sources are described in this book; others exist and will be described in College of Magics and future sourcebooks. It is up to the GM to decide which mana sources are appropriate for the setting.

Divine (also known as Granted Mana): Those who worship gods may gain energy from that god, or they might focus the power of the god through the spells that they cast. The only real difference between Divine spell casters and other spell casters is that the god might restrict the character's access to granted mana for casting spells as punishment for a character's misdemeanors.

Personal: Mana flows through and permeates everything in the world, including people, where their bodies can be considered as batteries of personal mana. Casters can draw upon this energy, as they need it to power their spells. Spell users of this type who use up their "stored charge" will need to give their bodies time to recharge.

Both personal and granted mana should be available in most settings.

Magic

HARP treats magic and spell casting like any other skill; with time and training, theoretically anyone in a HARP universe can cast spells. Each spell must be learned individually and not all spells are equally simple to learn. Spell difficulty is reflected in the Power Point cost of a spell; if a spell costs 5 Power Points to cast, then your character must have 5 skill ranks in that spell to cast the spell.

While anyone can theoretically learn to cast spells, not all spells are available to everyone. HARP divides magic into the following "spheres":

Universal: spells that can be learned by anyone.

Professional Spheres:

Cleric	Mage	Warrior Mage
Harper	Ranger	

The professional spheres of magic represent specialized, time consuming training offered to dedicated students who have made a commitment to their chosen profession. Characters cannot learn spells from outside of their professional sphere of magic unless they have chosen an additional profession or the Arcane Power Talent. (See Chapter 7, Talents.) This limitation applies even if the character wishes to learn only a single spell from another sphere.

Spell Casting

Manipulating magic is unpredictable and potentially dangerous. Spell casters use words and gestures to shape the magical energy into a matrix. This matrix is a three dimensional lattice-like structure that actually forms the spell. This matrix is very precise and, if improperly formed, causes the spell to fail, or even worse, causes a spell fumble. All spell fumbles are resolved on the Fumble Table in Chapter 9.

All spells are divided into the following types: Utility spells, Attack spells, and Elemental Attack spells. Each type of spell uses its own resolution method, which is described below.

Utility Spells: These encompass the great majority of spells, including everything that is neither an Attack Spell, nor an Elemental spell. To cast a Utility spell, the caster uses the Utility column of the Maneuver Table. Utility spells will not work on non-willing targets, so there is no Resistance Roll required for this type of spell. Utility spells have a "—" in the RR section of the spell description. Since many Utility spells are beneficial, (*i.e., Healing spells*), a character's aura does not usually resist beneficial magic. Therefore Utility spells may be cast on unconscious characters to give them aid. From time to time, however, a character will not wish to be healed or even returned from the dead. Even though the character is unconscious, this is a choice that is always left up to the player running the character. If a player does not wish for his or her character to be healed or raised from the dead, the spells will automatically fail. This means that the player controlling the character will be the one to decide if a character is willing to be the target of the spell, regardless of the character being conscious or not. For non-player characters, monsters, etc., the GM is the arbiter of whether they choose to resist a Utility spell, in which case it fails.

Attack Spells: These spells attack the mind or body of the target. To resolve an Attack spell, the player makes a Maneuver Roll (*which is also the casting roll*) on the RR column of the Maneuver Table (Chapter 9). The defending character must

then roll higher than the result generated from that roll, adding his or her ranks in the appropriate resistance skill and his or her Resistance Roll modifier. Attack spells will always have an entry of Stamina, Will, or Magic in the RR section of the spell description, which indicates which Resistance skill and stat bonus to use.

Elemental Attack Spells: Elemental spells are physical manifestations of an element that is then used to attack a target. The caster's roll to successfully cast the spell and his attack roll are one and the same. Elemental attacks are handled just like melee attacks. The caster makes his attack roll on the correct Elemental Critical Table (*Fire, Cold, Electrical or Impact; Chapter 10*), and so long as the spell is not fumbled, it is successfully cast. Note: Although a spell is successfully cast, it does not automatically mean that it also connects with the target and does damage. Instead, it only determines that the spell was properly cast.

Basic Casting Requirements

The default casting style for HARP is simple. The caster makes gestures with his hands (*and/or whole arms*) while intoning the words of the spell. This means that the caster must have at least one hand free for the gestures and must speak the spell's incantation in a normal voice (*not whispering or yelling*). If the caster cannot meet these two conditions, then he cannot cast a spell.

Skill Rank Requirements for Spellcasting

In order to cast any spell, the caster is required to have a number of ranks in the spell equal to the number of Power Points that the caster is putting into the spell. If a caster does not have enough skill ranks in a spell to match the Power Point requirements, including any scaling options to be used, then he may not cast that spell as it will always fail automatically.

Example: Jorge is learning the spell Create Undead. The base version of the spell requires 15 Power Points to cast. This means that Jorge must have 15 ranks in this spell in order to be able to attempt to cast it. On the other hand, Jorge has 7 ranks in the spell, Boost Agility. This is enough to allow him to cast that spell, but not quite enough for him to scale the spell up in order to gain an additional +5 bonus (+10 total) to his Agility. To do this, he would need a minimum of 8 ranks.

Scaling Spells

Many HARP Spells are scalable. This means that you can alter them from their base forms at the time of casting by deciding upon the alteration you wish to make and paying the additional power points to effect the alteration.

Each spell contains, in its description, the base cost for the spell. Each spell also includes several options for increasing

its effect or power at the time of casting. Each of those options has a power point cost which is added to the base cost of the spell. The options listed for a spell are those normally available for that spell – greater increases in range, duration, and area of effect (*radius and/or targets*) are also permitted (*and sensible*) for most spells but are not listed for space reasons.

When you scale up a spell, you receive a -5 modifier to your casting roll for every power point above the base casting cost used in casting the spell. Scaling a spell also increases the danger of any fumbles. Should a scaled spell be fumbled, the character receives a +10 to the Fumble Roll.

Example: Jorge is casting a spell. It has a base cost of 3 Power Points (PP). Jorge decides to increase the range of the spell by 100'. This will cost him an additional 2 PP when he casts the spell for a total of 5 PP. Because this is above the base cost of the spell, Jorge receives a -10 (-5 x 2 = -10) to his casting roll.

If Jorge had been wearing Studded Leather armor at the time of casting, then all of Jorge's spells would require an additional +4 PP to cast. This means another -20 modifier to the casting roll for wearing armor.

So, in order to cast the above spell, while wearing Studded Leather armor, this gives a Power Point requirement of 9 Power Points (base 3 + extra range 2 + armor 4 = 9) and Jorge receives a -30 modifier for the spell (9 total - 3 base = 6; 6 x -5 = -30).

Casting Time

Spells take time to cast. The more complex the spell, the longer it takes to cast it. The more complex a spell is, the more power points it requires. A spell requires one round for every 5 Power Points (*or portion thereof*) used to cast. This means that all spells that cost between 1 and 5 Power Points will take one round to cast. All spells costing between 6 and 10 Power Points will take 2 rounds to cast and so forth. As described in the section above, casters may adjust various aspects of their spells at the time of casting. These scaling options (*including the extra PP required for wearing armor*) also increase the casting time of the spell.

Certain spells are marked with an asterisk (*) beside their name. These spells are instantaneous in regards to casting time. A character may cast one of these spells at any time, except while he is casting another spell. When cast, it does not count against the character's action for the round. No matter how many Power Points are put into the spell, the casting time for this spell never changes. A character may cast only one instantaneous spell per round.

Reducing Spell Casting Times

A character can reduce the time it takes to cast a spell by taking a -10 penalty for each round the casting time is reduced. So to reduce the casting time of a spell from three rounds to one round, the caster simply takes a -20 penalty to his or her casting roll. Spells that have their casting times reduced can

never take less than one round to cast. Reducing the casting time a spell also increases the danger of any fumbles. Should a spell with a reduced casting time be fumbled, the character receives a +10 to the Fumble Roll.

Extra Casting Time

A spell casting character may take extra time while casting a spell to gain a bonus to casting it. For every round taken, beyond the total number of rounds required by the number of power points in the spell, the caster gains a +5 to the casting roll. The caster may not gain more than a +30 to the casting of a spell by taking extra time.

Counterspells

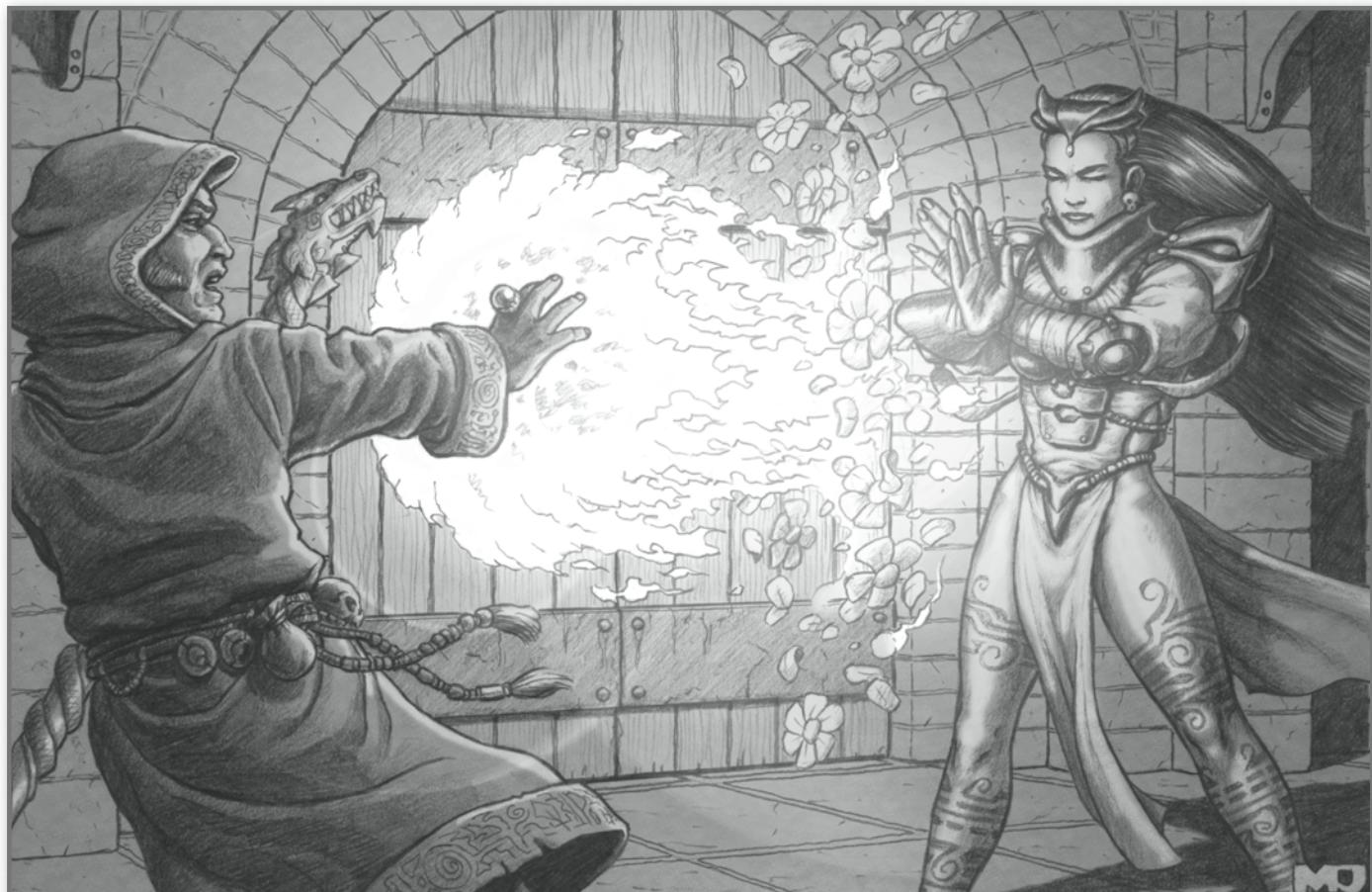
In the Universal Sphere, there is an instantaneous spell named Counterspell. It is used to counter and disrupt a spell being cast by another spell user during the actual casting of the spell.

The spell user who is casting the Counterspell makes his casting roll and then looks up the result on the RR column of the Maneuver Table. The spell user, whose spell is being countered, must then roll higher than this number with his casting roll or the spell is countered, and he loses all Power Points that he has put into the spell.

Example: Jorge is up against Esmerril in a battle. Jorge has 11 ranks in Counterspell, and a total bonus of 75. Esmerril is casting an Element Bolt (of Fire) and is scaling it up to be Medium in size, for a total Power Point cost of 9 PP for the spell. Esmerril is standing about 80' from Jorge, so Jorge must also scale up his Counterspell for range in addition to scaling it for the number of PP in Esmerril's spell. This means that Jorge must put a total of 11 PP (1 base PP and 10 PP for scaling) into his Counterspell. Since the base cost is 1 PP, this means that Jorge has a modifier of -50 to his casting roll ($(11 \text{ PP} - 1 \text{ PP}) \times -5 = -50$), giving him a total bonus of +25 ($75 - 50 = 25$) for the Counterspell.

Jorge rolls a 61, giving a total of 86. The result on the RR column of the Maneuver Table gives a 100. Esmerril, with 10 ranks and total bonus of 70 in his Elemental Bolts spell, must roll a 100 or higher on his casting roll or his spell is countered. By scaling his spell up two damage sizes, Esmerril gains a -20 modifier to his casting roll, leaving him a bonus of 50. This means that Esmerril must roll a 50 or higher on the dice in order to cast his spell (i.e., a dice roll of 50 or more plus bonus of 50 after scaling will give a result of 100 or more.)

NOTE: Counterspells and other instantaneous spells such as Deflections require that the caster has seen the target for the instantaneous spell through the use of the Combat Perception action.



Casting Focus

Sometimes a caster will learn how to cast spells using a focus item such as a wand, holy symbol, or staff. Allowing a character to use such a focus can greatly increase the flavor of the game. When creating a spell using character, the player has the option of having his character learn how to cast spells using a focus item. This item could be a wand, a staff, or even a Warrior Mage's weapon. There are both benefits and drawbacks to using a focus, and once a character decides to



learn how to cast spells with a focus, it cannot be changed later on.

When using a focus item, the caster must hold it in his hand while performing the gestures associated with casting a spell. He also gains a +5 modifier to all his casting attempts while using the focus. On the down side, if the character should lose his focus, or be unable to use it for any reason, then he receives a -5 modifier to all his spell casting attempts. Casting a spell without a focus also increases the danger of any fumbles.

SPELLS

Universal†	Cleric	Harper	Mage	Ranger	Warrior Mage
Arcane Bolt	Animal Forms	Calm	Air Wall	Find Shelter	Bladeturn*
Blur	Animate Dead	Changing Ways	Bladeturn*	Haste	Dancing Weapon
Boost Agility	Bless	Charm	Changing Ways	Hues	Deflections*
Boost Constitution	Calm	Confusion	Darkness	Locate Food	Elemental Weapon
Boost Insight	Control Animal	Distractions	Deflections*	Natural Trap	Guardian Blades
Boost Presence	Control Undead	Fear	Distractions	Nature's Strength	Hammer Strike
Boost Quickness	Create Undead	Jolts	Earthen Transmutations	Nature's Tongues	Magic Shield
Boost Reasoning	Cure Disease	Past Visions	Elemental Ball	Path Lore	Mighty Charge
Boost Self Discipline	Divine Hammer	Phantasm	Elemental Bolt	Plant Disguise	Resist Damage
Boost Strength	Drain Life	Quiet Ways	Fear	Summon Animal	Steel Skin
Counterspell*	Dreams	Sleep	Fire Nerves	Traceless Passing	Warrior's Might
Detect Magic	Guidance	Tongues	Fire Wall	Tree Merge	Weapon's Fury
Detect Trap	Harm		Fly		
Dispel Magic	Herbal Enhancements		Haste		
Guess	Holy Symbol		Icy Mist Wall		
Landing*	Intuitions		Invisibility		
Light	Lifegiving		Jolts		
Mage Seal	Lifekeeping		Long Door		
Minor Healing	Major Healing		Mage Armor		
Moving Ways	Nature's Strength		Merging Ways		
Projected Light	Nature's Tongues		Misfeel		
Study Target	Neutralize Poison		Passing		
Unlocking Ways	Plant Disguise		Past Visions		
	Restoration		Phantasm		
	Summon Animal		Presence		
	Tree Door		Quiet Ways		
	Tree Merge		Rune Mastery		
	Tree Skin		Shock		
	Turn Undead		Sleep		
			Spikes		
			Stun Cloud		
			Vacuum		
			Water Wall		

† Spells from this Sphere are learnable by any profession.

* Spell is cast instantaneously

Should a spell be fumbled when cast without the focus, the character receives a +10 to the Fumble Roll.

If the character should permanently lose his focus for some reason, he can always acquire another one. This may not always be an easy task since a focus has to be specially prepared. The preparation of foci is a closely guarded secret not taught to the average spell user.

The character may purchase a new focus at a cost of 10 gold pieces plus the cost of the focus item. He must then successfully attune to the item (*a Medium Maneuver*) before being able to use it.

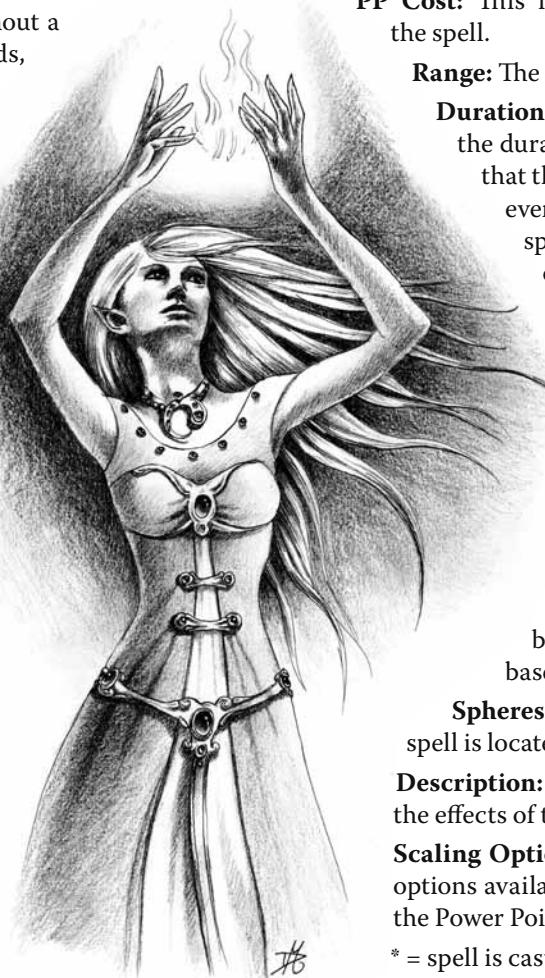
While the vast majority of foci are generic, there are rumored to be foci that are made specifically for certain spells or certain types of spells. Such specialized foci grant a bonus of +10 to the casting roll for the limited number of spells that they are associated with. Any caster who casts spells using a focus may use the specialized focus once they have attuned to it (*a Medium Maneuver*). The specialized focus, however, cannot be used in place of a general focus item for other spells.

Casting Spells in Combat

What happens when a character is in the middle of casting a spell and is hit and takes damage? If the spell being cast will be completed on the round that the character takes damage, then he completes it without a problem. If the spell takes multiple rounds, and this is not the final round of the casting, then the spell is lost, but the character does not lose the Power Points used by the spell.

Resisting Spells

Every character has a unique aura. This aura is sometimes defined as the character's true self, or soul, or even life essence. The exact definition of what the aura actually is has been debated by scholars for years. Some have postulated that the aura acts as a magical sixth sense that subconsciously senses and then resists hostile magic. Therefore casting a spell successfully does not automatically guarantee that the spell will affect the target. The target's aura can still resist the spell, dissipating the magical effects of the spell. Even unconscious characters will still resist spell effects. Some characters have even learned how to toughen their auras (*i.e.*, the Resistance skill) against certain types of magics.



Since Utility spells are generally benign and helpful, (*i.e.*, Healing spells), a character's aura will usually not resist beneficial magic. From time to time, however, a character may not wish to be healed or even returned from the dead. Even though the character is unconscious, this choice is always left up to the player running the character. If a player does not wish for his or her character to be healed or raised from the dead, the spells will automatically fail. For non-player characters, monsters, etc., the GM is the arbiter of whether they choose to resist a Utility spell, in which case it fails.

Spell Spheres

Each magic-using profession has its own sphere of spells, which may be learned by any member of that profession. A character may only learn spells from the spheres that he has access to, either from a profession he has taken, or through the Talent, Arcane Power.

Spell Descriptions

This section details all of the spells listed below. They are listed in alphabetical order, and will all follow the same format (*shown below*) for their descriptions.

Anonymous Spell*

PP Cost: This is the base Power Point cost for the spell.

Range: The spell's base range.

Duration: This is how long the spell lasts. If the duration lists "xx time/rank," it means that the spell lasts xx amount of time for every skill rank the caster has in the spell. If the duration lists an amount of time along with "(C)", this means that the caster must concentrate for the duration of the spell, and that it can only be kept active for a limited amount of time. Casters receive a -50 to all actions while concentrating.

Spell Type: Utility/Attack/Elemental.

RR: This indicates whether or not a Resistance Roll (RR) is required by the spell, and what the RR is based on (*Stamina, Will, or Magic*).

Spheres: This indicates which sphere(s) the spell is located on.

Description: This is the actual description of the effects of the base spell.

Scaling Options: This section lists the various options available for scaling the spell, including the Power Point costs for each option.

* = spell is cast instantaneously

Universal Sphere

Arcane Bolt

PP Cost: 3	Spell Type: Attack
Range: 50'	RR: Magic
Duration: —	Sphere: Universal
Description: When cast, this spell sends a bolt of blazing magical energy to strike the target. This bolt of energy does 1d10 points of damage to the foe if he fails his Resistance Roll.	
Scaling Options:	
Increase Damage (each 1d10 hits – 5d10 max)	+3 PP
Stunning Force (per round of Stun)	+4 PP
Increase Range (per +50')	+1 PP
Increase Targets (each additional target)	+4 PP

Blur

PP Cost: 4	Spell Type: Utility
Range: Self	RR: —
Duration: 2 rounds/rank	Spheres: Universal
Description: Causes caster's form to appear blurred, granting +10 to DB. This also provides a +5 bonus to Stalk & Hide Maneuvers.	
Scaling Options:	
Blur Other (1 target, range of touch)	+4 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Blur (per +5 increase)	+4 PP

Boost Agility

PP Cost: 4	Spell Type: Utility
Range: Touch	RR: —
Duration: 5 rounds/rank	Spheres: Universal
Description: Target gains +5 to his Agility bonus for the duration of the spell.	



Scaling Options:

Increase Bonus (per +5 bonus)	+4 PP
Increase Duration (10 rounds/rank)	+4 PP
Increase Duration (1 minute/rank)	+5 PP

Boost Constitution

PP Cost: 4	Spell Type: Utility
Range: Touch	RR: —
Duration: 5 rounds/rank	Spheres: Universal
Description: Target gains +5 to his Constitution bonus for the duration of the spell.	
Scaling Options:	
Increase Bonus (per +5 bonus)	+4 PP
Increase Duration (10 rounds/rank)	+4 PP
Increase Duration (1 minute/rank)	+5 PP

Boost Insight

PP Cost: 4	Spell Type: Utility
Range: Touch	RR: —
Duration: 5 rounds/rank	Spheres: Universal
Description: Target gains +5 to his Insight bonus for the duration of the spell.	
Scaling Options:	
Increase Bonus (per +5 bonus)	+4 PP
Increase Duration (10 rounds/rank)	+4 PP
Increase Duration (1 minute/rank)	+5 PP

Boost Presence

PP Cost: 4	Spell Type: Utility
Range: Touch	RR: --
Duration: 5 rounds/rank	Spheres: Universal
Description: Target gains +5 to his Presence bonus for the duration of the spell.	
Scaling Options:	
Increase Bonus (per +5 bonus)	+4 PP
Increase Duration (10 rounds/rank)	+4 PP
Increase Duration (1 minute/rank)	+5 PP

Boost Quickness

PP Cost: 4	Spell Type: Utility
Range: Touch	RR: —
Duration: 5 rounds/rank	Spheres: Universal
Description: Target gains +5 to his Quickness bonus for the duration of the spell.	
Scaling Options:	
Increase Bonus (per +5 bonus)	+4 PP
Increase Duration (10 rounds/rank)	+4 PP
Increase Duration (1 minute/rank)	+5 PP

Boost Reasoning

PP Cost: 4	Spell Type: Utility
Range: Touch	RR: —
Duration: 5 rounds/rank	Spheres: Universal
Description: Target gains +5 to his Reasoning bonus for the duration of the spell.	
Scaling Options:	
Increase Bonus (per +5 bonus)	+4 PP
Increase Duration (10 rounds/rank)	+4 PP
Increase Duration (1 minute/rank)	+5 PP

Boost Self Discipline

PP Cost: 4	Spell Type: Utility
Range: Touch	RR: —
Duration: 5 rounds/rank	Spheres: Universal
Description: Target gains +5 to his Self Discipline bonus for the duration of the spell.	
Scaling Options:	
Increase Bonus (per +5 bonus)	+4 PP
Increase Duration (10 rounds/rank)	+4 PP
Increase Duration (1 minute/rank)	+5 PP

Boost Strength

PP Cost: 4	Spell Type: Utility
Range: Touch	RR: —
Duration: 5 rounds/rank	Spheres: Universal
Description: Target gains +5 to his Strength bonus for the duration of the spell.	
Scaling Options:	
Increase Bonus (per +5 bonus)	+4 PP
Increase Duration (10 rounds/rank)	+4 PP
Increase Duration (1 minute/rank)	+5 PP

Counterspell*

PP Cost: 1	Spell Type: Utility
Range: 50'	RR: Special
Duration: —	Spheres: Universal
Description: This spell is used to counter and disrupt the spell of another caster. When used it attempts to disrupt the matrix of magical energy being formed by another spell user. The caster of this spell looks up the result of his casting roll on the RR column of the Maneuver Table. The caster, whose spell is being countered, must roll higher than this when casting his spell or it is countered. The GM will tell the player how many Power Points this spell must be scaled up with for the spell that is being countered. See the section on Counterspells, page 113 for more details on how this works.	
Scaling Options:	
Per PP in spell being countered	+1 PP
Increase Range (per +50')	+1 PP

Detect Magic

PP Cost: 4	Spell Type: Utility
Range: 100'	RR: —
Duration: 2 rounds/rank	Spheres: Universal
Description: The caster may detect the presence of active magic (<i>as opposed to dormant or waiting magic</i>) within a 5' radius within range. The caster may shift his focus from one area to another within range each round. The only information learned is whether there is an active spell within the radius being studied.	

This spell is unique in that it may be scaled up after casting. To do so, the caster pays the additional Power Points, and makes another spell roll with the required modifiers. If this is successful, the spell scales up to the desired level. If this second roll fails, then the spell does not scale and the caster loses the Power Points expended, but he does not lose the original spell. For the round that the caster is attempting to scale this spell up, he may not study an area for magic.

Scaling Options:

Detect waiting/dormant magic	+3 PP
Determine spell (<i>only what spell it is</i>)	+4 PP
Determine Scaling <i>(will tell how the spell has been scaled)</i>	+6 PP

Detect Trap

PP Cost: 4	Spell Type: Utility
Range: 100'	RR: —
Duration: 2 rounds/rank	Spheres: Universal
Description: Caster is able to detect the presence of any non-magical traps within a 5' radius, so long as the entire radius is within the range of the spell. The caster may concentrate on a different 5' radius area each round. This just reveals that a trap is present, not any information about the trap.	
Scaling Options:	

Increase Information

<i>(indicates the general trap type, e.g., pit trap, spear trap, etc.)</i>	+2 PP
Per +10 to disarm	+4 PP
Detect Magical Traps	+4 PP
Increase Range (per +50')	+1 PP
Increase Duration (5 rounds/rank)	+3 PP

Dispel Magic

PP Cost: 3	Duration: —
Range: 10'	RR: Special
Spell Type: Attack	Spheres: Universal
Description: If there is an active spell on the target, then that spell must make a Resistance Roll versus this spell or it is cancelled/dispersed. The target spell uses the number of Power Points used in casting it times 5 as its bonus to resist this spell. Thus a spell that has been scaled up will be better able	



to resist being cancelled than a base spell. Dispel Magic will only affect the most powerful spell if there is more than one spell active on the target item or person.

Note: if you are unsure of how many Power Points were used for a specific magical effect, use a bonus of +25 for small effects, +50 for medium and +75 for powerful magical effects when having them resist this spell.

Scaling Options:

Increase Range (to 50')	+2 PP
Increase Range (per additional 50' after scaling to 50')	+1 PP
Select Targeted Effect	+3 PP

Guess

PP Cost: 2 **Duration:** —

Range: Self **RR:** —

Spell Type: Utility **Spheres:** Universal

Description: When faced with a choice about which he has little or no information (*i.e., which corridor leads outside the quickest*), the character may cast this spell and the GM will determine which way he goes, biasing the choice in the caster's favor by 10% (*i.e., roll 1d100; correct on 41 – 100, incorrect on 01 – 40*). Once used, this spell will always give the same answer when cast for the exact same circumstances; thus multiple castings for the same choice are always the same.

Scaling Options:

Increase Intuition (roll biased by 25%; correct on 26-100, incorrect on 01-25)	+4 PP
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Landing*

PP Cost: 4 **Duration:** —

Range: Self **RR:** —

Spell Type: Utility **Spheres:** Universal

Description: The caster may safely land from any fall of 20' in height or less. This distance is also subtracted from falls of distances greater than 20'.

Scaling Options:

Increase Falling Distance (50')	+3 PP
Increase Falling Distance (100')	+6 PP
Increase Falling Distance (10'/rank)	+9 PP

Light

PP Cost: 6 **Spell Type:** Utility

Range: Touch **RR:** —

Duration: 10 rounds/rank **Spheres:** Universal

Description: Creates a small globe of light centered upon the point touched. This globe will be as bright as a torch and illuminate up to a 20' radius area. If the point touched is mobile then the spell will move when the point is moved. The caster may vary the illumination from the maximum size down to a small point with a round of concentration.

Scaling Options:

Increase Duration (1 minute/rank)	+5 PP
Increase Duration (10 minutes/rank)	+6 PP
Increase Radius (up to 50')	+3 PP
Increase Radius (up to 100')	+8 PP
Utterlight	

<i>(no magical darkness may exist in radius)</i>	+6 PP
Artificial Daylight <i>(works on certain undead as sunlight)</i>	+6 PP

Mage Seal

PP Cost: 12 **Spell Type:** Utility

Range: 10' **RR:** —

Duration: Special **Spheres:** Universal

Description: This spell places a magical seal on any one door, lock, or other device that opens or closes, preventing it from opening. The Mage Seal can be opened only by the person who cast it, at which time it fades. The only other ways to get past something that has been sealed with this spell is to either break through the item or to dispel the magic of the seal.

Scaling Options:

Password Seal

(requires password to open instead of caster) +4 PP

Multiple openings

(per each time the seal may be opened) +5 PP

Minor Healing

PP Cost: 3 **Spell Type:** Utility

Range: Touch **RR:** —

Duration: **Spheres:** Universal

Description: Caster is able to heal damage to a character. The caster must select one of the following options when casting this spell.

- ❖ Reduce a maneuver penalty by up to 20 points.
- ❖ Reduce bleeding by up to 5 points.
- ❖ Heal up to one quarter of the target's concussion hits.

These options each constitute the definition of a Light injury as described in Chapter 9, Healing Injury & Death. If this spell is used to stop a critical that denotes death in x number of rounds, it only stabilizes the target, and does not heal any damage other than what is required to stop the target from dying.

Scaling Options:

Increase Range (10') +2 PP

Increase Healing (may heal 2 of the above options) +2 PP

Increase Healing (may heal all 3 options at once) +4 PP

Increase Healing (stop death in x rounds) +7 PP

Moving Ways

PP Cost: 4 **Spell Type:** Utility

Range: Self **RR:** —

Duration: 5 rounds/rank **Spheres:** Universal

Description: This spell allows the caster to run (2x BMR) on surfaces that would not normally allow it, or that would normally require a Maneuver Roll. The basic form of this spell allows the caster to run on uneven rocky surfaces as if he were running on flat level surfaces. The caster does not tire from running while using this spell.

Scaling Options:

Increase Time (10 rounds/rank)	+6 PP
Limb walking (1x BMR on tree limbs)	+3 PP
Limb running (2x BMR on tree limbs)	+5 PP
Water walking (1x BMR on calm water)	+5 PP
Water running (2x BMR on calm water)	+7 PP
Sand running (2x BMR on loose sand)	+3 PP
Running True (2x BMR on any horizontal surface)	+10 PP
Increase Speed (3x BMR)	+3 PP
Increase Speed (4x BMR)	+5 PP

Projected Light

PP Cost: 5	Spell Type: Utility
Range: touch	RR: —
Duration: 5 rounds/rank	Spheres: Universal
Description: A beam of light (<i>like a flashlight</i>) springs forth from the point touched. It has an effective range of 20'. If the point is on a mobile object, then the beam moves along with the object.	
Scaling Options:	
Increase Duration (10 rounds/rank)	+4 PP
Increase Beam (effective range of 100')	+2 PP
Searchlight (effective range of 500')	+10 PP

Study Target

PP Cost: 3	Spell Type: Utility
Range: Self	RR: —
Duration: 2 rounds	Spheres: Universal
Description: This spell is used in conjunction with a number of other spells. When cast, it allows the caster to memorize a person, place, or thing in great detail so that the caster may use those other spells to impersonate a specific target at a later time. The caster may have only one target memorized (<i>or more commonly called Studied</i>) per rank in this spell at one time.	
Scaling Options:	
Erase Target (frees one slot for another target)	+2 PP

Unlocking Ways

PP Cost: 3	Spell Type: Utility
Range: Touch	RR: —
Duration: —	Spheres: Universal
Description: Caster may cause one non-magical simple lock to either lock or unlock. This spell will only affect locks with a Lock Pick difficulty rating of Light.	
Scaling Options:	
Increase Difficulty	
<i>(for each Difficulty level above Light)</i>	+2 PP
Increase Range (to 10')	+2 PP

Cleric Sphere

Animal Forms

PP Cost: 7 **Spell Type:** Utility
Range: Self **RR:** —
Duration: 10 rounds/rank **Spheres:** Cleric

Description: The caster assumes the facade of any animal that he has studied using the spell Study Target. This animal must be between one quarter and 4 times the caster's normal size. This is a visual illusion only; the caster does not smell or feel like the animal whose form he takes.

⊗ **NOTE:** Caster may learn to use the animal's physical attacks by learning a special Martial Arts Combat Style specifically for this purpose.

Scaling Options:

Physical Form I
(looks, smells, & feels like the animal) +2 PP
Physical Form II
(as above, but gains physical attacks) +4 PP
Physical Form III

(as above, but gains movement type & senses)

+6 PP

Increase size variation

(½oth to 40 times normal size)

+3 PP

Increase size variation

(¼oth to 400 times normal size)

+6 PP

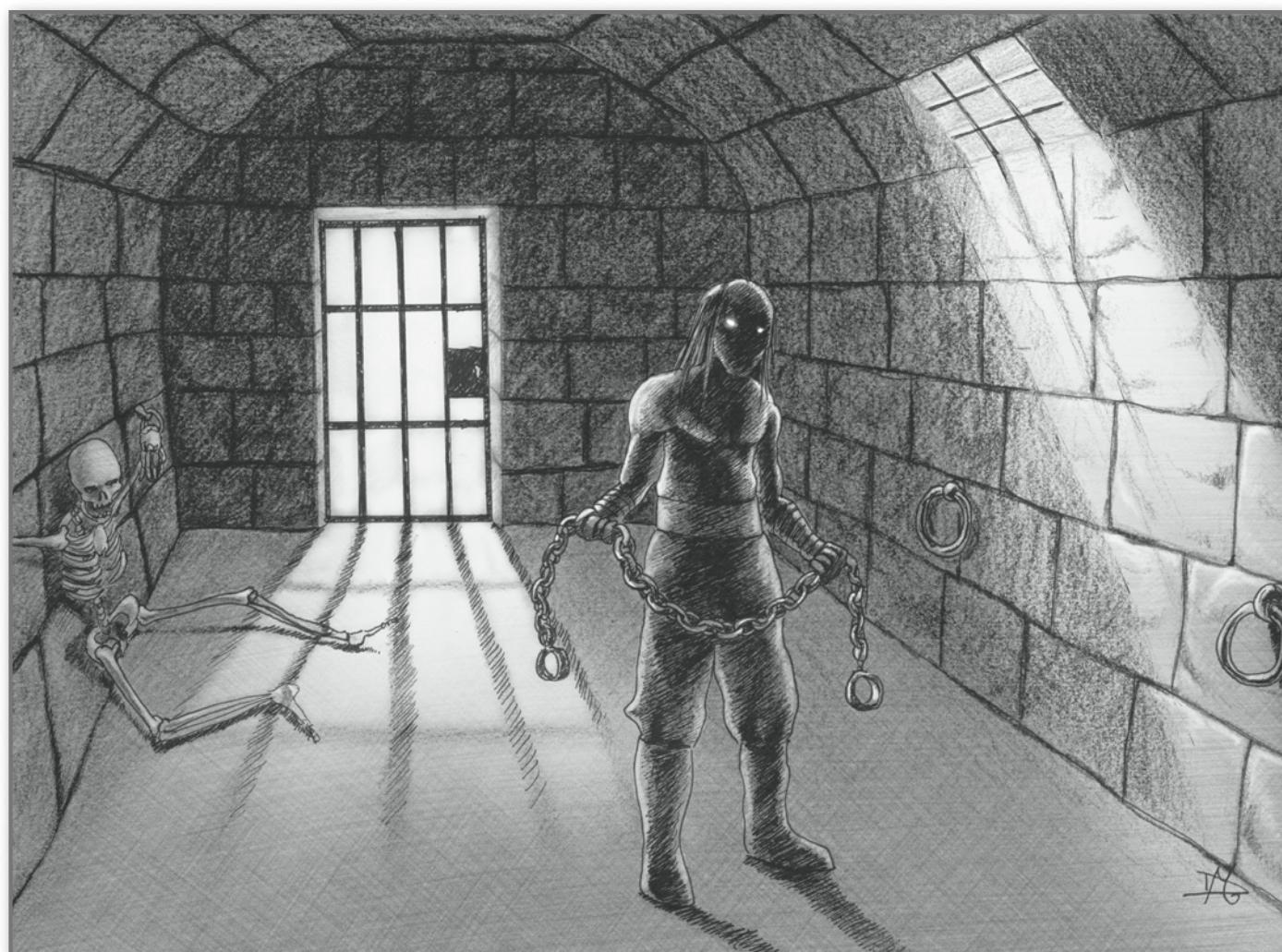
Animate Dead

PP Cost: 6 **Spell Type:** Utility
Range: 100' **RR:** —
Duration: 2 rounds/rank (C) **Spheres:** Cleric

Description: Caster can cause any one dead body within 50% of his own mass to rise up and move. The caster must concentrate to have the corpse perform actions; if he stops concentrating, the corpse stops moving. The body can perform maneuvers at a -25, or attack using a -20 OB. The body cannot have been dead for more than one day.

Scaling Options:

Increase Animation
(-15 to maneuvers; -10 to combat) +2 PP
Increase Animation
(-5 to maneuvers; +0 to combat) +3 PP



Increase Animation

(+o to maneuvers; +10 to combat)	+4 PP
Increase Animation	
(+10 to maneuvers; +20 to combat)	+5 PP
Increase Animation	
(+15 to maneuvers; +30 to combat)	+6 PP
Increase Targets (per each additional target)	+4 PP

Bless

PP Cost: 6 **Spell Type:** Utility

Range: 10' **RR:** —

Duration: 2 rounds/rank **Spheres:** Cleric

Description: Target receives a +5 bonus to OB, DB, RR, or Maneuvers for the duration of the spell.

Scaling Options:

Increase Bonus (+10)	+6 PP
Increase Bonus (+15)	+12 PP
Increase Bonus (+20)	+18 PP
Increase Bonus (+25)	+24 PP
Increase Benefits	
(Bonus to 2 of the available options)	+3 PP
Increase Benefits	
(Bonus to 3 of the available options)	+6 PP
Increase Benefits	
(Bonus to 4 of the available options)	+9 PP
Increase Targets (per each additional target)	+3 PP

Calm

PP Cost: 6 **Spell Type:** Attack

Range: 100' **RR:** Will

Duration: 5 rounds/rank **Spheres:** Cleric, Harper

Description: Target will take no aggressive/offensive action, and will only fight if attacked.

Scaling Options:

Increase Range (per +50')	+1 PP
Increase Targets (per each additional target)	+4 PP

Control Animal

PP Cost: 5 **Spell Type:** Attack

Range: 100' **RR:** Magic

Duration: 2 rounds/rank **Spheres:** Cleric

Description: The caster may control the actions of one Tiny animal for the duration of the spell. When the spell is over, the animal will act according to its normal nature.

Scaling Options:

Increase Targets (per each additional target)	+4 PP
Increase Range (per +50')	+1 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Animal Size (per Size increase)	+4 PP

Control Undead

PP Cost: 5 **Spell Type:** Attack

Range: 100' **RR:** Magic

Duration: Concentration **Spheres:** Cleric

Description: Caster may control one Class I Undead that fails its Resistance Roll. This control lasts only as long as the caster concentrates.

Undead are divided into 6 classes, I, II, III, IV, V and VI, with Class I being the weakest and Class VI being the strongest. Skeletons and Zombies are normally Class I Undead, while a powerful Vampire or a Lich may be a Class VI Undead.

If you are unsure of which class the Undead is, then use the following guidelines:

Class	Level	Class	Level
I	1 – 5	IV	16 – 20
II	6 – 10	V	21 – 25
III	11 – 15	VI	26+

Scaling Options:

Class II Undead	+4 PP
Class III Undead	+8 PP
Class IV Undead	+12 PP
Class V Undead	+16 PP
Class VI Undead	+20 PP
Increase Targets (per each additional target)	+4 PP
Control one Undead	
(5 rounds/rank w/o concentration)	+4 PP
Increase Range (per +50')	+1 PP

Create Undead

PP Cost: 15 **Spell Type:** Utility

Range: 10' **RR:** —

Duration: Permanent **Spheres:** Cleric

Description: Given a body that has been dead for less than a week, the caster may turn it into a Class I Undead. It will attack the closest living thing if not controlled, but can take no actions other than attacking or moving. If controlled, the Undead will attempt to obey its controller to the best of its abilities.

Scaling Options:

Create Class II undead	+4 PP
Create Class III undead	+8 PP
Create Class IV undead	+12 PP
Create Class V undead	+16 PP
Create Class VI undead	+20 PP

Cure Disease

PP Cost: 12 **Spell Type:** Utility

Range: Touch **RR:** —

Duration: Permanent **Spheres:** Cleric

Description: Stops the infection and/or spread of a disease in one target after he has acquired the disease. No further damage will occur in uninfected portions of the body, but any damage caused by the disease is not healed.

Scaling Options:

Increase Range (to 10')

+2 PP

Increase Targets (per each additional target)

+3 PP

Heal damage from disease

+2 PP

Divine Hammer

PP Cost: 3 **Spell Type:** Utility

Range: Touch **RR:** —

Duration: 2 rounds/rank **Spheres:** Cleric

Description: This spell allows the character to increase the damage he does with his weapon. In its base form, the spell causes the weapon to do double Concussion Hit damage when it strikes.

Scaling Options:

Thunder Strike

(one electricity critical of equal severity)

+5 PP

Greater Divine Hammer (3x Hit point damage)

+3 PP

Increase Duration (5 rounds/rank)

+3 PP

Drain Life

PP Cost: 4 **Spell Type:** Attack

Range: 50' **RR:** Stamina

Duration: 2 rounds/rank **Spheres:** Cleric

Description: For the duration of this spell, the caster may drain 1 Hit per round from the target and gain 1 Hit per round as well until the caster reaches his maximum Hit value. Any Hits drained after the caster reaches his maximum value are lost.

Scaling Options:

Increase Drain (1d10 Hits per round)

+6 PP

Increase Drain (2d10 Hits per round)

+12 PP

Increase Range (per +50')

+1 PP

Increase Targets (per each additional target)

+4 PP

Dreams

PP Cost: 4 **Spell Type:** Utility

Range: Self **RR:** —

Duration: 1 dream **Spheres:** Cleric

Description: Caster has a dream regarding a single topic decided upon when this spell is cast. The caster must sleep for his normal sleep cycle or a minimum of 4 hours if the caster's sleep requirements are less than 4 hours. The dream will not reveal any information concerning the topic directly; instead its meaning will be veiled in highly symbolic imagery.

Scaling Options:

Increase Dreams

(2 separate dreams on 2 different topics)

+2 PP

Increase Dreams

(3 separate dreams on 3 different topics)

+4 PP

Guidance

PP Cost: 4 **Spell Type:** Utility

Range: Self **RR:** —

Duration: 5 rounds/rank (C) **Spheres:** Cleric

Description: While concentrating on this spell, the caster of this spell receives guidance from his deity on how to find a specific destination or object, which must be within 100' of the caster in this spell. The nature of the guidance will depend on the deity. A god of the air might create a dust devil which travels in the required direction. A water deity might use the sounds of water burbling through rocks in a stream. These hints will always be subtle and the caster may be required to make a Perception roll in order to recognize them.

Scaling Options:

Increased Goal Range (100'/rank)

+4 PP

Increased Goal Range (1 mile/rank)

+8 PP

Increased Goal Range (10 miles/rank)

+16 PP

Harm

PP Cost: 3 **Spell Type:** Attack

Range: 10' **RR:** Stamina

Duration: — **Spheres:** Cleric

Description: Malevolent beams of energy come from the hands of the caster, striking the target. If the RR is failed, the target takes 1d10 Hits of damage.

Scaling Options:

Increase Hits (2d10 Hits)

+2 PP

Increase Hits (3d10 Hits)

+4 PP

Increase Hits (4d10 Hits)

+6 PP

Increase Hits (5d10 Hits)

+8 PP

Bleeding I

(target bleeds 1 point/round instead of Hits)

+2 PP

Bleeding II (2 Hits/round)

+3 PP

Bleeding III (3 Hits/round)

+4 PP

Bleeding IV (4 Hits/round)

+5 PP

Bleeding V (5 Hits/round)

+6 PP

Increase Range (up to 50')

+2 PP

Increase Range (every additional 50' after 1st 50')

+1 PP

Combine both Hits and bleeding

(must still pay for both separately)

+4 PP

Herbal Enhancements

PP Cost: 5 **Spell Type:** Utility

Range: Touch **RR:** —

Duration: 1 minute/rank **Spheres:** Cleric

Description: The caster is able to double the potency of any one herb, causing it to have twice its normal effect. This spell must be cast on an herb before it is prepared for use.

Scaling Options:	
Increase Effect (3x effect)	+5 PP
Increase Effect (4x)	+10 PP
No herb prep needed	
(touch herb to target – effect is immediate)	+3 PP

Holy Symbol

PP Cost: 14 **Spell Type:** Utility

Range: Touch **RR:** —

Duration: Permanent **Spheres:** Cleric

Description: The caster enchants his Holy Symbol (*i.e., a symbol that represents his deity*) with divine energy. This item is attuned to only the caster and can only be used by him. He may not have more than one Holy Symbol in existence at a time. When this spell is cast, the caster's symbol is enchanted in two ways. First, the item grants the character a +5 bonus to all Resistance Rolls (RR), and secondly it works as a +1 Power Point Adder. This spell may be cast multiple times on the same Holy Symbol to increase its power. It may not be cast more than once a day on an item. Each time it is cast, the Cleric is able to select a different scaling option, which must be selected in proper order, for what he is attempting to increase.

❖ **NOTE:** The holy abilities are special abilities based upon the focus of the deity and are determined by the GM, refer to Chapter 15, Customizing the Cleric.

Scaling Options:

Increase from +1 PP adder to +2 PP adder	+6 PP
Increase from +2 PP adder to +3 PP	+12 PP
Increase from +3 PP adder to +4 PP	+18 PP
Increase from +4 PP adder to +5 PP	+24 PP
Increase from +5 to +10 to RR	+6 PP
Increase from +10 to +15 to RR	+12 PP
Increase from +15 to +20 to RR	+18 PP
Increase from +20 to +25 to RR	+24 PP
Add minor holy ability	+18 PP
Add major holy ability	+36 PP

Intuitions

PP Cost: 3 **Spell Type:** Utility

Range: Self **RR:** —

Duration: — **Spheres:** Cleric

Description: Caster gains a vision of what will most likely happen in the next 5 rounds if he performs a specific action.

Scaling Options:

View 10 rounds into the future	+2 PP
View 1 minute into the future	+3 PP
View 1 minute/rank into the future	+5 PP

Lifegiving

PP Cost: 18 **Range:** Touch

Duration: — **RR:** —

Spell Type: Utility **Spheres:** Cleric

Description: When this spell is cast a character's soul is re-united with its body, restoring him to life. The character cannot have been dead for longer than 2 rounds per rank that the caster has in this spell. Also any damage that would kill the character, or may have killed him, must be healed before this spell will work. See Chapter 9, Healing, Injury & Death for more information.

Scaling Options:

Increase Time (5 rounds/rank)	+3 PP
Increase Time (10 rounds/rank)	+4 PP
Increase Time (1 minute/rank)	+5 PP
Increase Time (10 minutes/rank)	+6 PP
Increase Time (1 hour/rank)	+8 PP
Heals all life-threatening damage as well	+10 PP

Lifekeping

PP Cost: 7 **Spell Type:** Utility

Range: Touch **RR:** —

Duration: 1 hour/rank **Spheres:** Cleric

Description: A character's soul leaves his body a number of rounds after death equal to his Constitution score + 5. If this spell is cast before that time expires, the character is put into a coma-like state for the duration of the spell. If the character's wounds (*the ones that would have caused his death*) can be healed before the time duration of this spell is over, the character will not die. See Chapter 9, Healing Injury & Death for more information about character death.

Scaling Options:

Increase Duration (1 day/rank) +10 PP

Major Healing

PP Cost: 4 **Spell Type:** Utility

Range: Touch **RR:** —

Duration: 1 round **Spheres:** Cleric

Description: Caster is able to heal damage to a character. The caster must select one of the following options when casting this spell.

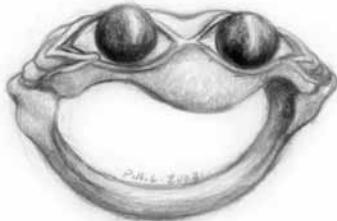
- ❖ Reduce a maneuver penalty by up to 50 points.
- ❖ Reduce bleeding by up to 10 points.
- ❖ Heal up to one half of the target's concussion hits
- ❖ Heal one fractured bone.

These options each constitute the definition of a Medium injury as described in Chapter 9. If this spell is used to stop a critical that denotes death in x number of rounds, it only stabilizes the target, and does not heal any damage other than what is required to stop the target from dying.

Scaling Options:

Increase Range (10')	+2 PP
Increase Healing (heal 2 of the above options)	+2 PP
Increase Healing (heal 3 options)	+4 PP

Increase Healing (<i>heal minor frostbite</i>)	+3 PP
Increase Healing (<i>heal major frostbite</i>)	+6 PP
Increase Healing (<i>heal minor burns</i>)	+3 PP
Increase Healing (<i>heal major burns</i>)	+6 PP
Increase Healing (<i>heal broken & shattered bones</i>)	+6PP
Increase Healing (<i>heal nerve damage</i>)	+8 PP
Increase Healing (<i>heal organ damage</i>)	+10 PP
Increase Healing (<i>heal all damage</i>)	+15 PP
Increase Healing (<i>stop death in xx rounds</i>)	+6 PP



Nature's Strength

PP Cost: 5	Spell Type: Utility
Range: Touch	RR: —
Duration: 2 rounds/rank	Spheres: Cleric, Ranger
Description: The base form of this spell grants a +5 bonus to melee attacks. The scaling options for this spell offer some alternatives granting more animalistic abilities instead of this base bonus. These particular scaling options are as follows:	

Boar Strength – Target gains +15 to OB and does 2x normal Concussion Hits, but he may not parry or use missile weapons for the duration.

Ox Strength – Target gains +25 to OB and does 3x normal Concussion Hits, but he may not parry or use missile weapons for the duration.

Tiger Claw – Target gains claws giving him the ability to make a Medium Slash attack using his Martial Arts skill bonus if he has one, or else he uses just his melee stat bonuses (Strength and Agility) with no modifier for lack of skill.

Dragon Claw – Target gains claws giving him the ability to make a Large Slash attack using his Martial Arts skill bonus if he has one, or else he uses just his melee stat bonuses (Strength and Agility) with no modifier for lack of skill.

Otter Lungs – Target may hold his breath for 2x the duration of the spell without problems.

Cat's Step – Target gains an extremely quiet stride granting a +25 bonus to Stalking maneuvers.

Scaling Options:

Boar Strength	+5 PP
Ox Strength	+10 PP
Tiger Claw	+5 PP
Dragon Claw	+10 PP
Otter Lungs	+5 PP

Cat's Step	+5 PP
Increase Duration (<i>5 rounds/rank</i>)	+3 PP
Increase Duration (<i>10 rounds/rank</i>)	+4 PP

Nature's Tongues

PP Cost: 3	Spell Type: Utility
Range: Self	RR: —
Duration: 5 rounds/rank	Spheres: Cleric, Ranger
Description: For the duration the caster may understand and speak the language of any one normal, non-magical animal. Communication is limited to simple concepts understandable by the animal. Scaling Options that allow communication with plants or stones within a 10' radius will enable the caster to ask simple questions about objects.	

Scaling Options:

Plant Tongue	+3 PP
Stone Tongue	+5 PP
Increase Duration (<i>10 rounds/rank</i>)	+4 PP

Neutralize Poison

PP Cost: 2	Spell Type: Utility
Range: Touch	RR: —
Duration: —	Spheres: Cleric
Description: Caster stops damage or spread of one poison in target after he has become poisoned. No further damage will result, but the poison is still within the target and further exposure to that poison will give the target a modifier of -20 to his Resistance Roll. Damage already caused by the poison is not healed.	

Scaling Options:

Completely cure the poison	+4 PP
Completely cure the poison & heal damage	+7 PP
Increase Range (10')	+2 PP
Increase Targets (per each additional target)	+3 PP

Plant Disguise

PP Cost: 6	Spell Type: Utility
Range: Self	RR: —
Duration: 10 rounds/rank	Spheres: Cleric, Ranger
Description: Caster may assume the facade of any plant that he has studied using the spell, Study Target. This plant must be between $\frac{1}{4}$ and 4 times the caster's normal size. He does not smell or feel like the plant that he looks like.	

Scaling Options:

Physical Form	
(looks, smells, and feels like the plant)	+2 PP
Size Variation	
(plant can be $\frac{1}{20}$ to 40x caster's normal size)	+4 PP
Size Variation	
(plant can be $\frac{1}{40}$ to 400x caster's normal size)	+8 PP

Restoration

PP Cost: 2 **Spell Type:** Utility

Range: Touch

Duration: —

RR: —

Spheres: Cleric

Description: This spell will restore up to 1d10 points of Constitution to a character who has lost them from either a spell or the draining abilities of Undead. This spell may not raise a character's Constitution above the value it had before the drain.

Scaling Options:

Restore 2d10 Constitution points +2 PP

Restore 3d10 Constitution points +4 PP

Restore 1d10 points of a different stat +4 PP

Summon Animal

PP Cost: 3 **RR:** —

Range: Self **Spell Type:** Utility

Duration: Variable **Spheres:** Cleric, Ranger

Description: This spell allows the caster to summon an animal for a variety of purposes according to how he scales the spell. Each type is listed in this section, and the cost of scaling the spell in the Scaling Options section.

Nourishment – This is the basic form of the spell. It summons a small animal who arrives bearing some sort of food (nuts, berries or tubers). The animal drops the food and returns to the wild.

Warmth – Summons a large furry animal who will lie down and allow the caster, and only the caster, to snuggle up against it. Once the caster gets up from his furry bedmate or 8 hours pass, whichever comes first, the animal leaves.

Guide – Summons an animal that will guide the caster to a specific location, so long as the caster concentrates. Once the caster ceases to concentrate on the location, the animal leaves.

Guardian – Summons a medium sized animal who will protect the character from attacks for up to 8 hours. If the caster leaves the area in which he casts the spell before the 8 hours is up, the animal will leave.

Mount – Summons an animal to act as a mount for the character for the next 24 hours.

Hunter – Summons an animal who brings the caster food in the form of a freshly killed prey.

Scaling Options:

Warmth +2 PP

Guide +3 PP

Guardian +4 PP

Mount +5 PP

Hunter +6 PP

Summon animal for another person +4 PP

Summon multiple animals +4 PP

(per additional animal) +3 PP

Tree Door

PP Cost: 4 **Spell Type:** Utility

Range: Self **RR:** —

Duration: — **Spheres:** Cleric

Description: Caster steps "into" one tree and steps out of another tree up to 100' away. This teleport uses the trees as the entry and exit portals for the spell. When using this spell, the caster has little control over his actual destination, as the exit portal will be the closest tree to the destination he wants. The tree must be larger in width than the person using this spell.

Scaling Options:

Increase Teleport Range (100'/rank) +4 PP

Increase Teleport Range (1 mile/rank) +8 PP

Increase Teleport Range (10 miles/rank) +16 PP

Teleport Other

(open tree portal per extra other person) +3 PP

Tree Merge

PP Cost: 3 **Spell Type:** Utility

Range: Self **RR:** —

Duration: 5 rounds/rank **Spheres:** Cleric, Ranger

Description: Caster may merge with a tree. While merged he cannot move or perceive anything. When the caster emerges from the tree, he may emerge from any side or face of the tree at his choosing so long as the tree's width is not greater than the caster's body plus two feet. Caster may not use this spell to "move through" any tree width greater than that of his body plus 2'. If the tree is greater than this width, then the caster must exit the tree where he entered. The tree must be larger in width than the caster of this spell.

Scaling Options:

Caster perceives surroundings

(within 6" of surface) +2 PP

Caster may cast spells on self while merged +4 PP

Increase Duration (10 rounds/rank) +4 PP

Tree Skin

PP Cost: 4 **Spell Type:** Utility

Range: Self **RR:** —

Duration: 5 rounds/rank **Spheres:** Cleric

Description: Caster's skin gains a rough texture, like that of bark, and becomes as protective as Soft Leather armor, +20 DB. Caster is not affected by maneuver penalties or spell casting modifiers associated with the armor. The higher this spell is scaled the more tree-like the caster appears.

Scaling Options:

Increase Protection (as studded leather, +30 DB) +4 PP

Increase Protection (as chain mail, +40 DB) +8 PP

Increase Protection (as plate/chain mix, +50 DB) +12 PP

Increase Protection (as Plate, +60 DB) +16 PP

Increase Duration (10 rounds/rank) +4 PP

Increase Duration (1 minute/rank)

+5 PP

Turn Undead

PP Cost: 6

Spell Type: Attack

Range: 100'

RR: Magic

Duration: 5 rounds/rank

Spheres: Cleric

Description: This spell causes one Class I undead within range to flee from the caster or disintegrate. The center point of the radius must be within the range of the spell. If scaled to affect multiple targets, all affected undead within the radius resist against the same number, as determined by the casting of the spell. Animated dead, as per the spell Animate Dead, are treated as Class I undead for the purpose of determining their point values and they do not get a Resistance Roll if the spell is successful. All other undead get a RR versus this spell. When Undead attempt to resist against this spell, they use a Cascading Resistance Roll (*CRR*) much like some poisons. Refer to Chapter 12, Poisons for more information on Cascading Resistance Rolls. The following example shows the breakdown for the Resistance Roll. RR stands for the result rolled on the RR column of the Maneuver Table.

CRR (RR+20) – No Effect Failure – Dust

CRR (RR) – Flee

CRR (RR-20) – Inactive

If a result of Flee is gained, then the Undead must flee for the duration of the spell. If it cannot flee, then the Undead will move as far away from the caster as possible and remain motionless unless attacked. If attacked, the Undead will no longer be affected by this spell, and will resume its attacks. If the result is Inactive, then the Undead falls down and is not able to do anything for 24 hours. If the result is Dust, then the Undead is disintegrated completely.

If an Undead resists this spell, then he does not have to worry about being affected by it again unless it is cast on him again.

Scaling Options:

Turn Class II undead +4 PP

Turn Class III undead +8 PP

Turn Class IV undead +12 PP

Turn Class V undead +16 PP

Turn Class VI undead +20 PP

Increase Duration (10 rounds/rank) +6 PP

Increase Targets (per each additional target) +4 PP



Harper Sphere

Calm

PP Cost: 6	Spell Type: Attack
Range: 100'	RR: Will
Duration: 5 rounds/rank	Spheres: Cleric, Harper
Description: Target will take no aggressive/offensive action, and will only fight if attacked.	

Scaling Options:

Increased Range (per +50')	+1 PP
Increase Targets (each additional target)	+4 PP

Changing Ways

PP Cost: 7	Spell Type: Utility
Range: 10'	RR: —
Duration: 10 rounds/rank	Spheres: Harper, Mage

Description: Caster can alter target's form to that of another race from 50% to 200% of the target's natural form. This spell cannot cause the target to appear as a specific person. The target does not gain any racial abilities (*i.e., night vision*) of the race whose form he takes.

Scaling Options:

Take form of specific person (studied using Study Target)	+3 PP
Gain racial abilities of form taken	+5 PP
Alter form by concentrating for one round	+3 PP

Charm

PP Cost: 4	Spell Type: Attack
Range: 50'	RR: Will
Duration: 5 rounds/rank (C)	Spheres: Harper

Description: The target will believe that he is a good friend of the caster for as long as the caster concentrates up to the maximum duration of the spell.

Scaling Options:

Increase Range (per +50')	+1 PP
Increase Targets (per each additional target)	+3 PP
Spell continues for amount of time equal to time concentrated on	+4 PP

Confusion

PP Cost: 3	Spell Type: Attack
Range: 50'	RR: Will
Duration: Concentration	Spheres: Harper

Description: A single target is confused and cannot initiate any action, although he may defend himself from attacks with 50% of his OB.

Scaling Options:

Increase Range (per +50')	+1 PP
Increase Targets (per each additional target)	+4 PP
Increase Confusion (target cannot defend self)	+6 PP

Distractions

PP Cost: 6	Spell Type: Attack
Range: 100'	RR: Will
Duration: 2 rounds/rank	Spheres: Harper, Mage

Description: Target receives a -20 modifier to all actions for duration if he fails his Resistance Roll.

Scaling Options:

Increase Distraction (per additional -10 to all actions)	+3 PP
Increase Range (per +50')	+1 PP
Increase Targets (per each additional target)	+4 PP

Fear

PP Cost: 4	Spell Type: Attack
Range: 50'	RR: Will
Duration: 2 rounds/rank	Spheres: Harper, Mage

Description: Target fears the caster and flees with all possible haste for the duration of the spell.

Scaling Options:

Increase Range (per +50')	+1 PP
Increase Targets (each additional target)	+4 PP

Jolts

PP Cost: 4	Spell Type: Attack
Range: 50'	RR: Magic
Duration: 2 rounds	Spheres: Harper, Mage

Description: Target is stunned if he fails his Resistance Roll.

Scaling Options:

Increase Duration (to 5 rounds)	+2 PP
Increase Range (per +50')	+1 PP

Increase Severity (target unconscious for duration)	+8 PP
Increase Targets (each additional target)	+4 PP

Past Visions

PP Cost: 3 **Spell Type:** Utility
Range: Self **RR:** —

Duration: Special / (C) **Spheres:** Harper, Mage
Description: Caster gains a vision of up to 1 hour per rank into the past. He may set the start time of the vision at any point within this range and the vision then proceeds, taking as much time as the original event did. The target of the vision may be any person, place, or thing that the caster is touching when this spell is cast. The caster will only be able to see what could normally be seen if he were in the location of the vision at that time. The vision will last only as long as the caster concentrates.

Scaling Options:

Increase Interval (1 day/rank)	+2 PP
Increase Interval (1 week/rank)	+4 PP
Increase Interval (1 month/rank)	+6 PP
Increase Interval (1 year/rank)	+8 PP
Increase Interval (10 years/rank)	+10 PP
Increase Viewing Speed (1 minute per hour)	+4 PP
Increase Viewing Speed (1 minute per day)	+6 PP
Increase Viewing Speed (1 minute per week)	+8 PP
Increase Viewing Speed (1 minute per year)	+10 PP

Phantasms

PP Cost: 5 **Spell Type:** Utility
Range: 100' **RR:** —

Duration: 5 rounds/rank (C) **Spheres:** Harper, Mage

Description: Creates a single image of one object or being that will move however the caster wants, at a speed equal to the caster's BMR, so long as he or she concentrates. When the caster stops concentrating, the image remains, but stops moving. If the duration of the spell has not expired, the caster may begin concentrating again and the image will move as directed again. The image may be of any size that fits within a 5' radius, and the entire image must be created within the range of the spell.

All aspects of a phantasm are really created (*no RR*), and are only detectable through the use of spells, special abilities, or conflicting senses (*i.e., a visual phantasm can be detected when touching it reveals that nothing is there*). Even after the phantasm is detected it still exists, but the detector knows that it isn't real.

⊗ **NOTE:** Phantasms with the sense of touch added do absolutely no damage if used to attack. The target would feel the item touch them, but since the item is not real, it would not do any damage at all. The character will instantly realize that this is an illusion and nothing more.

Scaling Options:	
Add one extra sense (touch, smell, sound, etc)	+2 PP
Add two extra senses	+4 PP
Add all senses	+8 PP
Increase Range (per +50')	+1 PP

Quiet Ways

PP Cost: 3 **Spell Type:** Utility

Range: Touch **RR:** —

Duration: 2 rounds/rank **Spheres:** Harper, Mage

Description: Caster creates a 1' radius around the target, into and out of which sound cannot travel. If the target is mobile then the field of silence will move with the target. This grants a +25 bonus to Stalking maneuvers.

Scaling Options:

Increase Radius (10' radius)	+1 PP
Increase Radius (20' radius)	+2 PP
Increase Targets (each additional target; touch)	+3 PP

Sleep

PP Cost: 5 **Spell Type:** Attack

Range: 50' **RR:** Magic

Duration: 2 rounds/rank **Spheres:** Harper, Mage

Description: Target falls into a light magical slumber. Target gains an additional RR against this spell if somebody tries to awaken him while the spell is still active. When the spell is over, the target may be awakened normally. Spell only affects sentient humanoid targets. Plants, animals, monsters, demons, undead, elementals, and other supernatural or magical beings and creatures are unaffected.

Scaling Options:

Increase Targets (each additional target)	+4 PP
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Range (per +50')	+1 PP

Tongues

PP Cost: 4 **Spell Type:** Utility

Range: Self **RR:** —

Duration: 5 rounds/rank **Spheres:** Harper

Description: Caster may speak the native language of any one sentient humanoid being within 100', at the time of casting, with a Spoken Rank 3 ability. Plants, animals, monsters, demons, undead, elementals, and other supernatural or magical beings and creatures are unaffected.

Scaling Options:

Increase Speaking Ability (rank 5)	+2 PP
Increase Speaking Ability (rank 7)	+4 PP
Increase Speaking Ability (rank 10)	+6 PP
Speak Multiple Languages (each language)	+2 PP

Mage Sphere

Air Wall

PP Cost: 5

Range: 10'

Duration: 2 rounds/rank

Spell Type: Utility

RR: —

Spheres: Mage

Description: Creates a wall of churning air with dimensions of 10' wide x 10' high x 1' thick. The churning of the air reduces the Base Movement Rate (BMR) of all beings passing through it by 50% and all attacks made through it are made with a -50 modifier.

Scaling Options:

Increase Churning

(BMR reduced 75%, attacks receive -75 modifier)

+4 PP

Increase Churning

(BMR reduced 100%, attacks receive -100 modifier)

+8 PP

Increase size (per additional 10'x10'x1' section)

+3 PP

Shape wall (wall can be shaped)

+3 PP

Increase Duration (5 rounds/rank)

+3 PP

Increase Duration (10 rounds/rank)

+4 PP

Bladeturn*

PP Cost: 6

Range: Self

Duration: —

Spell Type: Utility

RR: —

Spheres: Mage, Warrior Mage

Description: Caster may deflect any one melee attack that he is aware of within 10'. This attack receives a -25 modifier.

Scaling Options:

Extra Attack (per extra attack)

+3 PP

Increase Modifier (-50)

+6 PP

Increase Modifier (-75)

+12 PP

Increase Modifier (-100)

+18 PP

Increase Range (any visible attack within 50')

+2 PP

Increase Range (any visible attack within 100')

+3 PP

Increase Range (any visible attack within 300')

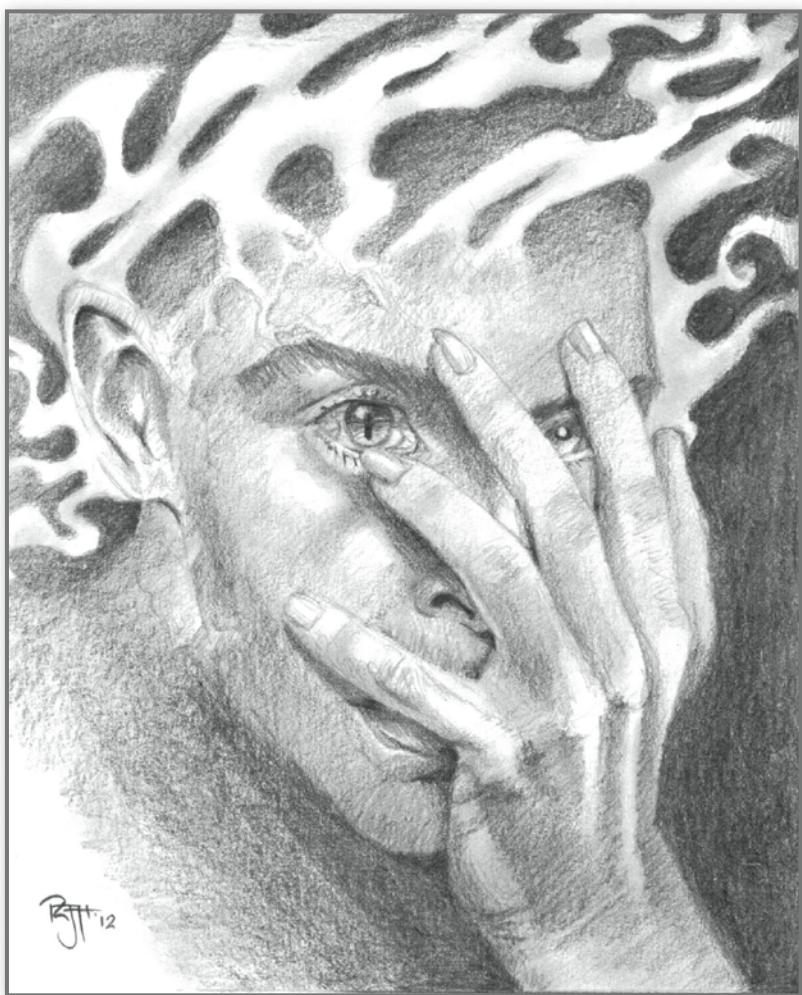
+7 PP

Changing Ways

PP Cost: 7

Range: 10'





Duration: 10 rounds/rank

RR: —

Spell Type: Utility

Spheres: Harper, Mage

Description: Caster can alter target's form to that of another race from 50% to 200% of the target's natural form. This spell cannot cause the target to appear as a specific person. The target does not gain any racial abilities (*i.e., night vision*) of the race whose form he takes.

Scaling Options:

Take form of specific person

(studied using Study Target)

+3 PP

Gain racial abilities of form taken

+5 PP

Ability to alter form by

concentrating for one round

+3 PP

Darkness

PP Cost: 6

Spell Type: Utility

Range: Touch

RR: —

Duration: 10 rounds/rank

Spheres: Mage

Description: Creates a 20' radius globe of darkness, which is as dark as the deepest night, centered upon the point touched. If the center point of the darkness is cast upon a mobile target, the spell will move as the target moves. The

caster may adjust the size darkness from its full radius down to a small point with but a round of concentration.

Scaling Options:

Increase Radius (up to 50') +3 PP

Increase Radius (up to 100') +8 PP

Utterdark (no non-magical light may exist within radius) +6 PP

Shape Darkness (may shape into a form other than a sphere) +3 PP

Deflections*

PP Cost: 7 **Spell Type:** Utility

Range: 100' **RR:** —

Duration: — **Spheres:** Mage, Warrior Mage

Description: Caster may deflect one missile that he sees within range, causing 25 to be subtracted from its attack.

Scaling Options:

Extra Attack (per extra attack) +3 PP

Increase Modifier (-50) +7 PP

Increase Modifier (-75) +14 PP

Increase Modifier (-100) +21 PP

Increase Range (per extra 50') +1 PP

Distractions

PP Cost: 6 **Spell Type:** Attack

Range: 100' **RR:** Will

Duration: 2 rounds/rank **Spheres:** Harper, Mage

Description: Target receives a -20 modifier to all actions for duration if he fails his Resistance Roll.

Scaling Options:

Increase Distraction

(per additional -10 to all actions) +3 PP

Increase Range (per +50') +1 PP

Increase Targets (per each additional target) +4 PP

Earthen Transmutations

PP Cost: 14 **Spell Type:** Utility

Range: 10' **RR:** —

Duration: Permanent **Spheres:** Mage

Description: This spell will transform 100 cubic feet of stone into packed earth. This change is gradual, taking three rounds to complete. The following options for scaling can be added to this spell to cover multiple steps, but each option adds an additional three rounds to the amount of time it takes to complete the transformation.

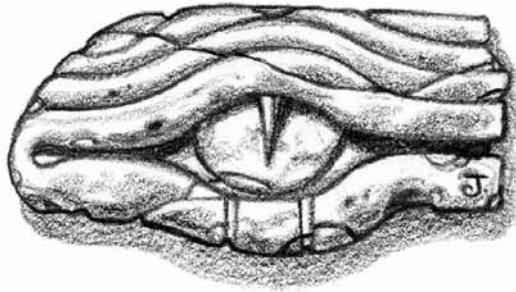
Scaling Options:

Transmute packed earth to stone +3 PP

Transmute packed earth to loose earth +3 PP

Transmute packed earth to soft mud
Transmute loose earth to packed earth
Transmute loose earth to soft mud
Transmute mud to packed earth
Transmute mud to loose earth

+3 PP
+3 PP
+3 PP
+3 PP
+3 PP



Elemental Ball

PP Cost: 6 **Spell Type:** Elemental
Range: 100' **RR:** —
Duration: — **Spheres:** Mage

Description: Caster shoots a 6" diameter ball of raw elemental force from the palm of his hand. Upon hitting its target or traveling its full range it explodes into a 10' radius. The ball of energy will expand from its center point filling the radius as completely as possible, but it will not expand more than 10' from its center point.

This spell must be learned separately for each type of element, and the caster's skill bonus for this spell is also his OB for it as well. Without scaling, the Elemental Ball spell is a Tiny attack in terms of size.

Element	Critical Used
Fire	Heat
Water	Cold
Earth	Impact
Air	Electricity

If the attack is directed at a person or creature, that person is the center point of the attack and receives a special +20 to the critical roll if one results. All others receive a critical without this modifier. Only one critical roll is made for all within the sphere.

Scaling Options:

Increase Potency
(per each attack size increase) +2 PP
Increase Range (per +50') +1 PP
Increase Radius (20' radius) +2 PP

Elemental Bolt

PP Cost: 5 **RR:** —
Range: 100' **Spheres:** Mage
Duration: —
Spell Type: Elemental

Description: Caster must learn a separate version of this spell for each element. Caster fires a bolt of elemental energy that has an attack size of Tiny potency. This bolt is about .5" in diameter, and increases .5" for each size increase. The caster's skill in the spell is also his OB in making this attack. Any criticals resulting from this attack are determined by the element being used for the spell. Each element does a specific type of attack as listed below:

Element	Critical Used
Fire	Heat
Water	Cold
Earth	Impact
Air	Electricity

Scaling Options:

Increase Potency (per each attack size increase) +2 PP
Increase Range (per +50') +1 PP

Fear

PP Cost: 4 **Spell Type:** Attack
Range: 50' **RR:** Will

Duration: 2 rounds/rank **Spheres:** Harper, Mage

Description: Target fears the caster and flees with all possible haste for the duration of the spell.

Scaling Options:

Increase Range (per +50') +1 PP
Increase Targets (per each additional target) +4 PP

Fire Nerves

PP Cost: 5 **Spell Type:** Attack
Range: 50' **RR:** Stamina
Duration: 2 rounds/rank **Spheres:** Mage

Description: Target feels intense pain and his current Concussion Hits are reduced by 25% for the duration of the spell. Target also receives a -25 modifier to all actions from the pain. At the end of the duration, the lost Hits return and the modifier is removed.

Scaling Options:

Increase Pain
(-50 to all actions and Hits reduced by 50%) +5 PP
Increase Pain
(-75 to all actions and Hits reduced by 75%) +10 PP
Increase Range (per +50') +1 PP
Increase Targets (per each additional target) +4 PP

Fire Wall

PP Cost: 6 **Spell Type:** Utility
Range: 100' **RR:** —
Duration: 2 rounds/rank **Spheres:** Mage

Description: Caster creates a wall of intense flames with dimensions of 10' wide x 10' high x 1' thick. Anybody passing

through the wall will automatically take a Tiny Heat critical (*roll 1d100 -20*).

Scaling Options:

Increase Critical (per size category)	+4 PP
Increase size (per additional 10'x10'x 1' section)	+3 PP
Shape wall (wall can be shaped)	+3 PP
Increase Duration (5 rounds/rank)	+3 PP
Increase Duration (10 rounds/rank)	+4 PP

Fly

PP Cost: 4	Spell Type: Utility
Range: Touch	RR: —
Duration: 5 rounds/rank	Spheres: Mage

Description: Target may fly at a speed of 5 miles per hour (*mph*) which equates to 15' per round. If the target has the Acrobatics/Tumbling skill, he may use it with a -20 modifier for performing airborne maneuvers. If the target does not have this skill, then he may use 2 times his Agility bonus as his bonus for airborne maneuvers.

Scaling Options:

Increase Speed (per each additional 5 mph)	+2 PP
Increase Duration (10 rounds/rank)	+4 PP

Haste

PP Cost: 5	Spell Type: Utility
Range: Touch	RR: —

Duration: 1 round **Spheres:** Mage, Ranger

Description: On the round after this spell is cast, the target is able to perform two actions in a round. This spell takes effect the round after it is cast. A hasted character is still limited to no more than one normal spell per round and one instantaneous spell per round.

Scaling Options:

Increase Duration (per extra round)	+1 PP
Increase Celerity (3 actions per round)	+10 PP
Increase Celerity (4 actions per round)	+20 PP
Increase Targets (per each additional target)	+3 PP

Icy Mist Wall

PP Cost: 6	Spell Type: Utility
Range: 100'	RR: —

Duration: 2 rounds/rank **Spheres:** Mage

Description: Caster creates a wall of swirling frozen mist with dimensions of 10' wide x 10' high x 1' thick. Anybody passing through the wall will automatically take a Tiny Cold critical (*roll 1d100 -20*).

Scaling Options:

Increase Critical (per size category)	+4 PP
Increase size (per additional 10'x10'x 1' section)	+3 PP
Shape wall (wall can be shaped)	+3 PP
Increase Duration (5 rounds/rank)	+3 PP

Increase Duration (10 rounds/rank)

+4 PP

Invisibility

PP Cost: 5 **Spell Type:** Utility

Range: 10' **RR:** —

Duration: 5 rounds/rank **Spheres:** Mage

Description: A single object or person (*no equipment or clothing included*) is made invisible until the duration expires or until the object makes a violent move (*i.e., attacks or casts a spell of any type*) or receives a violent blow (*i.e., being struck by a weapon, falling, etc*). Targets rendered invisible by this spell cannot be seen or detected by the Sense Magic talent or Detect Magic spell as this spell conceals the magic as well.

For invisibility radius scaling options, all items that fit fully within the radius at the time of casting become invisible. If any item leaves the radius it becomes visible. If a portion of an item leaves the radius that portion becomes visible. Items entering the radius after this spell has been cast do not turn invisible.

Scaling Options:

Invisibility Radius (1' radius around target)	+2 PP
Invisibility Radius (10' radius around target)	+3 PP

Jolts

PP Cost: 4 **Spell Type:** Attack

Range: 50' **RR:** Magic

Duration: 2 rounds **Spheres:** Harper, Mage

Description: Target is stunned if he fails his Resistance Roll.

Scaling Options:

Increase Duration (to 5 rounds)	+2 PP
Increase Range (per +50')	+1 PP
Increase Severity (target unconscious for duration)	+8 PP
Increase Targets (each additional target)	+4 PP

Long Door

PP Cost: 5 **Spell Type:** Utility

Range: 10' **RR:** —

Duration: — **Spheres:** Mage

Description: Target teleports to a location of his choice up to 100' away from his current position. He cannot teleport through intervening barriers (*a closed door is a barrier, a pit is not*). If the distance that the target wants to teleport to is further away than the distance allowed by the spell, then the target will travel the maximum distance allowed by the spell in the proper direction. If the location that the target wishes to teleport to is occupied, the target will reappear in the closest available open space that is within the range of the teleport. The destination location must be in line-of-sight of the target or the target must have Studied the location using the Study Target spell. If the caster chooses the scaling option, Increase Targets, then the caster must designate one target

as the primary who decides the destination – the others may choose whether to teleport or not.

Scaling Options:

Increase Targets (<i>each additional target</i>)	+3 PP
Teleport (<i>target may teleport through barriers</i>)	+2 PP
Increased Distance (<i>100'/rank</i>)	+4 PP
Increased Distance (<i>1 mile/rank</i>)	+8 PP
Increased Distance (<i>10 miles/rank</i>)	+16 PP

Mage Armor

PP Cost: 4 **Spell Type:** Utility

Range: Self **RR:** —

Duration: 5 rounds/rank **Spheres:** Mage

Description: Caster is surrounded by a slightly glowing nimbus of light that is as protective as Soft Leather armor (+20 DB). Caster is not affected by maneuver penalties or spell casting modifiers associated with the armor. The light is the equivalent to that of a small candle (2' radius).

Scaling Options:

Increase Protection

(<i>as Studded Leather, +30 DB</i>)	+4 PP
Increase Protection (<i>as Chain mail, +40 DB</i>)	+8 PP
Increase Protection (<i>as Plate/Chain, +50 DB</i>)	+12 PP
Increase Protection (<i>as Plate, +60 DB</i>)	+16 PP
Increase Duration (<i>10 rounds/rank</i>)	+4 PP
Increase Duration (<i>1 minute/rank</i>)	+5 PP

Merging Ways

PP Cost: 4 **Spell Type:** Utility

Range: Self **RR:** —

Duration: 5 rounds/rank **Spheres:** Mage

Description: Caster may merge into any inanimate, solid material up to a depth of 2'. The object must be larger than the caster. While merged, the caster may not move or perceive anything. When the caster emerges, he may exit the material from any surface that is within 2' of his merged location. Merging with material does not allow him to "move through" more than his body width plus 2' of material.

Scaling Options:

Caster may perceive surroundings

(*if within 6" of surface*)

+2 PP

Caster may cast spells on self while merged

+4 PP

Increase Duration (*10 rounds/rank*)

+4 PP

Misfeel

PP Cost: 3 **Spell Type:** Utility

Range: Self **RR:** —

Duration: 2 rounds/rank **Spheres:** Mage

Description: Caster may appear to be of any race of his choosing to magical and mental detections.

Scaling Options:

Misfeel Calling (<i>appears to be any profession</i>)	+2 PP
Misfeel Power	
(<i>appear to be between 25% and 2x normal level</i>)	+4 PP
Increase Duration (<i>5 rounds/rank</i>)	+3 PP
Increase Duration (<i>10 rounds/rank</i>)	+4 PP

Passing

PP Cost: 3 **Spell Type:** Utility

Range: Self **RR:** —

Duration: 2 rounds/rank **Spheres:** Mage

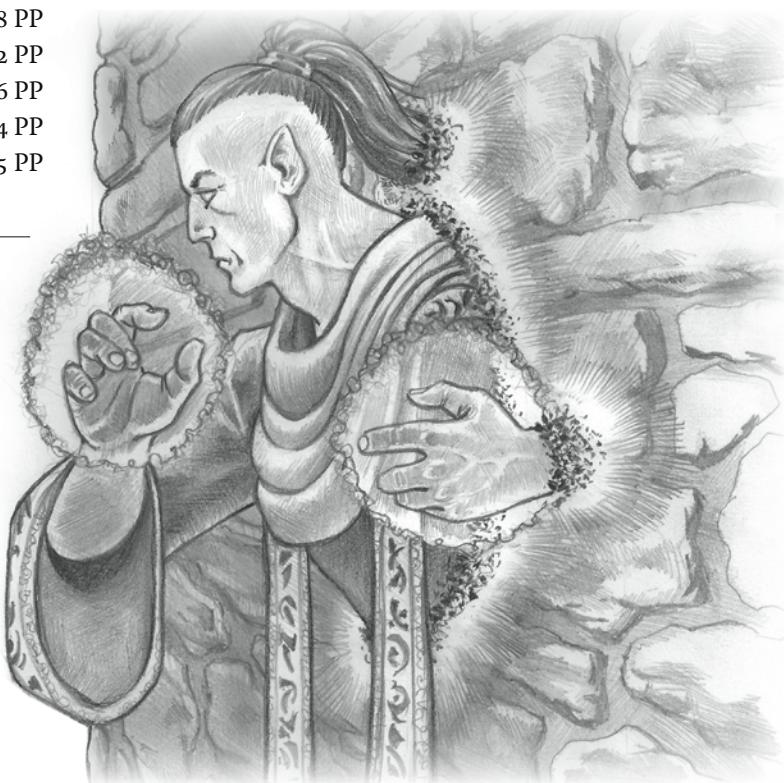
Description: Caster may move through any non-magical inanimate material at a rate of 1 foot per round.

Scaling Options:

Increase Speed (<i>normal BMR</i>)	+6 PP
Increase Speed	
(<i>per each additional 5 mph / 15'/rnd above BMR</i>)	+2 PP

Increase Duration (*5 rounds/rank*)

+3 PP



Past Visions

PP Cost: 3 **Spell Type:** Utility

Range: Self **RR:** —

Duration: Special / (C) **Spheres:** Harper, Mage

Description: Caster gains a vision of up to 1 hour per rank into the past. He may set the start time of the vision at any

point within this range and the vision then proceeds, taking as much time as the original event did. The target of the vision may be any person, place, or thing that the caster is touching when this spell is cast. The caster will only be able to see what could normally be seen if he were in the location of the vision at that time. The vision will last only as long as the caster concentrates.

Scaling Options:

Increase Interval (1 day/rank)	+2 PP
Increase Interval (1 week/rank)	+4 PP
Increase Interval (1 month/rank)	+6 PP
Increase Interval (1 year/rank)	+8 PP
Increase Interval (10 years/rank)	+10 PP
Increase Viewing Speed (1 minute per hour)	+4 PP
Increase Viewing Speed (1 minute per day)	+6 PP
Increase Viewing Speed (1 minute per week)	+8 PP
Increase Viewing Speed (1 minute per year)	+10 PP

Phantasms

PP Cost: 5 **Spell Type:** Utility

Range: 100' **RR:** —

Duration: 5 rounds/rank (C) **Spheres:** Harper, Mage

Description: Creates a single image of one object or being that will move however the caster wants, at a speed equal to the caster's BMR, so long as he or she concentrates. When the caster stops concentrating, the image remains, but stops moving. If the duration of the spell has not expired, the caster may begin concentrating again and the image will move as directed again. The image may be of any size that fits within a 5' radius, and the entire image must be created within the range of the spell.

All aspects of a phantasm are really created (*no RR*), and are only detectable through the use of spells, special abilities, or conflicting senses (*i.e., a visual phantasm can be detected when touching it reveals that nothing is there*). Even after the phantasm is detected it still exists, but the detector knows that it isn't real.



NOTE: Phantasms with the sense of touch added do absolutely no damage if used to attack. The target would feel the item touch them, but since the item is not real, it would not do any damage at all. The character will instantly realize that this is an illusion and nothing more.

Scaling Options:

Add one extra sense (touch, smell, sound, etc)	+2 PP
Add two extra senses	+4 PP
Add all senses	+8 PP
Increase Range (per +50')	+1 PP

Presence

PP Cost: 2 **Spell Type:** Utility

Range: Self **RR:** —

Duration: Concentration **Spheres:** Mage

Description: Caster is aware of all sentient beings within range. He is not aware of specific locations or actions, just that they are within a 20' radius of him.

Scaling Options:

Increase Sensing Range (per additional 10' radius)	+1 PP
Awareness (sense specific locations)	+4 PP
Awareness True (sense locations and general actions)	+6 PP

Quiet Ways

PP Cost: 3 **Spell Type:** Utility

Range: Touch **RR:** —

Duration: 2 rounds/rank **Spheres:** Harper, Mage

Description: Caster creates a 1' radius around the target, into and out of which sound cannot travel. If the target is mobile then the field of silence will move with the target. This grants a +25 bonus to Stalking maneuvers.

Scaling Options:

Increase Radius (10' radius)	+1 PP
Increase Radius (20' radius)	+2 PP
Increase Targets (each additional target; touch)	+3 PP

Rune Mastery

PP Cost: 8 **Spell Type:** Utility

Range: Touch **RR:** —

Duration: Special **Spheres:** Mage

Description: Using the Rune skill, the character may inscribe any basic spell (*not scaled up*) into a rune that may be cast at a later time. With the use of this spell, the caster may inscribe a spell that has been scaled (*no Maneuver Roll needed*) so long as the total Power Point cost for the spell to be inscribed is equal to or less than 10 Power Points. The caster expends the Power Points for this spell at the time of casting and expends the Power Points for the spell being inscribed as he inscribes it.

Scaling Options:

Increase Inscription (*inscribe up to 15 Power Points*) +5 PP

Increase Inscription (*inscribe up to 20 Power Points*) +10 PP

Increase Inscription (*inscribe up to 30 Power Points*) +20 PP

Shock

PP Cost: 4

Range: 100'

Duration: —

Spell Type: Attack

RR: Magic

Spheres: Mage

Description: Caster causes sudden violent electrical activity within the target, delivering a Tiny Electricity critical (*roll 1d100-20*).

Scaling Options:

Increase Potency (*per each attack size increase*) +4 PP

Increase Range (*per +50'*) +1 PP

Sleep

PP Cost: 5

Range: 50'

Duration: 2 rounds/rank

Spell Type: Attack

RR: Magic

Spheres: Harper, Mage

Description: Target falls into a light magical slumber. Target gains an additional RR against this spell if somebody tries to awaken him while the spell is still active. When the spell is over, the target may be awakened normally. Spell only affects sentient humanoid targets. Plants, animals, monsters, demons, undead, elementals, and other supernatural or magical beings and creatures are unaffected.

Scaling Options:

Increase Targets (*each additional target*) +4 PP

Increase Duration (*5 rounds/rank*) +4 PP

Increase Duration (*10 rounds/rank*) +6 PP

Increase Range (*per +50'*) +1 PP

Spikes

PP Cost: 7

Range: 100'

Duration: 5 rounds/rank **Spheres:** Mage

Spell Type: Utility

RR: —

Description: This spell causes an area with a 5' radius to be filled with jagged sharp spikes of various sizes and shapes. The composition of the spikes depends on the nature of the ground. Any character attempting to pass through the area of the spikes must make an Extremely Hard maneuver roll or receive a +0 OB Tiny Slashing attack. The spikes take 3 rounds to form, allowing anybody within the radius of the spell to leave the radius without damage.

Scaling Options:

Increase Potency (*per each attack size increase*) +4 PP

Increase Radius (*10' radius*) +2 PP

Increase Radius (*20' radius*) +3 PP

Stun Cloud

PP Cost: 8

Range: 50'

Duration: 5 rounds

Spell Type: Attack

RR: Magic

Spheres: Mage

Description: Caster creates a 5' radius murky cloud of charged particles. Any person or creature within the cloud receives a Small Electricity critical. The cloud will drift with the wind, but will not dissipate until the duration has lapsed.

Scaling Options:

Increase Duration (*to 10 rounds*) +3 PP

Increase Potency (*per each attack size increase*) +4 PP

Increase Radius (*10' radius*) +2 PP

Increase Radius (*20' radius*) +4 PP

Increase Range (*per +50'*) +1 PP

Vacuum

PP Cost: 4

Range: 50'

Duration: -

Spell Type: Attack

RR: Stamina

Spheres: Mage

Description: This spell removes all of the air from within a 5' radius and then forces it back in suddenly, causing those inside the radius to take a Tiny Impact critical.

Scaling Options:

Increase Potency (*per each attack size increase*) +4 PP

Increase Range (*per +50'*) +1 PP

Increase Radius (*10' radius*) +2 PP

Increase Radius (*20' radius*) +4 PP

Water Wall

PP Cost: 5

Range: 10'

Duration: 2 rounds/rank

Spell Type: Utility

RR: —

Spheres: Mage

Description: Creates a wall of churning water with dimensions of 10' wide x 10' high x 1' thick. The churning of the water reduces the Base Movement Rate (BMR) of all beings passing through it by 50% and all attacks made through it suffer a -50 modifier.

Scaling Options:

Increased Churning

(*BMR reduced 75%, attacks receive -75 modifier*) +4 PP

Increased Churning

(*BMR reduced 100%, attacks receive -100 modifier*) +8 PP

Increased size (*per additional 10'x10'x1' section*) +3 PP

Shape wall (*wall can be shaped*) +3 PP

Increase Duration (*5 rounds/rank*) +3 PP

Increase Duration (*10 rounds/rank*) +4 PP

Ranger Sphere

Find Shelter

PP Cost: 8 **Spell Type:** Utility
Range: Self **RR:** —
Duration: — **Spheres:** Ranger

Description: Caster learns the location, type and approximate size of any one waterproof, covered space exceeding 125 cubic feet within 1 mile of his location. The shelter must have an entry exceeding 2' in diameter opening into the inside of the shelter. This spell does not indicate whether the shelter is safe or not. Each use of the Extra Shelter scaling option enables the caster to learn about an additional potential shelter within range, if these exist.

Scaling Options:

Extra Shelter (<i>per extra shelter if any</i>)	+3 PP
Increase Radius (<i>1 mile per rank radius</i>)	+20 PP

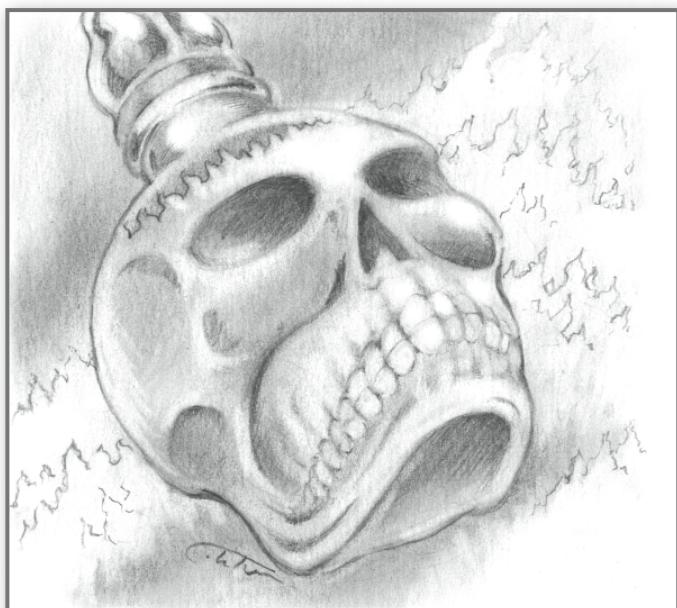
Haste

PP Cost: 5 **Spell Type:** Utility
Range: Touch **RR:** —
Duration: 1 round **Spheres:** Mage, Ranger

Description: On the round after this spell is cast, the target is able to perform two actions in a round. This spell takes effect the round after it is cast. A hasted character is still limited to no more than one normal spell per round and one instantaneous spell per round.

Scaling Options:

Increase Duration (<i>per extra round</i>)	+1 PP
Increase Celerity (<i>3 actions per round</i>)	+10 PP
Increase Celerity (<i>4 actions per round</i>)	+20 PP
Increase Targets (<i>per each additional target</i>)	+3 PP



Hues

PP Cost: 4 **Spell Type:** Utility
Range: Self **RR:** —
Duration: 2 rounds/rank **Spheres:** Ranger

Description: Caster's skin and clothing take on the texture and coloration of one organic object (*i.e., tree, bush, etc.*) that he is touching. This gives the caster a +10 bonus to Hiding attempts. Caster may not move without disrupting the spell.

Scaling Options:

Increase Duration (<i>5 rounds/rank</i>)	+3 PP
Increase Duration (<i>10 rounds/rank</i>)	+4 PP
Increase Bonus (+20)	+4 PP
Increase Bonus (+30)	+8 PP
Shifting Hues (<i>caster may move up to 2 x BMR</i>)	+4 PP

Locate Food

PP Cost: 8 **Spell Type:** Utility
Range: Self **RR:** —
Duration: — **Spheres:** Ranger

Description: Caster learns the location, type, and approximate amount of edible food (*i.e., dead animal, nuts, berries, etc.*) within a 1 mile radius. The source of food must exceed 1 pound in weight.

Scaling Options:

Increase Radius (<i>1 mile per rank radius</i>)	+20 PP
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Natural Trap

PP Cost: 14 **Spell Type:** Utility
Range: 10' **RR:** —
Duration: Special **Spheres:** Ranger

Description: This spell magically creates a minor normal trap of up to a 5' radius in size that does either a Puncture, Slash, or Crush attack of Tiny size. It requires one round to form for each 1' radius that the trap covers. This trap may be of any type that fits within the surroundings using natural materials. The trap may be placed anywhere that is not artificially constructed. Placing a trap in the worked/carved floor of a cavern or tunnel is fine, but not if the floor is made of blocks laid in place.

Scaling Options:

Increase Critical (<i>per size category</i>)	+4 PP
Increase Radius (10' radius)	+1 PP
Increase Radius (20' radius)	+2 PP

Nature's Strength

PP Cost: 5 **Spell Type:** Utility
Range: Touch **RR:** —
Duration: 2 rounds/rank **Spheres:** Cleric, Ranger

Description: The base form of this spell grants a +5 bonus to melee attacks. The scaling options for this spell offer some



alternatives granting more animalistic abilities instead of this base bonus. These particular scaling options are as follows:

Boar Strength – Target gains +15 to OB and does 2x normal Concussion Hits, but he may not parry or use missile weapons for the duration.

Ox Strength – Target gains +25 to OB and does 3x normal Concussion Hits, but he may not parry or use missile weapons for the duration.

Tiger Claw – Target gains claws giving him the ability to make a Medium Slash attack using his Martial Arts skill bonus if he has one, or else he uses just his melee stat bonuses (Strength and Agility) with no modifier for lack of skill.

Dragon Claw – Target gains claws giving him the ability to make a Large Slash attack using his Martial Arts skill bonus if he has one, or else he uses just his melee stat bonuses (Strength and Agility) with no modifier for lack of skill.

Otter Lungs – Target may hold his breath for 2x the duration of the spell without problems.

Cat's Step – Target gains an extremely quiet stride granting a +25 bonus to Stalking maneuvers.

Scaling Options:

Boar Strength	+5 PP
Ox Strength	+10 PP
Tiger Claw	+5 PP
Dragon Claw	+10 PP
Otter Lungs	+5 PP
Cat's Step	+5 PP
Increase Duration (5 rounds/rank)	+3 PP
Increase Duration (10 rounds/rank)	+4 PP

Nature's Tongues

PP Cost: 3 **Spell Type:** Utility

Range: Self **RR:** —

Duration: 5 rounds/rank **Spheres:** Cleric, Ranger

Description: For the duration the caster may understand and speak the language of any one normal, non-magical animal. Communication is limited to simple concepts understandable by the animal. Scaling Options that allow communication with plants or stones within a 10' radius will enable the caster to ask simple questions about objects.

Scaling Options:

Plant Tongue	+3 PP
Stone Tongue	+5 PP
Increase Duration (10 rounds/rank)	+4 PP

Path Lore

PP Cost: 3 **Spell Type:** Utility

Range: Self **RR:** —

Duration: — **Spheres:** Ranger

Description: Caster learns the origin point and nearest destination of the path that he is currently studying.

This spell has a number of other options rather than the normal scaling options found. Each one is a little different, yet they all center upon knowledge surrounding a path, so are included here. They are each described in this section and then their Power Point costs are given in the Scaling Options below.

Path Tales – Caster gains visions of all travelers who have passed his current location in the last hour per rank he has in this spell at the rate of one image per round.

Find Path – Caster learns the location of any paths within a 1 mile radius.

Find Path True – Caster learns the locations of any paths within a 1 mile per rank radius.

Path Lore True – Caster learns the origin point and destination of all paths found using one of the Find Path scaling

options. This may be used at the same time as the Find Path scaling options.

Know Path – Caster learns the nearest proper path from his current location to any location personally known to him (or stored by him using the Study Target spell)

Know Path True – Caster learns the nearest proper path from his current location to any one known location of his choosing.

Scaling Options:

Path Tales	+4 PP
Find Path	+12 PP
Find Path True	+20 PP
Path Lore True	+6 PP
Know Path	+5 PP
Know Path True	+10 PP

Plant Disguise

PP Cost: 6 **Spell Type:** Utility

Range: Self

RR: —

Duration: 10 rounds/rank

Spheres: Cleric, Ranger

Description: Caster may assume the facade of any plant that he has studied using the spell, Study Target. This plant must be between $\frac{1}{4}$ and 4 times the caster's normal size. He does not smell or feel like the plant that he looks like.

Scaling Options:

Physical Form <i>(looks, smells, and feels like the plant)</i>	+2 PP
Size Variation <i>(plant can be $\frac{1}{20}$ to 40x caster's normal size)</i>	+4 PP
Size Variation <i>(plant can be $\frac{1}{40}$ to 400x caster's normal size)</i>	+8 PP

Summon Animal

PP Cost: 3 **Spell Type:** Utility

Range: Self

RR: —

Duration: Variable

Spheres: Cleric, Ranger

Description: This spell allows the caster to summon an animal for a variety of purposes according to how he scales the spell. Each type is listed in this section, and the cost of scaling the spell in the Scaling Options section.

Nourishment – This is the basic form of the spell. It summons a small animal who arrives bearing some sort of food (nuts, berries or tubers). The animal drops the food and immediately returns to the wilderness.

Warmth – Summons a large furry animal who will lie down and allow the caster, and only the caster, to snuggle up against it. Once the caster gets up from his furry bedmate or 8 hours pass, whichever comes first, the animal leaves.

Guide – Summons an animal that will guide the caster to a specific location, so long as the caster concentrates. Once

the caster ceases to concentrate on the location, the animal leaves.

Guardian – Summons a medium sized animal who will protect the character from attacks for up to 8 hours. If the caster leaves the area in which he casts the spell before the 8 hours is up, the animal will leave.

Mount – Summons an animal to act as a mount for the character for the next 24 hours.

Hunter – Summons an animal who brings the caster food in the form of a freshly killed prey.

Scaling Options:

Warmth	+2 PP
Guide	+3 PP
Guardian	+4 PP
Mount	+5 PP
Hunter	+6 PP
Summon animal for another person	+4 PP
Summon multiple animals <i>(per additional animal)</i>	+3 PP

Traceless Passing

PP Cost: 2 **Spell Type:** Utility

Range: Self **RR:** —

Duration: Concentration **Spheres:** Ranger

Description: Allows the caster to walk without leaving any tracks or other visible signs of his passage.

Scaling Options:

Hide Tracks <i>(per additional person)</i>	+3 PP
Traceless Running <i>(2x BMR)</i>	+4 PP
Traceless Running <i>(3x BMR)</i>	+6 PP
Traceless Running <i>(4x BMR)</i>	+8 PP

Tree Merge

PP Cost: 3 **Spell Type:** Utility

Range: Self **RR:** —

Duration: 5 rounds/rank **Spheres:** Cleric, Ranger

Description: Caster may merge with a tree. While merged he cannot move or perceive anything. When the caster emerges from the tree, he may emerge from any side or face of the tree at his choosing so long as the tree's width is not greater than the caster's body plus two feet. Caster may not use this spell to "move through" any tree width greater than that of his body plus 2'. If the tree is greater than this width, then the caster must exit the tree where he entered. The tree must be larger in width than the caster of this spell.

Scaling Options:

Caster perceives surroundings <i>(within 6" of surface)</i>	+2 PP
Caster may cast spells on self while merged	+4 PP
Increase Duration <i>(10 rounds/rank)</i>	+4 PP

Warrior Mage Sphere

Bladeturn*

PP Cost: 6	Spell Type: Utility
Range: Self	RR: —
Duration: —	Spheres: Mage, Warrior Mage
Description: Caster may deflect any one melee attack that he is aware of within 10'. This attack receives a -25 modifier.	
Scaling Options:	
Extra Attack (per extra attack)	+3 PP
Increase Modifier (-50)	+6 PP
Increase Modifier (-75)	+12 PP
Increase Modifier (-100)	+18 PP
Increase Range (any visible attack within 50')	+2 PP
Increase Range (any visible attack within 100')	+3 PP
Increase Range (any visible attack within 300')	+7 PP

Dancing Weapon

PP Cost: 5	Spell Type: Utility
Range: Touch	RR: —
Duration: 2 rounds/rank	Spheres: Warrior Mage
Description: When cast, this spell will animate the caster's melee weapon, allowing it to float and defend the caster. The weapon stays within 5' of the caster at all times and has a bonus equal to one quarter of the caster's skill with the weapon that it uses to parry incoming melee attacks. The Dancing Weapon may only parry one attack per round without scaling. Although the caster may not use another weapon while the Dancing Weapon is active, he may still perform other actions or cast spells. If this spell is scaled up to include attack capabilities, both the level of Increased Defense and Increased Utility must be the same, providing equal bonuses to both attack and defense.	
Scaling Options:	

Increase Defense

(one half weapon skill bonus)	+3 PP
Increase Defense	
(full weapon skill bonus)	+5 PP
Increase Parrying	
(per each additional parry allowed)	+4 PP
Increase Duration	
(5 rounds/rank)	+3 PP
Increase Duration	
(10 rounds/rank)	+4 PP
Increase Utility	
(weapon attacks using 25% skill bonus)	+3 PP
Increase Utility	
(weapon attacks using 50% skill bonus)	+5 PP
Increase Utility	
(weapon attacks using full skill bonus)	+7 PP

Deflections*

PP Cost: 7	Spell Type: Utility
Range: 100'	RR: —
Duration: —	Spheres: Mage, Warrior Mage
Description: Caster may deflect one missile that he sees within range, causing 25 to be subtracted from its attack.	
Scaling Options:	
Extra Attack (per extra attack)	+3 PP
Increase Modifier (-50)	+7 PP
Increase Modifier (-75)	+14 PP
Increase Modifier (-100)	+21 PP
Increase Range (per extra 50')	+1 PP



Elemental Weapon

PP Cost: 4	Spell Type: Utility
Range: Touch	RR: —
Duration: 5 rounds/rank	Spheres: Warrior Mage
Description: This spell must be learned separately for each element. The caster is able to temporarily enchant his weapon to deliver an extra elemental critical when attacking with the weapon. This extra critical is Tiny in size, and while scaling options may increase the size of this critical, they cannot raise the size above that given by the weapon. Weapons that have multiple attack sizes based on how they are wielded use the smaller size as the maximum that may be applied to the weapon. (<i>Note: the extra critical is determined in the same way as the normal critical – no extra rolls are made.</i>)	
Each element does a specific type of critical as listed below:	

Element	Critical Used
Fire	Heat
Water	Cold
Earth	Impact
Air	Electricity

Scaling Options:

Increase Potency	
(increase extra critical by one size)	+4 PP
Increase Duration (10 rounds/rank)	+4 PP

Guardian Blades

PP Cost: 6	Spell Type: Utility (Elemental)
Range: 10'	RR: —
Duration: 2 rounds/rank	Spheres: Warrior Mage
Description: Caster creates a barrier of whirling, flashing blades of various sizes filling a space 10' wide x 10' high x 1' thick. Anybody trying to pass through the barrier automatically (<i>no Resistance Roll</i>) receives a Tiny Slash critical (<i>roll 1d100-20</i>). The blades fade away at the end of the duration.	

Scaling Options:

Increase Critical (per size category)	+4 PP
Increase size (per additional 10'x10'x1' section)	+3 PP
Shape wall (wall can be shaped)	+3 PP
Increase Duration (5 rounds/rank)	+3 PP

Hammer Strike

PP Cost: 4	Spell Type: Utility
Range: Touch	RR: —
Duration: 5 rounds/rank	Spheres: Warrior Mage
Description: This spell causes the target weapon to do double the normal concussion hit damage when attacking.	
Scaling Options:	
Increase Strength (3x hit damage)	+4 PP
Increase Strength (4x hit damage)	+8 PP
Jarring Strike (+1 to any stun delivered)	+4 PP
Blasting Strike (+2 to any stun delivered)	+8 PP
Increase Duration (10 rounds/rank)	+4 PP

Magic Shield

PP Cost: 6	Spell Type: Utility
Range: Self	RR: —
Duration: 2 rounds/rank	Spheres: Warrior Mage
Description: Creates a shield of translucent energy to protect the caster. This shield will move on its own to protect the caster, but is treated as a normal shield in all other respects. The bonus granted from this shield is equal to that of a Buckler (+15 DB) for a person trained in its use.	
Scaling Options:	
Increase Protection (as Target Shield; +20 DB)	+2 PP
Increase Protection (as Normal Shield; +25 DB)	+4 PP
Increase Protection (as Full Shield; +30 DB)	+6 PP
Increase Protection (as Wall Shield; +40 DB)	+8 PP
Increase Duration (5 rounds/rank)	+3 PP
Increase Duration (10 rounds/rank)	+4 PP

Mighty Charge

PP Cost: 2	Spell Type: Utility
Range: Self	RR: —
Duration: 1 round	Spheres: Warrior Mage

Description: This spell allows the caster to make a combat action Charge at 2x BMR as described in Combat Actions in Chapter 10 without receiving a penalty to his DB. This spell takes effect the round after it is cast.

Scaling Options:

Increase Pace (3x BMR)	+3 PP
Increase Pace (4x BMR)	+6 PP
Increase Pace (5x BMR)	+9 PP
Cornering Charge (may make turns in charge without OB loss)	+4 PP

Resist Damage

PP Cost: 4	Spell Type: Utility
Range: Self	RR: —
Duration: 5 rounds/rank	Spheres: Warrior Mage

Description: Caster is able to ignore the effects of one Light critical for the duration of the spell. Caster still takes the damage, but it just does not affect him until after the duration of the spell. A Light critical is described in Chapter 9 Healing Injury & Death.

Scaling Options:

Improve Resistance (may ignore 1 Medium critical)	+4 PP
Improve Resistance (may ignore 1 Severe critical)	+8 PP
Improve Duration (10 rounds/rank)	+4 PP

Steel Skin

PP Cost: 4	Spell Type: Utility
Range: Self	RR: —
Duration: 5 rounds/rank	Spheres: Warrior Mage

Description: Caster's skin gains a metallic sheen, and becomes as protective as Soft Leather armor (+20 DB). Caster is not affected by maneuver penalties or spell casting modifiers associated with the armor.

Scaling Options:

Increase Protection (as Studded Leather, +30 DB)	+4 PP
Increase Protection (as Chain mail, +40 DB)	+8 PP
Increase Protection (as Plate/Chain, +50 DB)	+12 PP
Increase Protection (as Plate, +60 DB)	+16 PP
Increase Duration (10 rounds/rank)	+4 PP
Increase Duration (1 minute/rank)	+5 PP

Warrior's Might

PP Cost: 4	Spell Type: Utility
Range: Self	RR: —
Duration: 2 rounds/rank	Spheres: Warrior Mage

Description: For the duration of the spell, the caster gains a +5 modifier to determining critical damage. This does not affect the character's chances to hit his foe, only the damage to be done. The caster also receives a +10 bonus to Strength related maneuvers outside of combat.

Scaling Options:

Increase Might

(+10 critical modifier; +15 to strength maneuvers)

+4 PP

Increase Might

(+15 critical modifier; +20 to strength maneuvers)

+8 PP

Increase Might

(+20 critical modifier; +30 to strength maneuvers)

+12 PP

Increase Duration (5 rounds/rank)

+3 PP

Increase Duration (10 rounds/rank)

+4 PP

Weapon's Fury

PP Cost: 5

Spell Type: Utility

Range: Touch

RR: —

Duration: 2 rounds/rank

Spheres: Warrior Mage

Description: For the duration of the spell, target weapon has an attack size one higher than normal. This cannot raise the attack size above Huge. If the scaling option, Of Slaying, is used, then the weapon ignores damage caps and also does an External Poison critical of equal size to the normal attack size of the weapon – the caster must have cast Study Target on an individual of the race that the weapon is to be Of Slaying against.

Scaling Options:

Increase Fury (per extra attack size increase)

+4 PP

Of Slaying (weapon is a slaying

against one chosen type of creature)

+15 PP

Increase Duration (5 rounds/rank)

+3 PP

Increase Duration (10 rounds/rank)

+4 PP



12 Herbs & Poisons



The earth gives it bounty to those who know what to look for. There are plants that can heal any poison or disease. There are others that can make burns disappear or make wounds close almost instantly. Be warned though. Just as the earth can provide healing, it also has its dark side. There are many plants and animals that can produce poisons strong enough to make a dragon shudder in despair.

Herbs

Herbs are magical plants with special properties that can heal injuries, cure diseases and poisons, or produce a magic-like effect.

Herbs that are eaten and which take effect immediately are normally packaged in little packets made of edible leaves. These packets fit perfectly into the special herbal bandoleers made for them and allow them to be removed and eaten in a single round.

The following tables use notation as follows:

Herb Name – The common name of the herb.

Time – How long until the herb takes effect. A Time entry of “*” means that the effect is instantaneous.

Form/Prep – This is the raw form of the herb as well as the manner in which an herb is prepared. The raw form is self-explanatory, and the preparation methods are described below.

Brew – These herbs are made into non-magical potions by brewing them. A brewed herb will retain its powers for up to one month after being prepared.

Drink – These herbs are made into non-magical potions by drying and powdering and then dissolving them in a liquid (*such as water*) prior to use. Such herbs will last up to 2 months in their dried state.

Ingest – These herbs are dried and then powdered and stored in packets of specially prepared leaves. The actual herbs themselves will last for 2 months in this state, but the packets will deteriorate after about a month.

Poultice – These herbs are dried and powdered. Prior to use, water is added to make a paste, which is then spread over the wound and covered with a bandage.

Codes – This entry tells how hard it is to find a given herb and the areas where it might be found.

Difficulty - The number equates to a difficulty level for the Maneuver Roll. 1 = Routine, 2 = Easy, 3 = Light, 4 = Medium, 5 = Hard, 6 = Very Hard, 7 = Extremely Hard, 8 = Sheer Folly, 9 = Absurd.

Climate – f = frigid (*everlasting cold*), c = cold, a = arid (*hot & dry*), h = hot & humid, s = semi-arid, m = mild temperate, t = cool temperate

Locale – M = mountains, F = forests, P = plains (*grasslands/heath/scrub*), W = fresh water coasts and shores, O = ocean coasts and shores, U = underground, Z = deserts/wastelands, V = volcanoes, S = swamps/marshes, J = jungle

Effect – This is the actual effect of the herb.

Cost – This is the market price for a single dose of the herb.

Antidotes

Name	Cost	Time	Form/Prep	Codes	Effect
Aldi	250 gp	1 round	Flower/Drink	9-s-Z	Universal antidote.
Frel	60 gp	2 minutes	Stalk/Ingest	7-m-P	Neutralizes any one poison that does not use a Cascading Resistance Roll.
Mur	5 gp	5 minutes	Stem/Poultice	5-h-W	Cures infection.
Rafa	4 gp	1 round	Moss/Brew	4-t-U	Purifies water. Slows poison 10x. Lasts 12 hours. 1 dose per day only.

Bone Repair

Name	Cost	Time	Form/Prep	Codes	Effect
Amaled	30 gp	1 hour	Grass/Poultice	7-t-P	Mends bone.
Heddith	15 gp	2 hours	Stem/Ingest	8-c-W	Mends bone.
Orudin	1 sp	*	Seed/Ingest	6-c-F	Doubles rate of healing for fractures.
Tarin	55 gp	8 hours	Reed/Brew	8-h-O	Repairs shattered bones.

Burn & Exposure

Name	Cost	Time	Form/Prep	Codes	Effect
Arlan	5 gp	4 rounds	Stalk/Poultice	4-t-S	Double rate of healing of minor burns. Heals 5 Hits from burns.
Manu	9 sp	8 minutes	Reed/Poultice	5-h-O	Cures frostbite. Heals 1-50 resulting from cold.
Sarpal	4 sp	1 hour	Leaf/Poultice	4-f-M	Cures frostbite. Heals 2-20 resulting from cold.
Tinari	17 gp	5 minutes	Root/Poultice	4-a-Z	Heals up to 10 sq' of burns.

Circulatory

Name	Cost	Time	Form/Prep	Codes	Effect
Alaf	100 gp	*	Stem/Poultice	6-s-Z	Stops bleeding of any one wound.
Beras	70 gp	5 rounds	Grass/Poultice	6-s-P	Stops bleeding of any one wound.
Pekari	20 gp	6 rounds	Kelp/Ingest	6-h-O	Stops all bleeding. Must not move for one hour or bleeding starts again.
Tamuna	40 gp	5 rounds	Seed/Poultice	6-h-O	Stops up to 5 Hits/round of bleeding. Wound will not reopen.

General Purpose					
Name	Cost	Time	Form/Prep	Codes	Effect
Halin	5 sp	20 minutes	Berry/Brew	2-m-P	Doubles healing during next sleep.
Loneri	225 gp	3 hours	Nut/Ingest	9-t-F	Restore any stat loss other than those due to old age. Only affects one stat.
Rimar	6 gp	3 rounds	Root/Poultice	4-c-P	Heals 2-20. Double rate of healing for major wounds.
Healing					
Alfrith	20 gp	*	Reed/Ingest	3-s-O	Heals 10 Hits and relieves two rounds of stun.
Rowna	70 gp	*	Grass/Ingest	8-m-P	Heals all Hits instantly but stuns for one round.
Seras	5 sp	3 rounds	Flower/Brew	3-t-W	Heals 2-20 Hits.
Shiran	5 gp	*	Moss/Ingest	3-c-M	Heals 10 Hits instantly.
Simari	45 gp	1 hour	Root/Poultice	7-h-S	Heals all Hits.
Tamuna	50 gp	7 rounds	Fruit/Ingest	6-c-F	Heals 3-300 Hits.
Life Preservation					
Name	Cost	Time	Form/Prep	Codes	Effect
Afran	120 gp	*	Nut/Ingest	6-f-F	Lifekeeping for ten days.
Aska	75 gp	*	Leaf/Ingest	5-h-O	Lifekeeping (1 day).
Baraloc	150 gp	*	Berry/Ingest	8-t-U	Lifekeeping for 30 days.
Hargon	150 gp	*	Seed/Ingest	8-f-O	Lifekeeping (2-20 days).
Tian	500 gp	5 Hours	Root/Poultice	9-h-J	Lifegiving. If given within 30 days.
Muscle Repair					
Name	Cost	Time	Form/Prep	Codes	Effect
Hansur	20 gp	4 minutes	Vine/Ingest	7-h-J	Mends muscle damage.
Inuli	15 gp	3 minutes	Nut/Brew	5-t-F	Mends muscle damage.
Shara	12 gp	2 minutes	Kelp/Ingest	4-m-O	Repairs sprains.
Nerve Repair					
Name	Cost	Time	Form/Prep	Codes	Effect
Agaric	150 gp	1 day	Flower/Ingest	7-h-J	Nerve regeneration and repair.
Bera	190 gp	1 day	Moss/Ingest	8-c-M	Regenerate any damaged organs or nerves.
Erisa	1 gp	*	Bark/Poultice	3-m-F	Doubles rate of healing for nerve damage.
Haruut	250 gp	1 hour	Root/Poultice	9-a-Z	Nerve repair.
Organ Repair					
Name	Cost	Time	Form/Prep	Codes	Effect
Amelin	50 gp	1 hour	Flower/Brew	4-c-W	Heals organ damage.
Broncel	250 gp	2 minutes	Stalk/Ingest	8-a-P	Restores organs.
Sare	75 gp	1 day	Moss/Poultice	7-h-V	Major organ repair.
Turan	110 gp	2 hours	Leaf/Brew	8-h-J	Repairs organ damage.
Physical Alteration					
Name	Cost	Time	Form/Prep	Codes	Effect
Airi	8 gp	4 rounds	Seed/Brew	7-m-P	Enhanced vision (x3 range) & Lesser Dark Vision (50') for 3 hrs. 1x/day.
Alcatan	10 gp	1 minute	Nut/Ingest	6-h-J	+25 to spell casting for 1-10 minutes.
Camadin	20 gp	2 minutes	Root/Brew	4-f-S	Protect eyes in intense light or glare. Allows sight despite sudden or blinding light. Lasts 9 hours.
Carsir	75 gp	2 minutes	Stem/Ingest	6-m-U	Allows 70% activity underwater, breathe air or water. Lasts one hour.
Elin	30 gp	2 rounds	Reed/Ingest	4-h-O	Haste for three rounds.
Iinas	25 gp	2 minutes	Kelp/Ingest	6-m-O	Allows one to breathe under water (only) for 4 hours.
Kolod	25 gp	2 minutes	Root/Ingest	3-f-Z	2x strength for 1-10 rounds. +10 OB, double Hit damage delivered.
Lorc	50 gp	4 rounds	Moss/Ingest	8-t-U	Haste for six rounds. Take 20 Hits ten rounds later due to drug reaction.

Mur	15 gp	5 rounds	Root/Brew	6-s-S	Greater Dark Vision (6 hours).
Sarcia	40 gp	1 minute	Stem/Brew	9-t-U	Allows user to see invisible for ten minutes. Usable once per day.
Tirval	6 sp	6 rounds	Leaf/Ingest	3-c-M	Increases visual perception (2x range) for 10 minutes.
Uinear	8 gp	2 minutes	Berry/Ingest	8-m-W	Allows one to see enchantments. Eyes glow red. Lasts for one hour.
Urfaran	4 sp	3 rounds	Clove/Ingest	2-t-P	Acute smell and taste (+50 Perception) for one hour.
Viracon	6 gp	5 rounds	Fungus/Brew	4-c-U	Enhances smell and hearing (3x range; +50). Lasts one hour.

Stun Relief

Name	Cost	Time	Form/Prep	Codes	Effect
Alant	5 gp	*	Berry/Ingest	6-s-P	Stun relief (3 rounds).
Berulf	1 gp	*	Nut/Ingest	4-m-M	Stun relief (1 round).
Delvar	1 gp	*	Leaf/Ingest	3-t-W	Stun relief (1 round).
Jada	5 gp	*	Leaf/Ingest	4-s-P	Stun relief (1-10 rounds).
Tarin	3 gp	*	Nut/Ingest	6-h-J	Stun relief (2 rounds).

Poisons

Poisons are substances that have adverse effects on living creatures. They are divided into two classifications, Internal and External. Internal poisons must either be ingested or injected into their target to take effect. External poisons have caustic effects upon contact with the skin of a living creature and include such things as acids, itching powders, and contact poisons.

Poisons can affect characters in different ways; some can kill outright, while others have variable effects depending on a character's resistance to the poison and the strength of the dosage. To reflect the unpredictable effects of poison, HARP poisons use three types of resistance rolls: Static, Variable and Cascading Resistance Rolls. In addition, some poisons inflict poison criticals.

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

Variable – Poisons using this method follow the normal rules for determining the number that the character must equal or beat with his RR. The attacking substance rolls on the RR column of the Maneuver Table. The result is the number that the RR must defeat. This type of poison will use the notation of PB (*xx*). The PB stands for Poison Bonus, and the *xx* is the bonus that the poison uses on the Maneuver Table roll. The poisons that use this method of resolution are highly variable in nature and will always affect different people in different manners, especially since the effect is dependent upon the quality of the dose and the introduction method and other minor details that cannot fully be controlled. These poisons are also an all-or-nothing type of effect that either works or

doesn't. So to use a poison such as Beorith, which has a PB of +25, roll and add 25 to the result. Then look on the RR column of the Maneuver Table. The number listed is what the target of the poison must meet or beat in order to resist the poison.

Cascading Resistance Roll (CRR) – These are the most dangerous poisons as they have effects based upon how well the affected character makes his RR against the poison. These poisons list a number of different values similar to those used in the Static method above. The target makes his RR and then applies the result for the highest CRR passed. These poisons will always use the Poison Critical Tables (see Chapter 10).

The following is an example of what a CRR type of poison will look like:

CRR (120) – No Effect

CRR (100) – 1d100 -20 Internal Poison Critical Table

CRR (80) – 1d100 Internal Poison Critical Table

CRR (60) – 1d100 +20 Internal Poison Critical Table

Failure – Death in 1d10 rounds

Example: Jorn is hit by a dart coated with the poison in the CRR example above. His player rolls percentile dice and gets a result of 47. Jorn has a Stamina RR bonus of +40 giving a total of 87 for the RR. This is high enough to pass the CRR (80) level. Jorn now receives a 1d100 roll on the Internal Poison Critical Table. If Jorn had rolled an 80 or above, he would not have been affected by the poison at all.

The Poison Table uses notation as follows:

Poison Name – The common name of the poison.

Time – How long until the poison takes effect. A Time entry of "*" means that the effect is instantaneous.

Form/Prep – This is the raw form of the poison as well as the manner in which a poison is prepared. The raw form is self-explanatory, and the preparation methods are described below.

Contact – These poisons are very dangerous to even handle as contact with them can have a nasty effect. This type

of poison is normally in either liquid or powdered form and often uses such devices as a small blowgun to deliver the poison to the foe. Such devices normally hold up to 5 doses and have a range of about 5'.

Ingest – These poisons are often kept in either liquid or powdered form and then mixed in with food or drink for the target to swallow.

Inject – These poisons are made into a paste that can be spread on a weapon. The poison is then introduced into the target's bloodstream through a wound.

Codes – This entry tells how hard it is to find a given poison and the areas where it might be found.

Difficulty – The number equates to a difficulty level for the Maneuver Roll. 1 = Routine, 2 = Easy, 3 = Light, 4 = Medium, 5 = Hard, 6 = Very Hard, 7 = Extremely Hard, 8 = Sheer Folly, 9 = Absurd.

Climate – f = frigid (*everlasting cold*), c = cold, a = arid (*hot & dry*), h = hot & humid, s = semi-arid, m = mild temperate, t = cool temperate

Locale – M = mountains, F = forests, P = plains (*grasslands/heath/scrub*), W = fresh water coasts and shores, O = ocean coasts and shores, U = underground, Z = deserts/wastelands, V = volcanoes, S = swamps/marshes, J = jungle

Effect – This is the actual effect of the poison. If a given poison uses a Cascading Resistance Roll (*CRR*), it will be detailed here. EPCT = External Poison Critical Table; IPCT = Internal Poison Critical Table

Cost – This is the market price for a single dose of the poison.

Animal And Monster Poisons

Animals or monsters that use poison such as snakes, scorpions etc., must first make a successful attack that inflicts damage on the target. Then the poison is automatically injected into the character's system. At this point, the GM needs to determine what type of Resistance Roll is required for the poison.

If the poison uses one of the critical tables, then use the following Cascading Resistance Roll (*CRR*) table to determine

Poison Cost Time Form/Prep Codes Effect

Amaric 300 gp * Flower/Paste 7-f-M Black paste destroys nervous system, killing instantly. RR(100)

Arbarin 38 gp * Flower/Paste 4-h-P Pinkish paste delivers 1-100 Hits. RR (85)

Aren 150gp 1-10 rounds Dragon/varies 6-f-U Grey/Black blood rapidly dissolves affected area. Affects metals and organic material. Does not affect glass, sand, or pottery.

If Ingested:

CRR (150) – No Effect

CRR (130) – 1d100-20 on IPCT

CRR (110) – 1d100-10 on IPCT

CRR (90) – 1d100 on IPCT

CRR (70) – 1d100+10 on IPCT

CRR (50) – 1d100+20 on IPCT

Failure – Instant death as entire body dissolves into gooey puddle

If splashed on object or victim:

CRR (140) – No Effect

CRR (120) – 1d100-10 on EPCT

CRR (100) – 1d100 on EPCT

CRR (80) – 1d100+10 on EPCT

Failure – 1d100+20 on EPCT

Beorith 60 gp 1-10 rounds Juice/Ingest 8-c-F Bluish liquid causes victim to spontaneously combust. PB(+25)

Burthar 12 gp 2 rounds Fish/Ingest 8-f-W Black venom ravages the victim's insides.

CRR (80) – No Effect

CRR (60) – 2d10 on the IPCT

CRR (40) – 2d10 + 20 on the IPCT

Failure – 2d10 + 40 on the IPCT

Calla 26gp 1d100 hours Flower/Ingest 4-a-Z Reddish liquid causes massive blood clotting and then death. PB (+5)

Edellin 7 gp * Stalk/Contact 2-m-T Silver powder scars skin giving 2d10 Hits. PB (+45)

Erist 7 gp 1-10 minutes Leaf/Paste 3-h-W Tan paste destroys hearing and delivers 1-10 Hits. PB (+15)

Gullarin 35 gp * Bats/Contact 5-m-U Black powder irritates and burns the skin.

CRR (100) – No Effect

CRR (85) – 1d100-10 on the EPCT

CRR (70) – 1d100 on the EPCT

CRR (55) – 1d100+10 on the EPCT

Failure – 1d100+20 on the EPCT

Guram 30gp * Lichen/Contact 5-f-F Blue/grey paste causes fatal dehydration within 1-10 minutes. RR (90)

Habet 20 gp * Scorpion/Ingest 5-a-Z Clear liquid causes gradual insanity over the course of 1-100 weeks. RR (90)

Inumar 15 gp 1-10 rounds Flower/Ingest 7-s-P Orange liquid.

CRR (75) – No Effect

CRR (60) – 1d10 on the IPCT

CRR (45) – 1d10 + 10 on the IPCT

Failure – 2d10+20 on the IPCT

Klyun 26 gp 1-10 rounds Root/Paste 4-s-O Golden paste causes coma for 1-10 days. RR (80)

Margolen 70 gp 2-12 rounds Leaf/Paste 4-h-J Reddish paste causes heart to shut down from massive shock. PB (+35)

Molenor 1 gp * Root/Paste 6-m-F Brown paste delivers 1-10 Hits. PB (+50)

Morell 75 gp * Berry/Paste 5-s-P Brown paste delivers 3-300 Hits. PB (+50)

Salkin 150 gp 1-10 rounds Frog/Paste 8-m-J Greenish paste made from dried frog skin.

CRR (120) – No Effect

CRR (100) – 1d100-20 on IPCT

CRR (80) – 1d100 on the IPCT

CRR (60) – 1d100+20 on the IPCT

Failure – Sudden Death

Siamun 500 gp 1-2 rounds Fruit/Contact 8-h-J Extremely corrosive yellowish liquid.

CRR (110) – No Effect

CRR (90) – 1d100-10 on EPCT

CRR (70) – 1d100 on EPCT

CRR (50) – 1d100+10 on EPCT

Failure – Instant death as victim's body melts into a puddle of goo.

Surenn 6 gp * Leaf/Paste 3-t-P Creamy paste delivers 3-30 Hits. PB (+30)

Tabisss 14 gp * Bark/Contact 5-c-F Brown powder gives 5-50 Hits. RR (100)

the effects of the poison on the character. Which table to use (*Internal or External*) will be determined by the creature's description.

CRR (120) – No Effect

CRR (110) – 1d100-20 on indicated critical table

CRR (100) – 1d100-10 on indicated critical table

CRR (90) – 1d100 on indicated critical table

CRR (80) – 1d100+10 on indicated critical table

CRR (70) – 1d100+20 on indicated critical table

Failure – Character receives maximum result from critical table

Some poisons from creatures will have only one type of effect. Those creatures will be given a Poison Bonus so that the poison may be resolved using normal Resistance Roll methods on the Maneuver Table. In these cases, the effect of the poison will be described in the creature's description.

Finding Herbs & Poisons In The Wild

Characters will want to locate herbs and poisons in the wild that they will be able to use and possibly even sell for extra income to herbalists and alchemists in towns that they visit.

The following allows a Gamemaster (*GM*) to determine how many doses of an herb or poison that a character or group of characters is able to find after a 10-hour search of an area that has not been exploited in the last 6 months and which is suitable for the type of herbs/poisons being sought.

United Group Searches

If the group of characters performs a united search, then only a single roll is made for the entire group. The character

with the highest Herbcraft skill makes the roll, and for each additional character with Herbcraft, a +5 bonus is added to his roll. The GM then rolls to see how many doses each individual finds.

Individual Searches

Groups may also split up and search several different areas individually. In this situation, each character would make their own Herbcraft roll to see if they have found any herbs/poisons.

Determining Doses

To determine how many doses a searcher finds, use the following formula:

$$1 + (2d10 - \text{difficulty number})$$

As can be seen, the above formula could allow a group of searchers to be successful in their search, but still find no doses of an herb/poison. This reflects the fact that the herb may be out of season, or that the searchers are looking in an area that has already been depleted (*i.e., they found the proper plants, but they had already been stripped*), or that other environmental (*e.g., unseasonal weather*) conditions may have affected the herb for which they were searching.

Search Modifiers

- » The following list of modifiers is used for the search rolls.
- » Searching an area searched in the last 6 months -50
- » Each Cleric devoted to a nature god in the group +30
- » Each Ranger in the group +20
- » Each additional searcher with the Herbcraft skill +5
- » Each additional searcher without the proper skill +2
- » Each day spent unsuccessfully searching +5

13 Encounters & Monsters



A mysterious stranger in a tavern... A rustle in the underbrush...
The crackle of a branch in the darkness... Three hungry trolls...
An ambush... A wrong word... And so the adventure begins.

Creating exciting and interesting adventures and encounters is the GM's responsibility, and can seem like a daunting task. To make GMs' lives easier, **HARP** includes a set of tools that GMs can use to design and flesh out encounters. Two die rolls, four simple steps and a little imagination is all it takes.

Creating Encounters

To create an encounter, just follow the steps below.

1. Check for an encounter:

Make a percentile roll and add the appropriate terrain and situational modifiers from Table 13.1. If the total roll is over 100, the characters will have an encounter.

2. Decide if the encounter is direct or indirect. A Direct encounter means that the characters begin the encounter close enough to talk and/or start fighting

An Indirect encounter means that the characters either spot the object of the encounter, or that the object of the encounter spots them.

3. Roll on the Encounter Table under the appropriate setting type, and sub column. For Example: Densely Populated/ Hostile. This means that the characters are traveling in a densely populated region and that the natives are hostile.

4. Look up the results of the encounter roll and record the results. If the characters encounter a monster(s), select a monster(s) suitable to the terrain type from table 13.3 and look up its stats in the Creatures & Monsters section below.

GM's Tip:

Preplanned Random Encounters

You may find it helpful to use index cards to write up small encounters ahead of time. Create several encounter types, so that you have a decent selection.

Then when you do roll an encounter, you only have to select an appropriate encounter for the terrain and locale.

Encounters

Adventurers can have two types of encounters. The first type is the planned encounters; these are encounters that the Gamemaster (*GM*) creates ahead of time to advance the story. They normally serve some ultimate purpose and can vary widely. The second type of encounter is called the random encounter. These can occur at any time or any place, and are usually unplanned.

The GM should make a percentile roll to determine whether or not the characters have an encounter. GMs should roll once for every 4 hours of activity if the group of characters

is on the move or otherwise active. If the group is stationary (*camping*), then roll once for every 6 hours. Roll for every partial time increment, not just full ones. Thus if the group marches for 5 hours, the GM would make 2 rolls. Similarly if they camp for 14 hours, make 3 rolls to determine if there is an encounter.

The GM should add any of the appropriate modifiers from the table below to his or her roll. These modifiers are designed to simulate terrain, weather and unusual conditions. If the result of the roll and all the modifiers is 100 or greater, then there is an encounter and the GM moves on to the next step.

Table 13.1 Encounter Modifiers

Condition	Urban	Rural	Wilderness
Traveling at night	-25	-50	+25
Spells employed (flashy/noisy spells)	+50	+30	+10
Encamped after 12 hours travel	—	—	+20
Encamped after 16 hours travel	—	—	+40
Raining	-10	-10	-10
Clear weather	+10	+10	+10
Patrolled Area	+50	+30	+10
Hostile Area	+100	+50	+25
Pursuit (hue & cry)	+100	+100	+50
Night-adapted population at night	+30	+20	+10
Night-adapted population during day	-30	-40	-50
Terrain			
Forest & rough	—	-50	-50
Forest & flat	—	-25	-25
Light & rough	—	+10	+20
Light & flat	—	—	—
Open & rough	—	—	—
Open & flat	—	+50	+50
Travel Speed			
Sneaking Afoot / 25% x BMR	-25	-50	-50
Careful Walk / 50% x BMR	-15	-20	-20
Normal Walk / 1x BMR	—	—	—
Run / 2x BMR	+20	+15	+10
Slow Ride / norm	+20	+20	+20
Fast Ride / 3x norm	+50	+40	+40

Once the GM has determined if an encounter will occur, he or she must then determine if the encounter is Indirect or Direct.

An Indirect encounter means that either the characters spot the object of the encounter, or that the object of the encounter spots them. When this happens, it is up to whoever does the spotting to change the encounter from Indirect to Direct, or to leave which ends the encounter.

A Direct encounter means that the characters begin the encounter close enough to talk and/or start fighting depending

upon the nature of the object of the encounter and the motivations of both it and the characters.

To determine whether an encounter is Indirect or Direct, roll on the following table.

Roll	Encounter Type
01-40	Indirect
41-100	Direct

Certain results on the following Encounter Table can only be Direct encounters, such as Terrain results. In these cases, just ignore the Indirect results. Now that the GM has determined that there is an encounter, and whether or not it is Indirect or Direct, he must now determine what the actual encounter will be. The GM will use the table below to determine the nature of the encounter.

The table is divided into 4 main columns based upon the overall population density of the area in which the encounter takes place. They are as follows:

Densely Populated – This represents large cities and their close environs. It can also represent large well populated monster warrens (*like a series of caves inhabited by several tribes of goblins*).

Moderately Populated – This would be small towns and villages and the areas surrounding them.

Lightly Populated – This is your average frontier town or border fort on the edge of the wilderness. It can also represent the lands belonging to savage peoples or tribes.

Wilderness – There are no civilizations here. The region is occupied only by travelers and the creatures and monsters that live here.

Each of the 4 columns is divided into 2 separate columns that describe the nature of the setting. The GM should choose which column to use prior to rolling on the table below:

Benign – This means that the local population is either friendly or neutral to the characters.

Hostile – This represents lands where the population is antagonistic or outright hostile to the characters.

Normal – For wilderness areas this means that there are no special qualities that can cause problems for the characters.

Magic – This represents areas that contain some special magical feature like Standing Stones, or a place where magic works differently than normal (*perhaps a forest glade that acts like a natural Power Point Adder*).

Once you have determined the column to roll on, you then make a percentile roll and find out what the characters have actually encountered. Just remember, if a result does not

13.2 Encounter Table

Encounter	Densely Populated		Moderately Populated		Lightly Populated		Wilderness	
	Benign	Hostile	Benign	Hostile	Benign	Hostile	Normal	Magic
Normal Animals	—	—	01-06	01-04	01-15	01-07	01-35	01-30
Vegetation	—	—	07-09	05-07	16-30	08-12	36-40	31-38
Terrain	—	—	10-12	08-15	31-36	13-22	41-47	39-46
Locals (Working)	01-30	01-32	13-35	16-26	37-38	23-26	—	—
Locals (Playing)	31-37	33	36-40	27	39	27	—	—
Locals (Traveling)	38-45	34-39	41-43	28-33	40-42	28-31	—	—
Merchants/Traders	46-52	40-43	44-50	34-37	43-46	32-34	48	—
Craftsmen	53-58	44-48	51-53	38-40	47-48	35-36	—	—
Hunters/Fishermen	59	49-50	54-60	41-43	49-56	37-48	49-58	47-52
Messengers	60	51-53	61-62	44	57	49	—	—
Nobles	61-66	54-59	63-64	45-47	58-60	50-51	—	—
Pilgrims	67-69	60	65-67	48-50	61-62	52-53	59	53-54
Local Guard	70-78	61-69	68-73	51-57	63-64	54-56	—	—
Military Patrol	79-81	70-79	74-79	58-70	65-71	57-64	60-67	55-59
Bandits	82-83	80-81	80-85	71-74	72-76	65-69	68-73	60-62
Raiders	84-85	82-85	86-88	75-78	77-81	70-73	74-77	63-66
Vigilantes	86-87	86-88	89-90	79-83	82-85	74-76	78-81	67-69
Trap/Ambush	88-90	89-90	91	84-89	86-87	77-80	82-84	70-72
Monster	91	91-92	92-94	90-93	88-93	81-92	85-91	73-93
Adventurers	92-99	93-99	95-99	94-99	94-99	93-99	92-99	94-99
Special	100	100	100	100	100	100	100	100

make sense for the location or situation, then feel free to re-roll it or to select one more appropriate.

Normal Animals – These are encounters with normal animals. Most often, they will run from characters rather than attack. This makes for a good Indirect encounter (*hearing wolves howling at night*). Although certain animals will occasionally attack adventurers, few will rarely come near a fire.

Vegetation – Unless really unusual looking, encounters with Vegetation (*giant Venus fly-traps, strangler vines, etc.*) will normally be Direct encounters.

Terrain – Encounters with Terrain includes such things as quicksand or hidden bogs or tar pits. Such encounters are always Direct encounters.

Locals (Working) – Encounters of this type are normally your everyday person trying to make a living. Be it the farmer in the field, or a common laborer building a wall. These folks often have the best rumors.

Locals (Playing) – Perhaps they are playing because of a festival, or a religious holiday, or perhaps just some children playing a game. As always, the locals are often good for the local rumors. Unless that is, you are in hostile territory....

Locals (Traveling) – If the locals are traveling, that usually means that they are attempting to get away from something bad. Sometimes the locals travel for other reasons as well, just not as often.

Merchants/Traders – These folks carry goods from place to place. The more prosperous they are, the more guards they will want for their caravans. They may be willing to do a little trading along the way or might want extra guards for a dangerous section of the trail.

Craftsmen – These are the guys who build and make things for a living. Everything from houses to jewelry, they often take their tools with them in backpacks or by hand-drawn carts. Well-to-do craftsmen may also have apprentices with them.

Hunters/Fishermen – These folk haunt the wilderness. They trap and catch animals for food and other reasons. They know the lay of the land and often make good guides if treated right.

Messengers – By foot or by horse, the messenger's job is to get important messages from one location to another quickly and safely.

Table 13.3 Monsters and Terrain

Mountains	Forest	Plains	Swamps	Desert	Ruins/Caves
Ant, Giant	Ant, Giant	Ant, Giant	Ant, Giant	Ant, Giant	Ant, Giant
Beetle, Giant	Ape, Giant	Ape, Giant	Beetle, Giant	Beetle, Giant	Beetle, Giant
Cat, Large	Beetle, Giant	Beetle, Giant	Centaur	Kobold	Demon, Any
Gargoyle	Cat, Large	Cat, Large	Giant, Lesser	Orc	Gargoyle
Giant, Greater	Centaur	Centaur	Hydra	Scorpion, Giant	Goblin
Giant, Lesser	Giant, Greater	Goblin	Kobold	Undead, Any	Hobgoblin
Goblin	Giant, Lesser	Hobgoblin	Lizardmen	Wasp, Giant	Hydra
Harpy	Goblin	Kobold	Ogre	Werewolf	Kobold
Hippogriff	Hobgoblin	Orc	Orc		Lizardmen
Hobgoblin	Hydra	Rat, Giant	Rat, Giant		Ogre
Hydra	Kobold	Sabertooth Tiger	Spider, Giant		Orc
Kobold	Lizardmen	Troll, Greater	Spider, Greater		Rat, Giant
Ogre	Ogre	Troll, Lesser	Spider, Lesser		Spider, Giant
Orc	Orc	Wasp, Giant	Troll, Greater		Spider, Greater
Rat, Giant	Rat, Giant	Werewolf	Troll, Lesser		Spider, Lesser
Sabertooth Tiger	Sabertooth Tiger	Wolf	Wasp, Giant		Troll, Greater
Spider, Giant	Spider, Giant		Werewolf		Troll, Lesser
Spider, Lesser	Spider, Greater				Undead, Any
Troll, Greater	Spider, Lesser				Werewolf
Werewolf	Troll, Greater				Wyvern
Wolf	Troll, Lesser				
Wyvern	Wasp, Giant				
	Werewolf				
	Wolf				
	Wyvern				

Nobles – Nobles often travel with a small entourage. They may be out surveying their domains or just out for a jaunt when encountered. They may also be out hunting, either for game or perhaps something a bit more deadly, like bandits or raiders.

Pilgrims – Religious pilgrims will often travel great distances just to visit some holy shrine or location that is important to their religion. They are devout and it often shows in their conversational skills.

Local Guard – This is your average town sheriff or city guard, or perhaps even the village constable. His job is to solve crimes and capture crooks, or at least do so as much as he can.

Military Patrol – This is a squad of soldiers, often found patrolling the borders or protecting something (*or somebody*) important.

Bandits – These are locals who have taken to a life of crime. Often found in groups, they work together to rob people and trade caravans for a living.

Raiders – These groups are not locals. They may be from a neighboring country or from a tribe of humanoid creatures (*orcs, goblins, kobolds, etc.*) that are raiding farms, villages and anything else that they can find.

Vigilantes – These folk hunt criminals and raiders, and the occasional monster that wanders into the area. Some do this for money, or to protect their families or properties, while others may just get caught up in the excitement of the moment.

Trap/Ambush – The purpose of these are to stop and most likely kill those who fall prey to them.

Monster – Monsters are feared by all because they are normally extremely hard to kill. When one wanders into civilized territories, the locals will often do whatever it takes to get rid of it. Of course, there are those who also like to keep monsters as pets if they can. The table below depicts the normal monsters found in the indicated terrain types listed. The GM should select one appropriate to the location of the party.

Adventurers – This is another band of adventurers, out for the same fame, glory and riches that the characters are. If this group's goals are similar or opposed to those of the party, there may be conflict between the two.

Special – This is GM's choice. It could be anything that the GM can imagine.

Creatures & Monsters

This section contains a small selection of monsters, creatures, and critters that the GM can use against the characters. These creatures and monsters were built using a standard 550 points for stats and 50 Development Points per level to purchase skills and racial Talents. Using this information along with the information contained in Table 13.5, the GM

will be able to customize the creatures to represent weaker or stronger variants and to develop individuals of the monstrous races (*Goblins, Orcs, etc.*) as members of adventuring Professions (*typically Fighters*). The Centaurs, Goblins, Hobgoblins, Kobolds, Lizardmen and Orcs have been developed as 1st-level Fighters. Their Base Movement Rate has been calculated using an average for their race.

Notations

Level – In most cases, this is the average level of an adult version of the creature. For certain creatures such as Undead, this is a minimum level representing the conversion of an adult human of 1st level into a Skeleton or Zombie. A Skeletal Wyvern would be much more powerful. For other creatures such as Battle Demons, much more powerful incarnations exist. These will be described in the upcoming HARP Bestiary sourcebook.

Size – This is the relative size and toughness of the creature. Large and Huge creatures receive criticals on special charts rather than on the normal ones. Other creatures may also be immune to certain effects of damage such as bleeders or stun. The following list gives the type of entries that may be found in the Size column and what those entries mean.

S – Creature is Small in size and receives criticals normally.

M – Creature is Medium in size and receives criticals normally.

L – Creature is Large in size and all criticals to this creature are resolved on the Large Critical Table.

H – Creature is Huge in size and all criticals to this creature are resolved on the Huge Critical Table.

(L) – Creature is Medium in size, but all critical received are resolved on the Large Critical Table.

(H) – Creature is Medium in size, but all criticals received are resolved on the Huge Critical Table.

Init Bonus – This is the bonus that is added to the creature's initiative rolls during combat.

BMR (Base Movement Type) – This is the Base Movement Rate Type of the creature. This represents the principal (*and secondary, if any*) means of locomotion of the creature. If two BMR Types are given, the first before the slash is the primary, the second after the slash is the Secondary, i.e., Primary/Secondary.

Biped – Creature walks upright on land on two legs (*like a human*)

Quadruped – Creature walks on four legs on land (*like dogs, cats, cattle, etc.*)

Multi-legged – Creature walks on more than four legs on land (*like spiders, centipedes, etc.*)

Flight – Creature is capable of flying or gliding as a primary or secondary means of locomotion and is typically winged.

Swim – Creature is typically aquatic or amphibious and swimming in water is the primary or secondary form of locomotion.

BMR (Base Movement Rate) – This is the Base Movement Rate of the creature. This represents how many feet that the creature may move in a given round at a walking pace for the defined BMR Type. If two values are given, these correspond to the primary and secondary BMR Types respectively.

Hits – This is how many Concussion Hits a creature has at the given level. If the GM alters the creature from the base level, he needs to remember to change the number of hits accordingly as well.

DB (Defensive Bonus) – This is the creature's Defensive Bonus, and is subtracted from all attacks made against the creature. It already includes such features as armor and shields that the creature may have. Intelligent creatures may increase this by parrying, or through the use of magical items.

Attacks – This section gives the creature's Offensive Bonus (*OB*). It often lists more than one OB if the creature has different forms of attack available to it. The first one listed is the primary attack of the creature, with any others listed being secondary attacks. A creature's attacks are divided into three parts: the bonus, attack size, and attack table. The bonus is what is added to the attack roll. The size is as follows and indicates maximum attack size: T=Tiny, S=Small, M=Medium, L=Large & H=Huge. Thus a 75 L-Slash equals a +75 to the roll on the Slash chart with a damage size of Large. If multiple attacks are listed, then the creature gets to decide which attack to use. The code We= weapon.

Enc – This is the number of creatures normally encountered when they are found. This does not represent how many may be in its lair, only how many normally travel together.

Outlook – This represents the creature's normal outlook and attitudes to those that it encounters. This also is used to denote the creature's basic behavior patterns as well. The following list shows the codes that may be used.

Aggr. – Aggressive. Creature is aggressive and will attack if provoked.

Aloof – This type of creature will normally ignore others unless attacked or interfered with.

Bellig. – Belligerent. This type of creature has a nasty disposition and will often attack without provocation.

Berserk – This creature will attack the closest living creature until it is destroyed.

Cruel – Not only is this creature hostile, but it enjoys causing death, pain, and suffering.

Domin. – Dominating. This creature desires power and attempts to gain it by controlling and dominating others.

Greedy – This type of creature will attack and/or steal from others if the risk is not too high to itself.

Hostile – Will normally attack other creatures on sight.

Hungry – This type of creature will normally attack anything that it considers edible when hungry, otherwise consider it to be Aggressive.

Prot. – Protective. This creature is normally very protective of a thing, place, other creature, etc.

Treasure – The section of the stat block for treasure gives you some codes to use in determining what treasure the creature might have. The base chance of a creature having treasure is dependant upon the level of the creature. To determine the chance of the creature having treasure roll percentile dice, and roll under a number equal to $20\% + 3\%$ per level.

The code for treasure determination looks like the following: N2R3(10)P and is used to determine what rolls to make in order to determine the treasure to be used. The code contains three segments (*Magic, Money, and Mundane, in that order*) and each segment contains three possibilities, Poor (*P*), Normal (*N*), or Rich (*R*).

If a code is followed by a number, then the GM should roll on the indicated column the indicated number of times. If the code is followed by a number in parenthesis, then the results of all rolls are then multiplied by that number to get the total. If the code is not followed by any number, then only a single roll is needed for that chart. If there is a ‘—’ instead of a code, then no roll is made for that type of treasure.

Using the example code above, N2R3(10)P, we can see that the treasure is comprised of 2 rolls on the Normal Magic column (*N₂*), and 3 rolls on the Rich column of the money chart, with the total of all three rolls being multiplied by 10 (*R₃₍₁₀₎*), and finally a single roll on the Poor column of the Mundane Items chart.

- **Stamina RR** – This is the creature's total bonus to Stamina Resistance Rolls.
- **Will RR** – This is the creature's total bonus to Will Resistance Rolls.
- **Magic RR** – This is the creature's total bonus to Magic Resistance Rolls.

Descriptions

This section gives a description of the monsters listed on Table 13.4 along additional information about the creature. Each description contains the following items:

Abilities – This section will list any racial or special abilities of the monster. Any abilities given that are not located in the Talents section will be detailed at the end of the Monster descriptions.

IQ – This section will give the creature's intelligence and sentience level and some information on how the creatures act.

DB – This section will give a breakdown of the monster's DB indicating where each portion of it comes from.

Skills – This section will give a few common skills that will be useful in running the monster. The GM may add other skills as he sees fit. They are in the following format: Skill Name (# of ranks) Total Bonus

Ant, Giant

Giant ants are much like regular ants only 1-2' in length. They attack using their powerful pincer-like mandibles. Giant Ants will almost always be found in groups. These range from small groups of 2-20 out on specific missions for the nest such as gathering food or supplies for up to as many as 2000 in a large nest.

Abilities – Blazing Speed, Enhanced Senses, Extra Limbs (*two*), Good Memory, Instinctive Defense, Multiple or Peripheral Eyes (*Lesser*), Natural Weapon, Portage Skills (*x5*), Shrink (*Minor*), Tough Hide (*Greater*), Toughness

IQ – Giant Ants are capable of working together in limited ways, but are not really intelligent. They will often work to surround foes.

DB – +18 Stats; +20 Instinctive Defense; +60 Tough Hide (*Greater*)

Skills – Climbing (9) 57; Jumping (3) 27; Perception (9) 74; Tracking (9) 64

Ape, Giant

These huge primates can grow to be up to 9' tall and weigh close to half a ton. They live in groups of 5-10 and have very specific territories, which they will vigorously defend. They attack by either smashing foes with their large fists or with simple weapons such as clubs or rocks.

Abilities – Ambidexterity, Athletic, Blazing Speed, Dense Musculature, Enhanced Senses, Extremely Nimble, Giantism (*Minor*), Lightning Reflexes, Tough Hide (*Minor*), Toughness

IQ – Giant Apes are extremely intelligent animals. They have the equivalent intelligence of a small child. However they do not have a recognizable language and do not work together very well, even in family groups.

DB – +16 Stats; +5 Dense Musculature; +20 Tough Hide (*Minor*)

Skills – Acrobatics (18) 94; Ambush (9) 53; Brawling (9) 77; Climbing (18) 103; Endurance (18) 86; Frenzy (9) 55; Jumping (18) 93; Perception (12) 65; Stalking & Hiding (18) 79; Tracking (3) 16

Battle Demon

Battle Demons, like all Demons, are creatures from another plane of existence, the Abyss. A Battle Demon is a muscular humanoid with a scaly hide, the head of a beast, and a snake-like tail emerging from the small of its back. The animal head may be that of a common animal such as a ram, a goat, or a bull or something wilder such as a wolf, a giant crow, a panther, or a bear. The features of the face are contorted

into a cruel and angry visage. The hands are more claws than hands. Battle Demons stand between seven and eleven feet tall and have a build to match. Battle Demons are the rank and file of the legions of the Abyss. Battle Demons do not rely on their tough hide and natural weapons. They march to war in jet-black plate mail and wall shields emblazoned with the symbols of their overlords, and wield heavy broadsword, battleaxe and longbow. The example given here is of the least powerful Class of Battle Demon – the demonic foot soldier.

Abilities – Abyssal Sustenance; Demon Vision; Demonic Fear (*Class 1*); Enhanced Senses; Enlarge (*Minor*); Miasmic Anchor (*Class 1*); Lightning Reflexes; Limited Regeneration (*Major*, *holy/blessed attacks*); Natural Weapon (*claws*); Poison Immunity; Shield Training; Tough Hide (*Minor*)

IQ – Class I Battle Demons are no more intelligent than average humans. The rank and file of the legions of the Abyss are well able to follow orders.

DB – +16 Stats; +20 Tough Hide; +60 Armor (*Plate*); +40 Shield;

Skills – Armor (12) 64; Perception (18) 85

Beetle, Giant

The Giant Beetle normally grows up to between 5 and 7' in length. They are found in groups of 1-5 and will eat virtually anything, taking large bites with their large pincers.

Abilities – Extra Limbs, Enlarge (*Minor*), Multiple or Peripheral Eyes (*Lesser*), Natural Camouflage, Natural Weapon, Night Vision, Portage Skills, Quiet Stride, Skill Specialization, Tough Hide (*Major*), Toughness

IQ – Giant Beetles are scavengers, and will eat almost anything. They have only animal intelligence, although this is often over-ridden by its relentlessly hungry nature.

DB – +16 Stats; +40 Tough Hide (*Major*);

Skills – Ambush (9) 50; Climbing (9) 62; Jumping (9) 62; Perception (9) 60; Stalking & Hiding (9) 95; Swimming (9) 62; Tracking (4) 25

Cat, Large

This covers lions, tigers, leopards, and other large feline predators. They attack with their deadly claws or their ferocious bites. While most are normally solitary, certain types of large cats such as the lion are pack animals, working together to bring down larger prey.

Abilities – Agile Defense, Blazing Speed, Enhanced Senses, Extremely Nimble, Instinctive Defense, Lightning Reflexes, Natural Weapon, Quiet Stride, Subtle, Tough Hide (*Lesser*), Toughness

IQ – Large Cats are very intelligent animals, but still animals. Those who hunt in packs will work together to bring down large prey.

DB – +24 Stats; +6 Agile Defense; +20 Instinctive Defense; +10 Tough Hide (*Lesser*)

Skills – Ambush (12) 72; Climbing (12) 63; Jumping (7) 44; Perception (12) 74; Pounce (12) 63; Stalking & Hiding (12) 107; Tracking (7) 45

Centaur

Half-man and half-horse, a Centaur is typically 7' tall from crown of human head to front hooves with the equine portion being 4' tall, giving them a high BMR relative to other intelligent races. Centaurs are highly territorial. Civilized Centaurs will defend themselves and their lands with bows, spears and swords, preferring ranged weaponry. Very primitive Centaurs will resort to brawling with fists and hooves. Centaurs live in tribes and clans, and dislike outsiders intruding into their realms.

Abilities – Dense Musculature; Enhanced Senses; Portage Skills; Fighter and Character Abilities: Fighter Bonus Missile; Lightning Reflexes; Natural Weapon; Shield Training; Sureshot

IQ – Centaurs are as intelligent as humans and the other races. They work well together and with other races as well. Centaurs are most often of the Nomad culture.

DB – +4 Stats; +30 Rigid Leather; +30 Full Shield

Skills – Ambush (4) 27; Armor (6) 44; Attunement (1) 11; Climbing (4) 34; Endurance (6) 81; Herbcraft (2) 16; Hoof Attack (4) 39; Lore: Local Region (4) 26; Melee Weapon (6) 49; Missile Weapon (6) 59; Perception (6) 45; Resistance - Magic (5) 36; Resistance - Stamina (6) 63; Resistance - Will (5) 39; Runes (2) 16; Stalking & Hiding (3) 22; Swimming (3) 1; Tracking (6) 35

Table 13.4 Creature Statistics

Name	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	# Enc	Outlook	Treasure	Stamina	Will	Magic
Ant, Giant	2	S	Multi-legged	18	7	98	123	57 S-Slash (bite) 98 L-Crush (punch); 92 M-Puncture (bite); 98 L-Crush (hug)	2-20	Hungry	PNP	84	82	41
Ape, Giant	5	L	Biped	19	15	41	176		1-10	Bellig.	PPP	72	3	9
Battle Demon	5	L	Biped	16	19	136	138	76 We; 76 M-Slash (claw)	1 or 1-10	Aggr.	P2 --	83	82	83
Beetle, Giant	2	L	Multi-legged	15	8	56	161	82 L-Slash (pincers)	1-5	Hungry	-N3-	87	65	45
Cat, Large	3	M	Quadruped	25	22	60	137	63 M-Puncture (bite); 63 S-Slash (claw); 63 Pounce (M-MA-Sweeps)	1-5	Aggr.	---	76	45	45
Centaur	1	M	Quadruped	24	15	75	81	59 We (missile); 49 We (melee); 39 Brawling	2-20	Prot.	N2N2 (10) R2	53	29	26
Gargoyle	5	M	Biped / Flight	8 / 47	8	73	187	81 M-Slash (claws); 77 M-Puncture (bite); 68 Dive	1-10	Aloof	NR (5) N	91	62	96
Giant, Greater	20	H	Biped	34	11	55	236	121 We (large); 101 L-Crush (thrown boulders); 101 Brawling	1	Aggr.	R2R (10) N2	109	82	87
Giant, Lesser	10	L	Biped	22	11	49	183	107 We (large); 74 L-Crush (thrown boulders); 95 Brawling	1	Hungry	P2NN3	112	71	83
Goblin	1	M	Biped	6	15	49	70	55 We (melee); 45 We (missile); 35 Brawling	10-20	Greedy	PPR3	56	44	46
Harpy	2	M	Biped / Flight	11 / 34	18	48	123	57 S-Slash (claws); 57 S-Puncture (bite); 57 Dive	1-10	Bellig.	N N3(10) N3	40	16	28
Hippogriff	9	L	Quadruped / Flight	37 / 65	22	68	183	90 M-Puncture (bite); 90 M-Crush (hoof); 90 Dive	1-2	Aloof	PNP	94	65	69
Hobgoblin	1	M	Biped	7	14	64	95	61 We (melee); 46 We (missile); 41 Brawling	1-20	Domin.	NNN	66	39	39
Hydra	10	L	Quadruped	32	17	94	197	114 L-Puncture (bite)	1	Bellig.	PNP	113	77	91
Kobold	1	M	Biped	10	10	47	63	43 We (melee); 43 We (missile); 23 Brawling	10-20	Greedy / Hungry	NPN	49	50	42

Table 13.4 Creature Statistics

Name	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	# Enc	Outlook	Treasure	Stamina	Will	Magic
Lizardman	1	M	Biped	10	15	46	83	52 We (melee); 37 We (missile); 52 S-Slash (claws); 32 S-ma sweeps (tail)	2-10	Aggr.	NPR3	64	47	39
Minotaur	5	L	Biped	14	10	85	183	96 We; 86 S-Puncture (horn); 86 M-Crush (hooves)	1-5	Bellig.	N2NN3	96	37	50
Ogre	8	L	Biped	18	5	61	188	109 We (melee); 109 We (thrown); 99 Brawling	1-5	Hungry	PPN	117	77	75
Orc	1	M	Biped	10	15	72	87	59 We (melee); 49 We (missile); 49 Brawling	2-20	Hostile	NPN	70	29	33
Rat, Giant	3	S	Quadruped	17	18	52	117	50 T-Slash (claw); 50 T-Puncture (bite)	2-10	Hungry	PPP	69	17	34
Sabertooth Tiger	9	L	Quadruped	29	23	66	195	94 H-Puncture (bite); 94 L-Slash (claw); 84 L-Crush (pounce)	1	Hungry/ Prot.	PPP	85	70	67
Scorpion, Giant	4	H	Multi-legged	22	12	74	194	81 L-Slash (claw); 81 L-Puncture (tail, poison)	1-2	Bellig.	PPP	100	28	20
Shark, Gr. White	12	H	Swim	44	19	42	225	119 H-Puncture (bite); 96 L-Crush (ram);	1	Hungry	PPP	118	44	56
Spider, Giant	8	L	Multi-legged	21	15	76	177	78 L-Slash (bite); 84 T-Puncture (stinger, poison)	1-10	Bellig.	NNP	70	49	12
Spider, Greater	20	H	Multi-legged	25	15	74	248	108 L-Puncture (bite); 108 L-Puncture (stinger, poison), 107 M-Grapple (web)	1	Domin./ Cruel	RRP	112	78	74
Spider, Lesser	3	M	Multi-legged	18	13	58	123	75 L-Slash (bite); 65 S-Puncture (stinger, poison)	2-20	Hungry	PPP	58	45	10
Skeleton	3	M	Biped	10	-3	65	144	60 We; 60 S-Slash (claws); 56 Disarm	2-20	Berserk	PPP	103	61	60
Troll, Greater	10	H	Biped	24	7	29	230	107 L-Crush (club); 107 L-Puncture (spear); 107 Brawling	1-5	Cruel	NPN	103	61	60
Troll, Lesser	5	L	Biped	18	6	14	169	82 L-Crush (club); 82 L-Puncture (spear); 82 Brawling	1-10	Hungry	PPN	85	51	48
Wasp, Giant	2	H	Flight / Multi-legged	44 / 20	23	62	170	62 S-Puncture (sting, poison); 47 S-Puncture (bite); 47 Dive	2-20	Hungry	PPP	45	35	69
Werewolf	7	M	Biped / Quadruped	15	27	68	151	78 M-Puncture (bite, disease); 84 M-Slash (claw); 70 Pounce (M-MA-Sweeps)	1	Bellig./ Cruel	NNN	77	67	66
Wolf	3	M	Quadruped	20	20	60	123	64 S-Puncture (bite); 64 T-Slash (claw); 64 Pounce (M-MA-Sweeps)	2-20	Hungry	— — —	86	70	64
Wyvern	10	H	Flight / Biped	60 / 14	24	108	343	123 L-Puncture (bite, poison); 123 L-Puncture (tail, poison);	1	Hostile	R3R3(10) R3	100	74	72
Zombie	2	M	Biped	10	-3	20	128	54 M-Puncture (bite); 54 S-Slash (claws);	1-10	Hungry	PPP	101	45	39

Gargoyle

These creatures are winged goblinoids that show no uniformity in their appearance. Each gargoyle is unique. They seem to have skin and bodies made from stone. It is conjectured that they are magical creations that have gained the ability to reproduce themselves using mundane statuary. Their stone claws and mouths are potent weapons that they use on prey. It is not uncommon to find from 1 – 10 of these creatures roosting in a single aerie.

Abilities – Dark Vision (*Lesser*); Dense Musculature; Enhanced Senses; Flight; Natural Weapon; Tough Hide (*Greater*); Toughness

IQ – Gargoyles are as intelligent as humans. They work well with others of their roost. Due to their naturally tough hides, Gargoyles all seem to have a uniform disdain for armor.

DB – +8 Stats; +5 Dense Musculature; +60 Tough Hide

Skills – Acrobatics (12) 69; Camouflage (12) 61; Climbing (6) 48; Dive (9) 68; Flying/Gliding (9) 110; Jumping (9) 63; Mental Focus (6) 58; Perception (18) 96; Stalking & Hiding (18) 71

Giants, Greater

Greater Giants are both more intelligent and larger than their lesser cousins. Standing between 12 and 20' tall, they resemble large, lordly humans. Each one knows up to one spell for every two levels it has – the example below is of a Greater Giant who has focused on several specific spells. These spells will always be based on the focus of the giant: Earth, Water, Fire, Cloud, Forest, etc. Greater Giants are normally solitary creatures.

Abilities – Imbued with (*Selected Element*); Dense Musculature; Enlarge (*Major*); Lightning Reflexes; Reverberating Strength; Tough Hide (*Lesser*); Toughness

IQ – Greater Giants are as intelligent as humans and often know spells that deal with their focus.

DB – +5 Dense Musculature; 10 Tough Hide; +40 Armor (*chainmail*)

Skills – Ambush (8) 45; Animal Handling (10) 67; Appraisal (18) 76; Armor (10) 76; Attunement (20) 78; Beastmastery (10) 67; Brawling (20) 101; Climbing (20) 96; Craftst† (10) 52; Elemental Ball (10) 61; Elemental Wall (25) 86; Elemental Weapon (15) 71; Frenzy (10) 73; Interrogation (10) 67; Jumping (20) 96; Linguisticst (10) 60; Mundane Lore (15) 68; Perception (20) 83; Power Point Development (50) 128; Public Speaking (10) 67; Stalking & Hiding (8) 35; Storytelling (18) 83; Tracking (10) 63; Trickery (8) 58

Giants, Lesser

These giants are both large and strong, although not particularly intelligent. Standing between 9 and 15' tall, these giants resemble large hairy humans with a very bestial look to them. They often have such features as oversized limbs and muscles or some other deformed look. Giants are solitary creatures.

Some examples of Lesser Giants include Cyclops, Cave Giants, and Hill Giants.

Abilities – Dense Musculature; Enlarge (*Minor*); Lightning Reflexes; Reverberating Strength; Tough Hide (*Lesser*); Toughness

IQ – Lesser Giants are slightly less intelligent than humans, but still intelligent enough to be crafty.

DB – +4 Stats; +5 Dense Musculature; +10 Tough Hide (*Lesser*); +30 Armor (*rigid leather*)

Skills – Ambush (8) 47; Animal Handling (10) 61; Appraisal (18) 73; Armor (10) 69; Beastmastery (10) 61; Brawling (20) 94; Climbing (20) 89; Craftst† (10) 56; Frenzy (10) 65; Interrogation (8) 51; Jumping (20) 89; Linguisticst (10) 57; Mundane Lore (15) 66; Perception (20) 78; Public Speaking (8) 51; Stalking & Hiding (3) 17; Tracking (10) 58; Trickery (8) 51

Goblin

These creatures stand between 3'6" and 4'6" tall and have round heads with snub noses and wide grinning mouths. Their skin is a mottled greenish yellow in color. Goblins are very clever and very skilled with mechanical objects such as traps. Goblins often travel in packs of 10 – 20 while a nest of them could hold up to anywhere between 100 and 200. Goblins enjoy night vision (*to 100'*), but find it very difficult to see (*-50 to all actions requiring vision*) in full daylight.

Abilities – Agile Defense, Athletic, Lightning Reflexes, Night Vision; Sunlight Intolerance (*Major*); Fighter and Character Abilities: Fighter Bonus Melee; Shield Training; Speed Loader

IQ – As intelligent as Humans, Goblins are a very barbaric race. They tend to prefer to strike from ambush or to use traps.

DB – +4 Stats; +6 Agile Defense; +20 Soft Leather; +15 Buckler

Skills – Ambush (5) 35; Appraisal (2) 16; Armor (4) 35; Attunement (2) 16; Brawling (4) 35; Climbing (6) 55; Craft (2) 21; Endurance (6) 70; Jumping (4) 35; Melee Weapon (6) 55; Missile Weapon (6) 45; Perception (6) 35; Power Point Development (0) 10; Resistance - Magic (6) 46; Resistance - Stamina (6) 56; Resistance - Will (6) 44; Runes (2) 16; Stalking & Hiding (5) 35; Tracking (5) 30

Harpy

Vile and twisted, Harpies are carnivorous hybrid beings, marrying a human forebody with the hindquarters of a giant vulture. Almost all encountered Harpies are female and almost all of them are incredibly ugly. They nest in dead trees in dark forests, hills and mountains, where they rear their young and hoard the booty acquired from the corpses of their foes. Harpies are malicious and hate all but their own kind.

Abilities – Ambidexterity; Blazing Speed; Enhanced Senses; Flight; Instinctive Defense; Lightning Reflexes; Natural Weapon; Quiet Stride; Subtle; Tough Hide (*Lesser*); Toughness

IQ – Despite their avian heritage, Harpies are as clever as most humanoid races and will exploit any weakness in a foe.

DB – +18 Stats; +20 Instinctive Defense; +10 Tough Hide (*Lesser*)

Skills – Acrobatics (6) 41; Ambush (9) 66; Camouflage (3) 37; Climbing (7) 47; Dirty Fighting (6) 52; Dive (9) 57; Flying/Gliding (9) 106; Foraging/Survival Wilderness (6) 37; Jumping (9) 57; Perception (2) 27; Stalking & Hiding (9) 91; Trickery (3) 31

Hippogriff

This creature has an eagle-like head, wings, and forequarters, while its body and hindquarters are like those of a horse. Hippogriffs are dangerous only when cornered or their young are in danger. They are normally carefree unless enthralled by magic. When angered they attack using their talons and their beaks.

Abilities – Agile Defense; Athletic; Blazing Speed; Enhanced Senses; Flight; Enlarge (*Minor*); Instinctive Defense; Lightning Reflexes; Natural Weapon; Portage Skills; Tough Hide (*Minor*)

IQ – Hippogriffs are about as smart as a normal horse, very intelligent for an animal.

DB – +24 Stats; +4 Agile Defense; +20 Instinctive Defense; +20 Tough Hide (*minor*)

Skills – Acrobatics (24) 89; Ambush (17) 69; Dive (30) 90; Flying/Gliding (30) 135; Jumping (20) 80; Perception (13) 74; Stalking & Hiding (20) 70

Hobgoblin

Larger and more violent than their lesser cousins the Goblins, Hobgoblins often have a muddy tinge to their skin coloring. They do not normally have their own nests, preferring to mingle with and dominate Goblin tribes. Hobgoblins possess night vision like Goblins, but are less sensitive (-25 to all actions requiring vision) in full daylight. Hobgoblin leaders will also use other Hobgoblins as special troops and leaders of Goblin packs.

Abilities – Dense Musculature; Enhanced Senses; Night Vision; Sunlight Intolerance (*Minor*); Toughness; Fighter and Character Abilities: Assassin Training; Fighter Bonus Melee; Lightning Reflexes; Shield Training

IQ – Hobgoblins are as intelligent as Humans, though much crueler and dominating.

DB – +6 Stats; +30 Rigid Leather; +20 Target Shield

Skills – Ambush (5) 33; Appraisal (4) 26; Armor (6) 46; Brawling (5) 41; Climbing (4) 36; Endurance (6) 95; Jumping (4) 36; Lore: Local Region (4) 28; Melee Weapon (6) 61; Missile Weapon (6) 46; Perception (6) 34; Resistance - Magic (6) 39; Resistance - Stamina (6) 66; Resistance - Will (6) 39; Stalking & Hiding (5) 33; Tracking (4) 24

Hydra

With tough scales that rivals that of the great Drakes, a Hydra looks much like a small dragon with multiple heads. Each head that a Hydra has makes its own attack each round. While most Hydras have 9 heads, the number can vary. If a head is destroyed, the Hydra will grow two more to replace it over the course of 3 rounds. One head is the immortal core, and if it is destroyed, then the creature will die. The only way to keep the other heads from regenerating is to cauterize the wounds with fire, or to destroy the main head.

Abilities – Extra Limbs (8); Enlarge (*Minor*); Instinctive Defense; Lightning Reflexes; Natural Weapon; Poison Bite/Sting (*Major*); Limited Regeneration (*Greater, fire*); Tough Hide (*Greater*); Toughness

IQ – Hydras are of animal intelligence.

DB – +14 Stats; +20 Instinctive Defense; +60 Tough Hide (*Greater*);

Skills – Climbing (20) 101; Perception (21) 79

Kobold

Kobolds are a small reptilian dog-like race of creatures with small horns protruding from their heads. They are very cunning and will often work together and ambush larger prey to take them down. They have night vision (100') and like goblins have difficulty in full daylight (-50 to all actions requiring vision). Kobolds normally hunt prey in groups of 10-20 while their nests can hold up to 200 of the creatures.

Abilities – Agile Defense, Blazing Speed; Night Vision; Subtle; Sunlight Intolerance (*Major*); Fighter and Character Abilities: Assassin Training; Fighter Bonus Melee; Lightning Reflexes; Shield Training

IQ – Kobolds are as intelligent as Humans, and extremely cunning. They work well together with others of their kind.

DB – +6 Stats; +6 Agile Defense; +20 Soft Leather; +15 Buckler

Skills – Acrobatics (2) 14; Ambush (4) 44; Appraisal (4) 22; Armor (4) 23; Attunement (2) 14; Brawling (4) 23; Climbing (6) 38; Endurance (6) 63; Jumping (2) 13; Lore: Local Region (2) 10; Melee Weapon (6) 43; Missile Weapon (6) 43; Perception (6) 33; Resistance - Magic (6) 42; Resistance - Stamina (6) 49; Resistance - Will (6) 50; Runes (2) 12; Stalking & Hiding (4) 44; Tracking (4) 23

Lizardmen

Reptilian humanoids about as large as a human, these have fine scales and a short tail. They will either attack using their mighty claws or weapons that they have taken from prey. A normally savage race, they hunt in parties of 2-10 and live in villages numbering as high as 50 or 60 members.

Abilities – Cold Intolerance (*Minor*); Heat Resistance (*Minor*); Natural Weapon (*Claws*); Natural Weapon (*Tail*);

Tough Hide (*Minor*); Fighter and Character Abilities: Fighter Bonus Melee; Lightning Reflexes; Shield Training

IQ – Lizardmen are as smart as Humans, but are quite often less civilized.

DB – +0 Stats; +20 Tough Hide; +20 Target Shield

Skills – Ambush (6) 39; Armor (6) 42; Claw - Small Slash (4) 32; Climbing (2) 22; Endurance (6) 83; Foraging/Survival Swamp (3) 25; Jumping (2) 22; Lore: Local Region (1) 11; Melee Weapon (6) 52; Missile Weapon (5) 37; Perception (6) 43; Resistance - Magic (4) 39; Resistance - Stamina (6) 64; Resistance - Will (6) 47; Stalking & Hiding (4) 29; Swimming (4) 32; Tail - MA Sweep (4) 32; Tracking (5) 38

Minotaur

These hybrid beings have the horned heads of bulls, extremely muscular human torsos and arms, and legs ending in bovine hooves. Their tall (7' to 9') bodies are covered in a light brown fur concealing a skin as tough as leather. Minotaurs are extremely ferocious and cruel warriors, preferring two-handed melee weapons and heavy spears. If disarmed, their hooves and horns make formidable natural weapons. Solitary Minotaurs are the (*legendary*) guardians of underground and sylvan labyrinths and mazes, sating their carnivorous appetites on the freshly slain corpses of their foes. Small families

of Minotaurs live in the depths of ancient forests. The origins of the Minotaurs are shrouded in myth; their own tales recount a Golden Age of vanished Minotaur civilizations, which perished in ancient cataclysms.

Abilities – Dense Musculature; Enhanced Scent; Enlarge (*Minor*); Instinctive Defense; Lightning Reflexes; Natural Weapon (*horns*); Natural Weapon (*hooves*); Shield Training; Tough Hide (*Minor*); Toughness

IQ – Minotaurs may not be quite as intelligent as humans, but they are much more stubborn.

DB – +10 Stats; +5 Dense Musculature; +20 Instinctive Defense; +20 Tough Hide; +30 Armor (*Rigid Leather*)

Skills – Ambush (8) 52; Armor (12) 79; Climbing (17) 89; Frenzy (11) 69; Jumping (12) 79; Perception (10) 56; Tracking (6) 36

Ogre

Standing 8' – 10' in height, this slovenly race is often mistaken for giants at a distance. They are akin to giants the way that cavemen are akin to humans. They use crude weapons such as clubs or rocks and have an insatiable greed for eating the flesh of other creatures, especially the intelligent ones.



They are most often solitary creatures, although you can occasionally find small family groups of up to 6 of them.

Abilities – Dense Musculature; Enlarge (*Minor*); Great Arm; Night Vision; Skill Specialization; Tough Hide (*Minor*); Toughness

IQ – Ogres are normally about half as smart as most humans, however there are those rare individuals who can match Human intelligence and these will often gain skill as a spell caster, becoming deadly Ogre Mages.

DB – +6 Stats; +5 Dense Musculature; +20 Tough Hide; +30 Armor (*Rigid Leather*)

Skills – Appraisal (10) 54; Armor (15) 77; Brawling (27) 99; Climbing (20) 87; Frenzy (11) 63; Jumping (16) 79; Perception (20) 75; Swimming (16) 54

Orc

As large as humans, this savage race has a remarkable porcine cast to its features. Slanted eyes and flattened snout-like noses with large jutting tusks complete the image of this heavily muscled race. Extremely war-like, Orcs will ravage the countryside, dominating the lesser races of Goblinoids and Kobolds. They are very cannibalistic in nature, and will often play with their prey, before consuming it. They live in tribes numbering between 100 and 200, and will often send out raiding parties of up to 20 warriors to pillage the surrounding area. (*GM's choice of whether the Orc's Bane talent is against Humans or Dwarves or Elves*)

Abilities – Bane, Dense Musculature; Night Vision; Fighter and Character Abilities: Fighter Bonus Melee; Lightning Reflexes; Shield Training

IQ – Orcs are a highly uncivilized race that is just as intelligent as Humans.

DB – +4 Stats; +5 Dense Musculature; +30 Rigid Leather; +30 Full Shield

Skills – Ambush (4) 28; Armor (6) 44; Brawling (6) 49; Climbing (4) 34; Dirty Fighting (4) 30; Endurance (6) 87; Jumping (3) 29; Melee Weapon (6) 59; Missile Weapon (6) 49; Perception (6) 36; Resistance - Magic (6) 33; Resistance - Stamina (6) 70; Resistance - Will (6) 29; Riding - Wolves (6) 38; Stalking & Hiding (4) 28

Rat, Giant

This species of rat grows to be up to 2' in length, not counting their tails. Carrion eaters normally, they are not above running off with defenseless prey such as young children. They attack using their bites (*Puncture*) and their claws (*Slash*), and are often found in nests numbering up to 50 members.

Abilities – Blazing Speed; Dark Vision (*Greater*); Disease Bearing; Enhanced Scent; Enhanced Senses; Extremely Nimble; Instinctive Defense; Natural Weapon; Shrink (*Minor*); Tough Hide (*Lesser*); Toughness

NOTE: Giant Rats are disease carriers. Anyone injured by a Giant Rat is at potential risk of infection from a severe wasting disease. On a successful attack by a Giant Rat, look up the Adjusted Attack Roll on the RR column of the Maneuver Table. This gives the Stamina RR target, which the victim must match or exceed to avoid infection. If the Stamina RR is failed, the victim is infected. If the wound is thoroughly cleaned within six hours (*by a successful Hard Healing maneuver or a Cure Disease spell*), then the victim will suffer no ill effects. If not, the wound will become irritated, swell and begin to blister and the character will lose 1 concussion hit every hour (*per infected wound*). Only magical herbs or a Cure Disease spell can save the character. Minor Healing and Major Healing spells can restore the lost hits temporarily but cannot remove the infection, so hit loss will continue.

IQ – Giant Rats are as intelligent as any other animal, including their normal sized cousins.

DB – +22 Stats; +20 Instinctive Defense; +10 Tough Hide

Skills – Acrobatics (12) 74; Ambush (10) 60; Climbing (12) 64; Contortions (9) 55; Frenzy (4) 28; Jumping (12) 64; Locks & Traps (2) 26; Perception (10) 68; Stalking & Hiding (10) 75; Tracking (12) 62

Sabertooth Tiger

This is a large muscular cat-like creature that can grow up to about 9' at the shoulder. It has large fangs (*up to 9" long*) that it will use to rip and tear its prey. While it cannot maintain speed for any great length of time, it can run in short bursts, and will often ambush its prey, pouncing on them from hiding. It is thought that they are solitary creatures, found in groups only when a mother still has young (2-6) to care for.

Abilities – Agile Defense; Blazing Speed; Enhanced Senses; Extremely Nimble; Enlarge (*Minor*); Instinctive Defense; Lightning Reflexes; Natural Weapon; Quiet Stride; Subtle; Tough Hide (*Lesser*); Toughness

IQ – The Sabertooth Tiger is a very smart animal and will frequently ambush its prey.

DB – +24 Stats; +12 Agile Defense; +20 Instinctive Defense; +10 Tough Hide (*Lesser*)

Skills – Acrobatics (10) 71; Ambush (20) 91; Climbing (20) 84; Jumping (20) 84; Perception (20) 91; Pounce - Large Crush (20) 84; Stalking & Hiding (20) 121; Tracking (10) 61

Scorpion, Giant

This creature can grow to be up to 10' long and it attacks using either its pincers (*Large Puncture*) or its stinger (*Large Puncture*). If a strike from the stinger does a critical, then the Giant Scorpion has injected a poison into its target.

Abilities – Ambidexterity; Blazing Speed; Extra Limbs (2); Extremely Nimble; Enlarge (*Major*); Instinctive Defense;

Lightning Reflexes; Enhanced Senses; Natural Climber; Natural Weapon; Night Vision; Poison Bite/Sting (*Major*); Quiet Stride; Skill Specialization; Subtle; Tough Hide (*Major*)

IQ – The Giant Scorpion is of average animal intelligence.

DB – +14 Stats; +20 Instinctive Defense; +40 Tough Hide (*Major*)

Skills – Ambush (2) 29; Climbing (7) 68; Perception (10) 64; Stalking & Hiding (2) 54; Tracking (3) 19

Shark, Great White

One of the deadliest denizens of the oceans, Great White Sharks hunt the surface waters of the sea. Sharks swim with their teeth-filled mouths open straining the water for the slightest hint of blood, which they will use to track it to its source. At 20' long, Great White Sharks have little to fear and will attack humanoid swimmers as readily as other fish. The sight of a shark fin breaking the water may be the only warning its prey receives before being seized by its mighty bite. Fortunately Great White Sharks are normally encountered singly.

Abilities – Dark Vision (*Lesser*); Enhanced Scent; Enhanced Senses; Enlarge (*Major*); Lightning Reflexes; Natural Weapon (*bite*); Quiet Stride; Skill Specialization; Subtle; Tough Hide (*Minor*); Toughness

IQ – Great White Sharks are remorseless predators, driven by their instincts and easily inflamed into frenzied onslaughts by the taste of the blood in the water.

DB – +22 Stats; +20 Tough Hide (*Minor*)

Skills – Acrobatics (32) 84; Ambush (29) 91; Frenzy (39) 105; Perception (26) 86; Stalking & Hiding (20) 97; Swimming (39) 109; Tracking (21) 71

Skeleton

Bloodless and fleshless, Skeletons may seem simply a well-preserved collection of bones until they rise from dormancy to ferociously attack the living. Persistent opponents, the undead energies which animate them also serve to quickly repair any injuries they sustain on their bony frames. When dark powers require an Undead army, the relative ease of creating Skeletons and their limited self-will makes them the preferred choice. Humanoid Skeletons often bear weapons, shields and armor, frequently from their past existence. They are Class I Undead. Monsters can also be raised as Skeletons. The example stats are for a humanoid Skeleton.

Abilities – Critical Resistance - Puncture (*Major*); Critical Resistance - Slash (*Minor*); Enhanced Senses; Natural Weapon; Poison Immunity; Limited Regeneration (*Minor*; *fire*); Shield Training; Toughness; Undead Fear (*Class 1*); Undead Vision;

IQ – On their own, Skeletons are almost mindless and will simply attack any living being they encounter. Mastered by a dark power such as a capable necromancer, Skeletons are

tireless and obedient servants, though limited in their understanding to basic tasks.

DB – +0 Stats; +40 Armor (*Chain Mail*); +25 Shield (*normal*)

Skills – Armor (12) 60; Climbing (6) 36; Contortions (7) 46; Disarm (10) 56; Frenzy (9) 65; Perception (12) 72

Spiders: Lesser, Greater & Giant

Lesser Spiders grow to a length of 2'-3' while the Giant grows to up to 10'. The Greater Spider can grow as large as 20' in size. The Greater Spider is also more intelligent than its lesser cousins, able to cast spells. The Greater Spider will know at least one spell for every two levels that it has (*with a skill bonus of its level times 5 for each spell known*). All three types will use their pincher-like mandibles to attack foes, or will inject the foe with a poison upon a successful critical strike. All three types have web spinners but only the webs of Giant and Greater Spiders are sufficiently strong to threaten humanoids.

Abilities –

Lesser: Agile Defense; Blazing Speed; Extra Limbs (2); Extremely Nimble; Instinctive Defense; Lightning Reflexes; Multiple or Peripheral Eyes (*Minor*); Natural Climber; Natural Weapon; Night Vision; Poison Bite/Sting (*Major*); Skill Specialization; Subtle; Tough Hide (*Lesser*)

Giant: Agile Defense; Ambidexterity; Blazing Speed; Extra Limbs (2); Extremely Nimble; Enlarge (*Minor*); Instinctive Defense; Lightning Reflexes; Generate Web (*Minor*); Multiple or Peripheral Eyes (*Minor*); Natural Climber; Natural Weapon; Night Vision; Poison Bite/Sting (*Major*); Quiet Stride; Skill Specialization; Subtle; Tough Hide (*Minor*)

Greater: Agile Defense; Blazing Speed; Dark Vision (*Lesser*); Enhanced Senses; Extra Limbs (2); Extremely Nimble; Generate Web (*Major*); Enlarge (*Major*); Instinctive Defense; Lightning Reflexes; Multiple or Peripheral Eyes (*Minor*); Natural Climber; Poison Bite/Sting (*Greater*); Quiet Stride; Tough Hide (*Minor*); Toughness

IQ – While the Lesser and Giant Spiders are just slightly above normal animal intelligence, the Greater Spider is about equal to a Human in intelligence, being able to learn spells.

DB –

Lesser: +16 Stats; +12 Agile Defense; +20 Instinctive Defense; +10 Tough Hide (*Lesser*)

Giant: +18 Stats; +18 Agile Defense; +20 Instinctive Defense; +20 Tough Hide (*Minor*)

Greater: +16 Stats; +18 Agile Defense; +20 Instinctive Defense; +20 Tough Hide (*Minor*)

Skills –

Lesser: Acrobatics (6) 51; Ambush (6) 51; Climbing (12) 95; Jumping (4) 31; Perception (12) 69; Stalking & Hiding (6) 61;

Giant: Acrobatics (18) 92; Ambush (20) 96; Climbing (27) 119; Jumping (14) 70; Perception (12) 72; Stalking & Hiding (12) 110; Tracking (12) 62

Greater: Acrobatics (12) 82; Ambush (15) 78; Appraisal (5) 31; Camouflage (11) 63; Climbing (24) 117; Confusion (8) 53; Distractions (9) 58; Jumping (43) 116; Perception (20) 101; Phantasms (7) 48; Power Point Development (27) 98; Sculpting (12) 65; Sleep (8) 53; Stalking & Hiding (15) 103; Tracking (24) 85; Web Grapple (34) 107

Troll, Lesser & Greater

Lesser Trolls range in height from 8'-12' while Greater Trolls range in height from 12'-15'. Trolls attack using their fists, claws, or simple weapons. Both varieties of Troll resemble rock-like trees in appearance. It is difficult to tell when one is near unless it is moving. Trolls live in small clans numbering between 2-20 members. Trolls naturally regenerate damage from wounds unless the wound is caused by fire, or the Troll's head is cut off. Additionally Greater Trolls are immune to natural extremes of heat and cold.

Abilities –

Lesser: Dark Vision (*Greater*); Enlarge (*Minor*); Great Arm; Limited Regeneration (*Major, fire*); Tough Hide (*Lesser*)

Greater: Cold Resistance (*Minor*); Dark Vision (*Greater*); Dense Musculature; Enlarge (*Major*); Great Arm; Heat Resistance (*Minor*); Limited Regeneration (*Major, fire*); Tough Hide (*Minor*); Toughness

IQ – Greater Trolls are about as smart as Humans, and Lesser Trolls are not quite as intelligent, though still well above animal intelligence.

DB –

Lesser: +4 Stats; +10 Tough Hide (*Lesser*);

Greater: +4 Stats; +5 Dense Musculature; +20 Tough Hide (*Minor*);

Skills –

Lesser: Ambush (10) 55; Brawling (18) 82; Camouflage (10) 56; Climbing (14) 74; Dirty Fighting (10) 56; Foraging/Survival Woods (8) 46; Interrogation (6) 39; Jumping (12) 70; Locks & Traps (9) 51; Perception (8) 47; Rope Mastery (5) 29; Stalking & Hiding (10) 50; Swimming (18) 82; Tracking (4) 27;

Greater: Ambush (10) 54; Brawling (33) 107; Camouflage (10) 56; Climbing (18) 85; Dirty Fighting (10) 56; Foraging/Survival Woods (8) 47; Interrogation (6) 43; Jumping (15) 79; Locks & Traps (9) 51; Perception (10) 58; Rope Mastery (5) 28; Stalking & Hiding (10) 44; Swimming (19) 62; Tracking (4) 28

Wasp, Giant

Growing up to 5' in length, with a 10' wingspan, this creature attacks by injecting its prey with a poison from its sting, so that it may feast upon its prey at a later time using its powerful mandibles.

Abilities – Blazing Speed; Enhanced Senses; Extremely Nimble; Flight; Enlarge (*Major*); Instinctive Defense; Lightning Reflexes; Multiple or Peripheral Eyes (*Minor*); Natural Weapon; Poison Bite/Sting (*Minor*); Skill Specialization; Tough Hide (*Lesser*)

IQ – Giant Wasps are a lot smarter than normal wasps, about as smart as a puppy.

DB – +32 Stats; +20 Instinctive Defense; +10 Tough Hide (*Lesser*)

Skills – Acrobatics (9) 69; Dive (6) 47; Flying/Gliding (9) 139; Frenzy (9) 50; Perception (9) 67; Tracking (6) 32

Werewolf

Masquerading as a normal member of its race during the day, this foul creature comes out in the night, especially on the nights of the full moon, although stress can also trigger the change as well. It appears as a humanoid wolf-like being. Its bite (*Puncture*), not its claws (*Slash*), can transmit lycanthropy to any victim who survives the attack. Infected survivors will transform into a Werewolf on the next full moon. While Werewolves are normally solitary, there have been cases of packs of 2-5 of them being encountered. Only silver or magic will stop the werewolf's regeneration from working. Upon death the werewolf reverts to its human (*or other*) form.

Abilities – Blazing Speed; Disease Bearing; Enhanced Scent; Instinctive Defense; Lightning Reflexes; Natural Weapon (*bite*); Natural Weapon (*claws*); Night Vision; Limited Regeneration (*Major, silver/magic*); Shapechanger; Tough Hide (*Minor*); Toughness

Disease Bearing: The bite of a werewolf carries the lycanthropy disease. Anyone who suffers a bite-inflicted wound from a werewolf is at risk of contracting lycanthropy. Look up the Adjusted Attack Roll on the RR column of the Maneuver Table. This gives the Stamina RR target, which the victim must match or exceed to avoid infection. If the Stamina RR is failed, the victim is infected with lycanthropy. If the wound is thoroughly cleaned within one minute (*by a successful Very Hard Healing maneuver*) or a Cure Disease spell is applied before the next full moon, then the victim will suffer no ill effects. If not, the victim will transform into a werewolf on the next full moon.

IQ – Werewolves are extremely savage, acting mostly on instinct, when in wolf form.

DB – +28 Stats; +20 Instinctive Defense; +20 Tough Hide (*Minor*)

Skills – Acrobatics (10) 55; Ambush (5) 30; Climbing (7) 45; Frenzy (5) 32; Jumping (12) 64; Perception (14) 67; Pounce (15) 70; Stalking & Hiding (5) 30; Tracking (20) 79

Wolf

This is a powerfully built canine with a thick bushy tail. It hunts in packs of 2-20 relying solely on its powerful bite to bring down prey.

Abilities – Enhanced Scent; Instinctive Defense; Lightning Reflexes; Quiet Stride; Tough Hide (*Minor*)

IQ – The wolf is a pack animal, and it works very well with the others of its pack to bring down large game. Wolves only have animal intelligence, but they are extremely smart animals.

DB – +20 Stats; +20 Instinctive Defense; +20 Tough Hide (*minor*)

Skills – Acrobatics (12) 63; Climbing (10) 60; Frenzy (12) 63; Jumping (12) 64; Perception (12) 62; Pounce (12) 64; Stalking & Hiding (12) 88; Swimming (2) 20; Tracking (12) 62

Wyvern

These great serpents are smaller than dragons, though similar in shape, but having a barbed tail. Unlike the great dragons, they do not utilize spells or a breath weapon, relying on poisons injected through their bites (*Large Puncture*) and the barbs (*Medium Puncture*) on their tail. They are voracious hunters, who prefer to ambush prey, but are wise enough to avoid civilization normally.

Abilities – Enhanced Senses; Extra Limbs; Flight; Enlarge (*Major*); Instinctive Defense; Lightning Reflexes; Natural Weapon; Tough Hide (*Greater*); Toughness; Poison Bite/Sting (*Major*)

IQ – The Wyvern is as cunning and as smart as any human but lacks the sophistication and intellect of a true Dragon

DB – +28 Stats; +20 Instinctive Defense; +60 Tough Hide

Skills – Acrobatics (10) 53; Climbing (10) 90; Flying/Gliding (10) 103; Perception (16) 78; Tracking (5) 31

Zombie

Rotting, shambling remains, Zombies are animated corpses, stinking of the grave. Low moans sometimes emanate from their mockeries of mouths, Zombies are driven by a hatred of the living and delight on feasting on the remains of their dead victims. They have a particularly gruesome appetite for breaking open skulls and scooping out brains. Zombies sometimes spontaneously animate in response to some great evil act, digging their way out of their graves. Those injured by Zombies are at risk of becoming infected as well. Zombies are Class I Undead. Monsters are occasionally animated as Zombies. The example stats below are for a typical humanoid Zombie.

Abilities – Bane (*humans*); Critical Resistance - Crush (*Major*); Critical Resistance - Puncture (*Minor*); Critical Resistance - Slash (*Minor*); Undead Fear (*Class 1*); Undead Vision; Disease Bearing; Enhanced Senses; Immunity to

Stun; Natural Weapon; Poison Immunity; Tough Hide (*Minor*); Toughness

Disease Bearing: Injuries caused by a Zombie's bite or claws have the potential to infect the unlucky victim with a deadly degenerative disease. Look up the Adjusted Attack Roll on the RR column of the Maneuver Table. This gives the Stamina RR target, which the victim must match or exceed to avoid infection. If the Stamina RR is failed, then the victim is subject to a permanent reduction in their Endurance score of 1 point per infection each day until cured or dead. The disease can be cured with a Cure Disease spell or consumption of an entire flask of Holy Water. Lost Endurance can be restored by Minor or Major Healing after the disease is cured. Any individual who dies from this disease will rise from the dead as a zombie 72 hours after his soul has left his body.

IQ – Almost mindless Undead, Zombies exist only to attack the living and eat their flesh, unless mastered by magic. Their limited intelligence makes them useful only for the simplest of tasks.

DB – 0 Stats; +20 Tough Hide (*Minor*)

Skills – Perception (9) 52



Monster Ability Descriptions

Abyssal Sustenance: Creatures with this ability can derive all nourishment simply by imbibing the emanations of miasmic energy in the demonic Abyss. Characters can still eat and drink normally if not in the Abyss.

Imbued with an Element: Creatures with this ability have a natural affinity to one of the four magical Elements (*Air, Earth, Fire, or Water*). The creature receives a +20 bonus to its Defensive Bonus and all Resistance Rolls against magic on this element. The monster also receives a +10 bonus to the casting rolls of elemental spells of the chosen element.

Cold Intolerance (Minor): Creatures with this weakness are susceptible to natural cold. All Stamina CRRs and RRs versus natural cold suffer a -40 penalty.

Critical Resistance (Minor): Creatures with this ability reduce the effects of a specific critical by one attack size, e.g., if a Zombie with Critical Resistance – Slash (*minor*) received a Medium Slash critical, the critical would be reduced to a Small Slash critical. The creature would ignore Tiny Slash criticals.

Critical Resistance (Major): Creatures with this ability reduce the effects of a specific critical by two attack sizes, e.g., if a Skeleton with Critical Resistance – Puncture (*major*) received a Medium Puncture critical, the critical would be reduced to a Tiny Puncture critical. The creature would ignore Tiny and Small Puncture criticals.

Demon Vision: Creatures with this ability can see up to 50' easily on a starlit night, and by the light of a full moon, can see as if it were daylight. As an additional quasi-magical ability, the creature is able to see up to 100' in total darkness. With at least some illumination (*candle, torch, lantern, etc...*), it is able to see up to twice as far as the illumination provides.

Demonic Fear: All Demons may, at will, generate an aura of fear about themselves. A Class I Demon's fear aura has a range of 20'. All those within the area of the aura must make a Will RR (100) or flee from the Demon in abject terror for a number of minutes equal to the Class of the demon. Note that Demons of higher Classes have more powerful versions in terms of range and Will RR target: range for Class II: 50'; III: 100'; IV: 200'; V: 300'; VI: 400'; VII: 500' and Will RRs for Class II: 125; III: 150; IV: 175; V: 200, VI: 250; VII: 300.

Enlarge (Minor, Major): Enlarge (*Minor, Major*) – This represents Large and Huge monsters. It increases their St stat bonus (+5 or +10), reduces their Qu stat bonus (-1 or -2), imposes a penalty to Stalking & Hiding (-5 or -10), and increases their base Endurance bonus (*by x1.5 or x2*).

Extra Limbs: The monster has one or more extra limbs (*arms or legs*). If legs, these do not increase Base Movement Rate, but do provide a +10 bonus per limb to DB against Martial Arts Sweeps or Unbalancing attacks. If arms, they do not necessarily provide any extra attacks, but may allow the character to do things that others would find impossible (*e.g., make an*

attack with a two-handed weapon while gripping something in the third hand.)

Flight: Monsters with this ability are able to fly at a Base Movement Rate equal to twice their speed on the ground. They may also use pace multipliers on this, but doing so is extremely tiring and can only be maintained for short periods of time.

Generate Web (Minor): Monsters with this ability can produce a web, which can be used to bind opponents and enable the monster to descend from a ceiling. Treat as Hemp Rope for strength.

Generate Web (Major): Monsters with this ability can produce a web, which can be used to bind opponents, to make grapple attacks, and enable the monster to descend from a ceiling. Treat as Reinforced Hemp Rope for strength.

Heat Resistance (Minor): Creatures with this ability have a significant tolerance to natural heat. In game terms, this is equivalent to raising the temperatures at which Stamina RRs must be made by 20 degrees Celsius (*i.e., to 52, 63, and 74 degrees Celsius*) and by 35 degrees Fahrenheit (*i.e., to 125, 145 and 165 degrees Fahrenheit*).

Immunity to Bleed: Creatures with this ability ignore any hits per round results from critical results.

Immunity to Stuns: Creatures with this ability cannot be stunned.

Limited Regeneration (Minor, exception): The monster has the ability to regenerate damage from all but instantly fatal wounds or wounds caused by the listed “exception”, which might be fire, silver, magic, etc. Its body automatically regenerates 1 Concussion Hit each minute. Its recovery rate for non-fatal injuries is halved.

Limited Regeneration (Major, exception): As the Minor talent, except the monster recovers 2 Concussion Hits per minute.

Limited Regeneration (Greater, exception): As the Minor talent, except the monster recovers 3 Concussion Hits per minute.

Miasmic Anchor: A Demon may as a free action anywhere in the Abyss place a fragment of their soul essence into the miasmic energies of the Abyss. If the Demon then leaves the Abyss (*is summoned, uses a gate, etc.*) and is destroyed on another plane, it is not truly dead. It is merely banished back to its original abyssal subplane where it stored the soul fragment and may reform its body. For a Class I Demon, this process of reformation takes 13 years. (*Higher Class Demons require less time to reform - Class II: 13 months; Class III: 13 weeks; Class IV: 13 days; Class V: 13 hours; Class VI: 13 minutes; Class VII: 13 rounds.*) During this process, the Demon cannot will its soul essence into the miasma and so can be permanently and truly destroyed.

Multiple or Peripheral Eyes (Lesser) – Monsters with this ability have an expanded arc of vision, making it more difficult for foes to gain advantages from attacking from flank or rear of the monster. Eyes are spread far to the sides. Foes do not receive any flank bonuses when attacking the monster (*unless the monster is surprised*). The bonus for Rear attacks is reduced from +20 to +10. The monster receives a bonus of +10 to Perception.

Multiple or Peripheral Eyes (Minor): Monsters with this ability have an expanded arc of vision, making it more difficult for foes to gain advantages from attacking from flank or rear of the monster. The monster's eyes can be rotated to see behind, as well as in front, to the side, above, or down. Foes do not receive Flank or Rear bonuses against the monster, unless the monster is surprised. The monster receives a bonus of +10 to Perception.

Natural Climber: Monsters with this ability are adapted to the art of climbing, e.g., suction pads at the ends of their limbs, webbing, superstrong grip, etc, and this grants the monster a special +20 bonus to all Climbing attempts.

Natural Weapons: Monsters with this ability have a natural weapon that they can use such as hooves or claws. The monster may learn to use them as if they were learning a Martial Arts skill.

Poison Bite/Sting (Minor): Monsters with this ability deliver a poisonous bite or sting whenever they inflict a wound on a foe. The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (100) – No Effect

CRR (90) – 1d100-20 on Internal Poison Critical Table

CRR (80) – 1d100-10 on Internal Poison Critical Table

CRR (70) – 1d100 on Internal Poison Critical Table

CRR (60) – 1d100+10 on Internal Poison Critical Table

CRR (50) – 1d100+20 on Internal Poison Critical Table

Failure – Character receives maximum result from critical table

Poison Bite/Sting (Major) – Monsters with this ability deliver a poisonous bite or sting whenever they inflict a wound on a foe. The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (120) – No Effect

CRR (110) – 1d100-20 on Internal Poison Critical Table

CRR (100) – 1d100-10 on Internal Poison Critical Table

CRR (90) – 1d100 on Internal Poison Critical Table

CRR (80) – 1d100+10 on Internal Poison Critical Table

CRR (70) – 1d100+20 on Internal Poison Critical Table

Failure – Character receives maximum result from the Internal Poison Critical Table

Poison Bite/Sting (Greater): Monsters with this ability deliver a poisonous bite or sting whenever they inflict a wound on a foe. The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (140) – No Effect

CRR (130) – 1d100-20 on Internal Poison Critical Table

CRR (120) – 1d100-10 on Internal Poison Critical Table

CRR (110) – 1d100 on Internal Poison Critical Table

CRR (100) – 1d100+10 on Internal Poison Critical Table

CRR (90) – 1d100+20 on Internal Poison Critical Table

Failure – Character receives maximum result from the Internal Poison Critical Table

Poison Immunity: Creatures with this ability are immune to all poisons.

Portage Skills: Those with this ability are able to carry triple the normal weight allowed for each Encumbrance level.



Reverberating Strength: Monsters with this ability do double Concussion Hit damage with any attacks that they make.

Shrink (Minor): This represents Small monsters. It increases Qu stat bonuses by +5, reduces St stat bonus by -1, reduces their base Endurance to x0.75, and adds +5 to Stalking&Hiding skills.

Sunlight Intolerance (Minor): Creatures with this weakness cannot tolerate daylight and suffer a -25 penalty to all actions requiring vision when in daylight.

Sunlight Intolerance (Major): Creatures with this weakness cannot tolerate daylight and suffer a -50 penalty to all actions requiring vision when in daylight.

Tough Hide (Lesser): Monsters with this ability gain a +10 to DB from a tough hide or coarse fur.

Tough Hide (Minor): Monsters with this ability gain a +20 to DB from extremely tough hides or heavy coarse fur.

Tough Hide (Major): Monsters with this ability gain a +40 to DB from extremely tough hides or extremely leathery or scaly skin.

Tough Hide (Greater): Monsters with this ability gain a +60 to DB from extremely tough hides or from many hard plates or large tough scales.

Toughness: Monsters with this ability are extremely tough. They gain a special +10 bonus to their Endurance skill.

Undead Fear: All Undead may, at will, generate an aura of fear about themselves. A Class I Undead's fear aura has a range of 20'. All those within the area of the aura must make a Will RR (100) or flee from the Undead in abject terror for a number of minutes equal to the Class of the Undead. (Note that Undead of higher Classes have more powerful versions in terms of range and Will RR target: range for Class II: 40'; III: 60'; IV: 80'; V: 100' and VI: 120'; and Will RRs for Class II: 125; III: 150; IV: 175; V: 200, and VI: 250.)

Undead Vision: Creatures with this ability can see up to 250' easily on a starlit night, and by the light of a full moon, can see up to 1000' as if it were daylight. As an additional quasi-magical ability, the creature is able to see up to 50' in total darkness. With at least some illumination (*candle, torch, lantern, etc.*), it is able to see up to twice as far as the illumination provides.

Monster Attack Styles

Dive: The Dive attack is an aerial attack from above. The creature flies in, making a downward charge against a target on the ground. Like the normal Combat Action, Charge, the

creature gains a +1 to OB and a -1 to DB for every foot of distance traveled in the dive, with the modifiers not exceeding +50 to OB and -50 to DB. The character's skill in Flying/Gliding is used for this attack. If the target of the Dive is aware of the attack, and has a Pole Arm, they automatically gain initiative over the diving creature this round. The actual attack itself is a Medium Sweeps/Unbalancing attack, and if the result indicates that the target falls, then the creature is on top of the target and has him pinned.

Pounce: The creature can jump upon a target that is within a distance equal to or less than the creature's BMR. When a creature pounces, the creature moves its BMR in a single bound and makes an Unbalancing / Martial Arts Sweeps attack (*size is equal to the creature's size*) against the target. The creature receives a -20 modifier to the attack roll. If the critical result indicates that the foe has fallen, then the target is deemed to be prone with the creature on top of the target, pinning it to the ground. The target suffers one round of stunning in addition to any stuns from the critical result.

Monster Racial Statistics

Monsters have stats just like the other races in HARP. The following table provides those stats for GMs to use in customizing the monsters given.

Table 13.5 Creature Racial Characteristics

Name	Racial Stat Modifiers									Power	Resistance Bonuses			
	St	Co	Ag	Qu	SD	Re	In	Pr	Endurance		Points	Stamina	Will	Magic
Ant, Giant	+6	+12	+6	+9	+11	-5	-2	+3	60	0	15	15	0	
Ape, Giant	+18	+11	+9	+8	-1	+1	+2	+6	60	0	30	0	0	
Battle Demon	+7	+9	+3	+8	+3	+3	+6	+11	40	20	15	10	5	
Beetle, Giant	+17	+11	+0	+8	+5	-5	+0	+3	60	0	20	10	0	
Cat, Large	+6	+8	+3	+12	+5	-1	+5	+5	60	0	20	5	5	
Centaur*	+4	+4	+1	+2	+0	+0	+0	+0	40	20	15	10	5	
Gargoyle	+7	+7	+1	+4	+14	+4	+6	+6	45	15	7	18	5	
Giant, Greater	+28	+16	-2	+0	+7	+4	+6	+11	50	10	20	5	5	
Giant, Lesser	+16	+11	+3	+2	+4	+3	+4	+7	50	10	20	5	5	
Goblin*	+3	+3	+3	+2	+0	+0	+0	+0	30	30	10	10	10	
Harpy	+4	+5	+8	+9	+3	+3	+4	+3	60	0	20	0	10	
Hippogriff	+8	+10	+2	+12	+3	+1	+5	+5	60	0	20	5	5	
Hobgoblin*	+4	+3	+2	+3	+0	+0	+0	+0	45	15	20	5	5	
Hydra	+24	+11	+7	+7	+3	+4	+5	+14	60	—	20	10	0	
Kobold*	+0	+2	+3	+3	+1	+0	+2	+0	30	30	15	10	5	
Lizardmen*	+4	+3	+0	+0	+2	+0	+2	+0	40	20	20	5	5	
Minotaur	+19	+11	+6	+5	+6	-1	+0	+6	60	0	20	0	10	
Ogre	+14	+8	+3	+3	+3	+2	+2	+5	60	0	30	0	0	
Orc*	+4	+4	+2	+2	+0	-1	+0	+0	45	15	20	5	5	
Rat, Giant	+1	+7	+9	+11	+1	+2	+7	+3	60	0	25	0	5	

Sabertooth Tiger	+8	+10	+6	+12	+5	-1	+6	+7	60	0	15	10	5
Scorpion, Giant	+8	+10	+5	+7	+4	-3	+0	+4	60	0	30	0	0
Shark, Great White	+15	+9	+5	+11	-3	-5	+3	+11	60	0	30	0	0
Skeleton	+6	+9	+0	+0	+11	-6	-3	+6	60	0	10	0	20
Spider, Giant	+3	+10	+9	+9	+7	+1	+1	+5	60	0	20	10	0
Spider, Greater	+14	+16	+9	+8	+9	+4	+2	+7	50	10	20	0	10
Spider, Lesser	+5	+4	+6	+8	+5	+5	+0	+3	60	0	20	10	0
Troll, Greater	+18	+14	+1	+2	+3	+2	+5	+8	60	0	25	5	0
Troll, Lesser	+14	+10	+2	+2	+3	+2	+4	+5	60	0	25	5	0
Wasp, Giant	+3	+5	+14	+16	+0	-3	+2	+3	60	0	0	0	30
Werewolf	+6	+6	+4	+14	+1	+0	+8	+7	60	0	15	15	0
Wolf	+4	+6	+6	+10	+3	+0	+5	+4	60	0	10	0	20
Wyvern	+38	+9	+2	+14	+1	+2	+5	+9	60	0	20	10	0
Zombie	+9	+13	+0	+0	+0	-6	-3	+6	60	0	30	0	0

*= This race may be used for player characters upon GM approval.

Mounts

What happens when your mount is caught in combat with you, or it gets spooked and attacks something? Chapter 8 lists several types of mounts that the players may have their characters purchase, and give some basic information, but it does not give the combat stats for those mounts. Tables 13.6 and 13.7 provide the basic information needed for the mounts if they happen to get caught in combat. Since characters are unlikely to be fighting their mounts, the information being provided is not as complete as the monsters listed above.

Mounts may make stationary attacks – typically bites and hoof-based blows where the steed tries to rear or kick its target. Mounts make two types of attacks. The overrun attacks is essentially a Charging Attack where the mount is trying to run down its target.

Table 13.7 Mount Racial Stats gives the information needed by the player or GM for customizing the Mounts. All mounts can be considered to have the abilities Tough Hide (*Minor*) and Instinctive Defense, which are used in determining their DB.

Table 13.6 Mount Statistics

Name	Lvl	Size	BMR	Init	DB	Hits	Attacks	Stamina	Will	Magic
Horse (light)	1	L	42	17	62	100	29 S-Crush (bite); 29 M-Crush (hoof); 29 M-Crush (overrun)	58	37	37
Horse (medium)	1	L	36	12	57	145	39 S-Crush (bite); 39 M-Crush (hoof); 39 L-Crush (overrun)	58	37	37
Horse (heavy)	1	L	35	2	37	145	44 S-Crush (bite); 44 L-Crush (hoof); 44 L-Crush (overrun)	58	37	37
Pony (mature)	1	L	28	4	51	137	37 S-Crush (bite); 37 M-Crush (hoof)	60	39	37
Warhorse (lesser)	3	L	36	12	57	169	63 S-Crush (bite); 63 M-Crush (hoof); 63 L-Crush (overrun)	82	37	37
Warhorse (greater)	3	L	35	2	37	169	68 S-Crush (bite); 68 M-Crush (hoof); 68 L-Crush (overrun)	82	37	37
Riding Dog	2	L	29	13	52	132	50 M-Puncture (bite); 50 S-Slash (claw); 50 Pounce	64	60	49

Table 13.7 Mount Racial Stats

Name	Racial Stat Modifiers								Endurance	Points	Resistance Bonus		
	St	Co	Ag	Qu	SD	Re	In	Pr			Stamina	Will	Magic
Horse (light)	-1	+4	+0	+7	+1	-1	+1	+0	100	—	20	5	5
Horse (medium)	-1	+4	+0	+7	+1	-1	+1	+0	100	—	20	5	5
Horse (heavy)	-1	+4	+0	+7	+1	-1	+1	+0	100	—	20	5	5
Pony (mature)	-3	+5	+0	+4	+2	-2	+1	+0	90	—	20	5	5
Warhorse (lesser)	-1	+4	+0	+7	+1	-1	+1	+0	100	—	20	5	5
Warhorse (greater)	-1	+4	+0	+7	+1	-1	+1	+0	100	—	20	5	5
Riding Dog	-2	+2	+2	+7	+0	-1	+2	+0	85	—	15	15	0

Table 13.8 Mount Skills

Name	Selected Skills
Horse (light)	Foraging/Survival (Forest) (6) 30; Foraging/Survival (Plains) (6) 30; Jumping (6) 24; Perception (6) 42; Riding (6) 31; Swimming (6) 24
Horse (medium)	Foraging/Survival (Forest) (6) 30; Foraging/Survival (Plains) (6) 30; Jumping (6) 34; Perception (6) 42; Riding (6) 31; Swimming (6) 9
Horse (heavy)	Foraging/Survival (Forest) (6) 30; Foraging/Survival (Plains) (6) 30; Jumping (1) 14; Perception (6) 42; Riding (6) 31; Swimming (6) 14
Pony (mature)	Foraging/Survival (Forest) (6) 29; Foraging/Survival (Plains) (6) 29; Perception (6) 43; Riding (6) 32; Swimming (6) 7
Warhorse (lesser)	Foraging/Survival (Forest) (6) 30; Foraging/Survival (Plains) (6) 30; Jumping (6) 44; Perception (12) 66; Riding (12) 55; Swimming (6) 9
Warhorse (greater)	Foraging/Survival (Forest) (6) 30; Foraging/Survival (Plains) (6) 30; Jumping (3) 24; Perception (12) 66; Riding (12) 55; Swimming (6) 14
Riding Dog	Climbing (3) 20; Jumping (9) 50; Perception (9) 47; Riding (9) 47; Swimming (2) 15; Tracking (9) 47;

14 Treasure



When adventurers battle a monster or other foe, they will loot the bodies of those that they have defeated. This section details how to determine what treasures those foes might have.

Creatures do not normally collect treasure, but it is often possible to find treasure that belonged to past victims of the creatures in their lair. Normally this treasure will be mixed in with the remains of previous victims. Other foes, such as members of intelligent races, will often carry their treasure with them. Intelligent beings that have magic items will almost always have those items with them, and normally will be using them in any fight. This means that the Gamemaster (GM) should actually roll up the treasure for a creature before the encounter, to see if there is anything that the creature or bad guy would be using.

Before determining what treasure a creature might have, you will need to determine whether or not the creature actually

Reading the Treasure Codes

The section of the creature stat block for treasure gives you some codes to use in determining what treasure the creature might have. The code for treasure determination looks like the following: N2R3(10)P and is used to determine what rolls to make in order to identify the treasure to be found. The code contains three segments (*Magic, Money, and Mundane, in that order*) and each segment contains three possibilities, Poor (P), Normal (N), or Rich (R).

If a code is followed by a number, then the GM should roll on the indicated column a number of times equal to the number given. If the code is followed by a number in parenthesis, then the results of all rolls are then multiplied by that number to get the total. If the code is not followed by any number, then only a single roll is needed. If there is a ‘—’ instead of a code, then no roll is made for that type of treasure.

GM's Option: Customizing the Wealth of your World

The GM is free to alter the chances of a creature having treasure by adjusting the base chance accordingly. In a world where treasure is more common, the GM could raise the base chance from 20% to 30%, 40% or higher. If the world has less treasure overall, he could reduce the base chance to 5% or 10%.

Using the example code above, N2R3(10)P, we can see that the treasure is comprised of 2 rolls on the Normal Magic column (N2), and 3 rolls on the Rich column of the money table, with the total of all three rolls being multiplied by 10 (R3(10)), and finally a single roll on the Poor column of the Mundane Items table.

has any treasure. The base chance of a creature having treasure is dependant upon the level of the creature. To determine the chance of the creature having treasure roll percentile dice, and roll under a number equal to $20\% + 3\% \text{ per level}$.

Example: An Orc is 6th level. This means that the chance of an individual Orc having treasure is 38% ($20\% + (3\% \times 6) = 38\%$). The GM would then roll percentile dice, and if the result was between 01 and 38 then the Orc had treasure and the GM would then use the treasure codes from the monster's description to determine what the treasure would be.

GM's Option: Using Separate Rolls

Make a separate roll for each type of treasure, Magical, Money, and Mundane. This gives more of a chance that the creature will have some sort of treasure.

If the characters encounter more than one of a given type of creature, then treasure should be rolled for each one individually.

Treasure Generation Example

Dave is preparing an encounter for his game this evening. He has already determined that the encounter will be a party of 6 Orcs scouting new territory for their tribe. That is the overt mission of the Orcs, however the Orcs also have a secondary mission that can lead the players into a whole new adventure if they follow the clues. He has already made a short list of the normal equipment that they will be carrying, including a few items that are clues to other adventuring possibilities. Now he needs to determine if the Orcs have any treasure with them. All but the leader of the Orcs are 6th level. The leader is 7th level.

Grabbing his dice, Dave rolls once for each Orcs. For the leader he rolls a 39. Since this is less than 41% ($20\% + (3\% \times 7) = 41\%$), the leader has treasure. For the other five Orcs, Dave rolls 29, 87, 35, 42, & 76. Since these Orcs are 6th level, the rolls for them need to be 38% ($20\% + (3\% \times 6) = 38\%$) or less. According to the rolls made, only two of the five Orcs have treasure.

Now Dave has to roll to see what treasure each actually has. Orcs have a Treasure Code of NPN, meaning that they get one roll on the Normal Column for Magical Items Table, one roll on the Poor Column of the Money Table, and one roll on the Normal Column of the Mundane Treasure Table.

For the Orc leader, Dave's first roll is a 64, indicating a Bonus IV item. A roll of 10 on a d10 says that this is the Orc's primary weapon. Since Dave has already determined that the Orcs are using rapiers (*one of the mysteries he has lined up for the players*), this means that the leader's rapier is a +20 weapon (*all weapons have an Increment Value of 5, so having 4 increments gives the rapier a +20 (5 x 4 = 20) bonus*). Dave then rolls an 84 on the Money Table. This means that the Orc leader has 9 sp on him, since that is the result from the Poor Column of the table. Finally, Dave rolls a 47 for determining treasure from the Mundane Treasure Table. The result on the Normal Column indicates Clothes. Dave decides that since finished clothing is more plausible than the Orcs having raw material, that the Orc leader is wearing a very well made cloak worth double its normal cost.

For the second Orc, Dave rolls a 79 on the Magical Items Table. This gives the result of a Potion. Turning to the Potion Table, Dave rolls an 11, a Potion of Fire Resistance. On the Money Table Dave rolls a 3, resulting in the Orc having 2 cp. On the Mundane Treasures Table, he rolls a 67, resulting in an item from the Thieves' Tools Table. Dave gets a roll of 8 on this table for an Extended Lock Pick Set, which gives a +10 to picking locks.

GM's Option: Magic Item Pricing

All of the magic items in this chapter have a list price in gold pieces. This is not the "cost" in material and time for an alchemist to manufacture the item – the item creation system introduced in College of Magic provides a mechanism for determining the power point cost and time costs of magical items. Instead this list price should be considered an indicative price that GMs can use when assessing the putative financial value of a particular magic item. This will be helpful in settings where there are magic item bazaars and shops or where alchemist guilds make enchanted weapons and armor to order for cash-rich customers. Even in these settings, however, GMs may feel the need to scale the prices up or down to better reflect the rest of the economy. In some worlds, alchemists are the loyal vassals of powerful rulers and other wealthy patrons – here magic items are made to suit the needs or whims of the patron and may be given by that patron as gifts to honored retainers but never openly sold. Any magical item commerce will be limited and discreet – and as in many settings, adventurers trying to sell their hard-earned loot in back streets may discover prospective "buyers" are fully prepared to acquire the goods by force rather than part with a heavy purse of gold.

For the final Orc, Dave rolls a 34 on the Magical Items Table, resulting in a Bonus II item. Rolling a d10, Dave gets an 8 resulting in a shield. Since Dave has already listed these Orcs as to be carrying bucklers, this means that this Orc has a +10 magical buckler, granting him a total of +25 to DB rather than the normal +15 that it provides. On the Money Table Dave rolls a 37 which gives the Orc 10 cp. On the Mundane Treasure Table, Dave gets a roll of 98 which requires him to roll on the Wizard's Gear Table. For this table, Dave rolls a 73 giving 1-10 doses of an Herb. Knowing the reasons behind several of the mysteries surrounding the Orcs, he decides that this Orc is carrying 6 doses of the Herb, Sarcia. When brewed and drank, it allows the imbiber to see anything invisible for ten minutes.

Now that he has determined the treasure for the Orcs, Dave laughs evilly, knowing that his wily players will never be able to resist the lure of the mysterious clues to be found among the Orcs' equipment and their personal possessions.

Magic Items

Rolling for magical treasure uses the following table. Once you have rolled on it, then roll on the sub-table specified.

⊗ **NOTE:** All items except for individual pieces of armor have an increment value of +5. The Bonus I through Bonus V provides a generic bonus increment that is magical in nature as opposed to a specific increment from material, workmanship, or a specific spell.

Table 14.1 Magic Items

Roll	Normal	Rich	Item
01-10			Bonus I
11-20	01-10		Bonus I
21-30	11-20	01-10	Bonus I
31-35	21-30	11-20	Bonus I
36-40	31-35	21-30	Bonus II
41-45	36-40	31-35	Bonus II
46-50	41-45	36-40	Bonus III
51-55	46-50	41-45	Bonus III
56-60	51-55	46-50	Runes
61-65	56-60	51-55	Potion
66-70	61-65	56-60	Bonus IV
71-75	66-70	61-65	Bonus V
76-80	71-75	66-70	Runes
81-85	76-80	71-75	Potion
86-90	81-85	76-80	Clothing
91-94	86-90	81-85	Jewelry
95-97	91-94	86-90	Miscellaneous
98-99	95-97	91-94	Rods & Staves
100	98-99	95-97	Weapons
	100	98-99	Armor
		100	Special

Bonus I – This is an item with a single generic magical bonus increment. Multiply this single increment times the Increment Value of the item to get the total bonus. Roll a 1d10 to determine what the item is

Roll Item

- 1-7 Normal Equipment – gives bonus to a skill – select from equipment list
- 8 Shield – if no shield, then use a randomly selected item of armor,
- 9 Armor – 20% chance of full suit, otherwise select appropriate piece of armor.
- 10 Weapon – primary weapon of creature.

Bonus II – This is as Bonus I, except that the item has 2 bonus increments.

Bonus III – This is as Bonus I, except that the item has 3 bonus increments.

Bonus IV – This is as Bonus I, except that the item has 4 bonus increments.

Bonus V – This is as Bonus I, except that the item has 5 bonus increments.

Runes – Roll on the Runes Table

Potions – Roll on the Potions Table

Clothing – Roll on the Magical Clothing Table

Jewelry – Roll on the Magical Jewelry Table

Miscellaneous – Roll on the Miscellaneous Magical Item Table

Rods & Staves – Roll on the Magical Rods & Staves Table

Weapons – Roll on the Magical Weapons Table

Armor – Roll on the Magical Armor Table

Special – If this result is achieved, the GM should create an item specifically for this encounter. This item could be a magical artifact of great power, a magic item that is defective in some manner (*be creative!*), an intelligent item, an item of the GM's choosing or even a cursed item created by an evil magic user to be used by some foe. The choice is left up to the GM. Have fun with it!

NOTE: If a randomly rolled magical item does not fit the encounter then the GM should feel free to reroll or select an appropriate item.

51-55	Buckler of Bashing	4,500 gp
56-60	Elven Chain Hauberk	4,500 gp
61-65	Shield of Photus	5,250 gp
66-70	Mage's Vest	5,250 gp
71-75	Zhuril's Shield	5,250 gp
76-80	Bracelets of the Spider	6,000 gp
81-85	Silent Shield	6,000 gp
86-90	Dwarven Shield	6,750 gp
91-94	Bracelets of Chuhin	7,500 gp
95-97	Chi Torc	7,500 gp
98-99	Forest Scale	12,000 gp
100	Dragonskin Armor	14,250 gp

Bracelets of Archery: These leather bracers grant the wearer a +10 to all missile and thrown weapon skills. It also adds 10' to the Range Increment of the weapon.

Bracelets of Armor: These leather bracers are inlaid with turquoise spiral patterns. They grant the wearer a modifier to his DB based upon how powerful they are. Use the following table to determine the bonus supplied by the bracer.

Roll	Bonus	Value
01-50	+5	2,250 gp
51-75	+10	3,000 gp
76-87	+20	4,500 gp
88-93	+30	6,000 gp
94-97	+40	7,500 gp
98-99	+50	9,000 gp
100	+60	10,500 gp

These bracers will not work if the character is wearing armor.

Bracelets of Chuhin: These bracers, made of leather and chain mail, are prized by Monks. The bracers give the wearer a +20 bonus to his Martial Arts, Acrobatics/Tumbling, Jumping, and all of the Chi skills.

Bracelets of Strength: These steel bracers confer a +10 to the wearer's Strength bonus so long as he has them on.

Bracelets of the Spider: These black leather bracers are covered in filaments of a silvery metal that is reminiscent of a spider's web. These bracers have a total of 50 charges per day and the following abilities can be used with those charges:

Spider Climb (2 charges): May cling to any surface, regardless of handholds or angle, so long as he keeps a minimum of 3 points of contact with the surface.

Web Line (2 charges) – may shoot web rope out to a length of 100'. The far end will stick to whatever is hit, and the line will support up to 500 lbs.

Web Grapple (2 charges) – may make a grappling attack against a single foe.

Web Net (5 charges) – may make a grapple attack against all foes in a 5' radius. This has a range of 50'.

Impact Webbing (1 charge) – may shoot a bolt of web at a single target – this is a Small attack using the Impact Criticals.

Table 14.2 Magic Armor

Roll	Item	Value
01-10	Bracelets of Armor	Varies
11-20	Cowl of Darkvision	2,250 gp
21-30	Bracelets of Strength	3,000 gp
31-35	Bracelets of Archery	3,750 gp
36-40	Dalgor's Shield	3,750 gp
41-45	Headband of Evasion	3,750 gp
46-50	Seafarers' Breastplate	3,750 gp

Buckler of Bashing: This 6" brass shield has a symbol of power engraved in the middle of the facing, surrounded on all sides by fancy filigree. When used offensively, the buckler makes a Large attack on the Crush critical table. The buckler also has a +15 bonus that can be applied to either the OB or the DB of the item when used (*not both in the same round*).

Chi Torc: This neck ring appears as three twisted lengths of metal; one silver, one gold, and one a lustrous black, the ends of which are capped in silver knobs. When worn, this item grants a +20 bonus to all Chi skills, including Chi Defense. It also grants a +20 to the DB supplied by the successful use of the Chi Defense skill. While worn the Chi Torc also allows the wearer to perform Chi skills for double the normal maximum duration.

Cowl of Dark Vision: This is a black leather cowl that covers the head and the neck, leaving the face free. Across the eye of the wearer is a smoky crystal that gives the wearer Lesser Dark Vision. The crystal does not impede vision in any manner.

Dalgor's Shield: This is a small buckler that attaches to a bracer, or can be held in one hand. Made of a dull black metal with a dull silver inlay, this buckler protects as a Full Shield (+30 to DB).

Dragonskin Armor: Highly prized armor made from the skin and scales of a Dragon, this armor grants a +80 bonus to DB and has no maneuver penalties associated with it at all. Unfortunately, Dragons and Drakes become enraged upon



seeing such armor and will seek to slay the one who is wearing it.

Dwarven Shield: This is a full shield that is enchanted to great effect. It has a magical bonus of +15 to its normal bonuses. It is also very light and strong. On command, when placed on the edge of an opening in the ground, it will transform into a solid bridge of up to 10' in length to allow characters to cross. The wielder of the shield may recover it from either side. It may be used in this manner up to three times per day.

Elven Chain Hauberk: This lightweight mail is tougher than it looks. It provides the wearer with a +35 to his DB instead of

the normal +25. This hauberk is also almost weightless, and therefore there are no maneuver penalties while wearing it.

Forest Scale: This suit of armor is made of an extremely light-weight material that feels like stiff cloth. The armor is comprised of thin, soft leather backing covered with leaf shaped plates of the stiff cloth-like material that overlap each other. The armor provides a total DB of +50 with maneuver penalties equal to that of studded leather armor. Additionally, it provides a +20 bonus to Stalking & Hiding maneuvers while in a forest.

Headband of Evasion: This small leather headband provides a bonus of +15 to DB.

Mage's Vest: This is a soft leather vest. It grants the wearer a total of +25 to DB.

Seafarer's Breastplate: This metal breastplate is sculpted to look like a large seashell. It grants a bonus of +10 to DB (+30 total). While worn, the wearer will never sink in water.

Shield of Photus: This is a round target shield made of steel polished to a high shine. It has a +5 bonus to its normal DB modifier, and three times a day, when commanded it will give off a bright flash of light. All those facing the shield will be required to make a Magic RR(80) or be stunned 1 round and blinded for 1d10 rounds.

Silent Shield: This small target shield is a solid, flat black in color. It has a magical bonus of +10 and grants a +20 to all Stalk & Hide maneuvers.

Zhuril's Shield: This is a dingy looking wooden target shield. It has a +20 bonus, and twice a day, it can, on command, float and defend its wielder for up to ten minutes.

Table 14.3 Magic Clothing

Roll	Item	Value
01-10	Gloves of Agility	750 gp
11-20	Belt of Strength	1,000 gp
21-30	Belt of Traceless Passing	1,250 gp
31-35	Cat's Paw Gloves	1,250 gp
36-40	Preservation Pouch	1,250 gp
41-45	Boots of Jumping	1,500 gp
46-50	Gloves of Shadow	1,750 gp
51-55	Hidden Helm	1,750 gp
56-60	Light Pouch	1,800 gp
61-65	Shadow Mask	2,000 gp
66-70	Boots of Speed	2,250 gp
71-75	Cloak of Scouting	2,250 gp
76-80	Shadow Cloak	2,250 gp
81-85	Snake's Belt	2,250 gp
86-90	Mantle of the Mage	3,500 gp
91-94	Hazrad's Backpack	3,750 gp
95-97	Heron's Headband	4,250 gp
98-99	Eagle Cloak	4,500 gp
100	Mask of Disguise	5,500 gp

Belt of Strength: This wide leather belt grants a +10 to the wearer's Strength bonus.

Belt of Traceless Passing: The wearer leaves no tracks, no scent, and no signs of his passing when traveling through the wilderness. The belt does not work indoors.

Boots of Jumping: These soft leather boots grant a +20 bonus to all Jumping maneuvers.

Boots of Speed: These boots grant a +10 bonus to the wearer's Base Movement Rate.

Cat's Paw Gloves: These soft, black leather gloves give the wearer a +15 bonus to all Climbing maneuvers.

Cloak of Scouting: This grey woolen cloak grants its wearer a bonus of +25 to Stalk & Hide and Perception maneuvers when in the wilderness.

Eagle Cloak: This cloak looks like it is made of the feathers from a very large bird. While worn, the wearer can fly 30' per round (*10 mph*) for 1 hour. This ability may be used 3 times a day.

Gloves of Agility: These are thin, supple, grey leather gloves. While worn they give the wearer a +5 to his Agility stat bonus.

Gloves of Shadow: These supple black leather gloves grant the wearer a +20 bonus to his Pick Pockets, Trickery, and Locks & Traps skills.

Hazrad's Backpack: This rumpled old backpack looks very ordinary, at least until a character puts something in it. The backpack can hold up to 250 pounds of equipment while weighing only a tenth of the weight stored inside it. The inside of the backpack has no size limitations, so long as the item will fit through the opening (*12» x 6»*).

Heron's Headband: This leather headband provides the wearer with the talent, Instinctive Defense. If the character already has that Talent, then this item doubles the bonuses from it.

Hidden Helm: This is a homespun cord dyed a bright green, with silver threads throughout, and silver and green tassels on the end that is worn like a headband. The wearer's head is protected as if they were wearing a helm, and this provides a +20 to overall DB.

Light Pouch: This is a hard leather pouch, *6» x 3» x 9»* deep. It can hold up to 25 pounds and remain weightless. Items of any dimension may be placed in the pouch so long as it will fit through the *6» x 3»* opening.

Mantle of the Mage: This leather mantle includes a hood for the spell user's head and covers his shoulders and upper chest as well. While wearing the mantle, and not wearing armor, a spell user gains +60 to his DB.

Mask of Disguise: This mask normally appears as a thin, translucent mask that covers the whole face. When worn, it becomes invisible. The wearer may use it to alter his features (*face, shape, weight, etc.*) in any manner, giving a +100 bonus to disguise. It can be used once a day and the effects last for 6 hours.

Preservation Pouch: This is a normal looking leather pouch that will keep any food, beverage or herb placed in it fresh for up to one month.

Shadow Cloak: This dark grey cloak grants a bonus of +25 to all Stalk & Hide maneuvers. It also allows the wearer to cast the spell Darkness once per day for every point of Insight bonus the wearer has (*no scaling of the spell allowed*). The wearer can see perfectly in this magical darkness.

Shadow Mask: This is a thin mask made of a lightweight, flexible grey material. Grey crystals cover the eye holes of this mask. When worn, the wearer is covered in a dark haze, giving him a +30 bonus to Stalk & Hide maneuvers in any areas with lots of shadows.

Snake's Belt: This is a wide belt made out of snakeskin. It has many hidden pockets, which store a variety of thieves' tools. It is impossible for anybody other than the owner of the belt to detect these items, and nothing but thieves' tools may be stored in these hidden pockets. This belt also provides the wearer a +20 to all RR versus poisons.

Table 14.4 Magic Jewelry

Roll	Item	Value
01-10	Amulet of Steelskin	Varies
11-20	Amulet of Tongues	1,500 gp
21-30	Amulet of Trap Detection	1,500 gp
31-35	Dwarven Beard Rings	2,000 gp per ring
36-40	Ring of Counterspelling	2,000 gp
41-45	Zural's Ring	2,000 gp
46-50	Ring of Dark Vision	2,500 gp
51-55	Torc of Power	2,500 gp
56-60	Amulet of Will	3,000 gp
61-65	Clasp of Shrinking	3,000 gp
66-70	Medallion of Myradon	3,000 gp
71-75	Monocle of Trap Detection	3,000 gp
76-80	Viper's Armband	3,500 gp
81-85	Armband of Prowess	4,000 gp
86-90	Bone Bracelet	4,000 gp
91-94	Silent Ring	4,000 gp
95-97	Ring of Regeneration	5,500 gp
98-99	Dog Ring	7,000 gp
100	Earthblood Pendant	8,000 gp

Amulet of Steelskin: While worn the wielder's skin takes on a metallic hue as his skin becomes tougher and more reslient to damage. Use the following table to determine the skin shade and the bonus to the character's DB.

Roll	Bonus	Skin Shade	Value
01-50	+5	Copper	2,000 gp
51-75	+10	Bronze	2,500 gp
76-87	+20	Grey	3,500 gp
88-93	+30	Blue-grey	4,500 gp
94-97	+40	Silver	5,500 gp
98-99	+50	Golden	6,500 gp
100	+60	Silver-white	7,500 gp

This amulet will not work if the character is wearing armor.

Amulet of Tongues: While worn this amulet, which is shaped as two faces connected by the back of the head, allows the wielder to understand and speak any spoken language. Only one language may be understood and spoken at a time, and the caster must command the item to shift to a new language for it to work on a different language.

Amulet of Trap Detection: This worn brass amulet allows its wearer to sense any mechanical or magical traps within 20' of him. This ability works exactly as the talent, Sense Magic, except for traps instead.

Amulet of Will: This crystal amulet grants the wearer a +20 bonus to all Will based Resistance Rolls.

Armband of Prowess: Three times a day, the character may add a single +50 bonus to any one roll.

Bone Bracelet: This powerful charm is made of tiny bones. Undead must make a successful Magic RR(80) in order to get within 10' of the wearer.

Clasp of Shrinking: This cloak clasp is carved in the shape of a small sprite. Three times a day, the wearer may shrink to one half of his normal size for up to one hour. This does not affect any of the character's stats or skills.

Dog Ring: This simple blue-grey band is inlaid with four "paw print" shaped designs formed of crushed sapphires. When worn, the character has the Talent Enhanced Scent, and he can hear in the higher ultrasonic frequencies. The wearer also has the Talent Night Vision and can perceive invisible objects as hazy mist-like forms out to a distance of 50'. Unfortunately, the wearer cannot see colors or distinguish gradual changes in shading while wearing the ring. His vision, like that of dogs, is reliant on contrast and movement for reference. The ring also provides the wearer with a +20 bonus for maneuvers involving the handling and control of canines, plus the wearer gets the bonus when combating canines as well.

Dwarven Beard Rings: These rings are made of braided steel and gold alloy. Once a day, each ring may be used to give a +5 bonus to any one roll that the wearer makes. These are usually found in lots of 1-10.

Earthblood Pendant: This pendant is made of a small blood red stone set in silver. It functions as a +2 PP Adder, and a +2 Spell Adder. It also grants a +25 bonus to all spell casting and counterspelling.

Medallion of Myradon: This little gold trinket, when worn, allows the wearer to wear any armor, except plate, with no maneuver penalties at all. If the character is wearing plate, then all maneuver penalties are cut in half.

Monocle of Trap Detection: This item may be used 3 times per day, for up to 10 minutes at a time. If any trapped item is viewed through the eyepiece, it glows to the sight of the person using this device.

Ring of Counterspelling: This plain silver ring grants a bonus of +10 to all counterspelling attempts by the wearer.

Ring of Dark Vision: This ring grants the wearer the talent, Greater Dark Vision, while worn.

Ring of Regeneration: While worn, this ring grants the wearer the talent, Regeneration (*Greater*).

Silent Ring: The wearer can move and maneuver without making a sound. This grants a bonus of +30 to Stalk & Hide maneuvers.

Torc of Power: This rough looking iron neckband is especially sought after by spell users. It works as a +3 Power Point adder reducing the cost of any spell cast by up to 3 points. The caster must still pay at least one Power Point to cast a spell.

Viper's Armband: Any character wearing this armband, which appears as two golden snakes inter-twined with ruby eyes, may make a Martial Arts Strike attack, and have it do an Internal Poison Critical rather than the normal attack. The poison has a static RR(100) to avoid its effects.

Zural's Ring: This ring is a +2 Power Point adder for any magic using character.

Table 14.5 Miscellaneous Magic Items

Roll	Item	Value
01-10	Salta's Bomb	45 gp
11-20	Flashstone	50 gp
21-30	Glitterstone	75 gp
31-35	Everburning Spark	750 gp
36-40	Glowrod	750 gp
41-45	Ladder Stick	750 gp
46-50	Spidersilk Rope	750 gp
51-55	Magic Rope	1,250 gp
56-60	Folding Tent	1,500 gp
61-65	Firebrand	1,500 gp
66-70	Gauze Portal	1,750 gp
71-75	Neral's Saddle	1,750 gp
76-80	Warning Bell	4,500 gp
81-85	Eggs of Divination	4,750 gp
86-90	Scrying Mirror	4,750 gp
91-94	Harper's Lyre	5,250 gp
95-97	Guardian Statuette	5,500 gp
98-99	Hagal's Ship	12,500 gp
100	Charnel Bag of Restoration	16,500 gp

Charnel Bag of Restoration: This is a stained leather bag big enough to place a human body into. If an injured or dying character is placed in the bag, eight hours later the character will be fully healed. If a dead character is placed within the bag for one week, the magic of the bag will restore him to life. For the bag to work on a dead character, he must be placed inside the bag within an hour of his death.

Eggs of Divination: Found in sets of 1-10 + 6, these small iridescent purple eggs are stored in a small-lidded basket. When one of these eggs is broken, it releases a small spirit who will answer one question before disappearing. Be

warned however that the spirit will often speak in riddles or using symbols, never giving a straight, direct answer.

Everburning Spark: This is a 4» inch long yellow, crystal rod with a matching cap. When the cap is removed, the tip of the rod bursts into flame and will easily ignite even the wettest kindling.

Firebrand: This is a metal rod about 2' long, with a flame shaped amber crystal at one end. Upon command, the crystal creates a burning flame that illuminates a 50' radius. This flame does not produce any heat nor will it burn anything it touches. The command word is often engraved on the handle of the rod.



Flashstone: This is an enchanted stone about 3" in diameter. When thrown it creates a brilliant flash of light visible only to those within the radius of effect (5' radius). Those outside the radius see only a dim flash of light. Those inside must make a Resistance Roll of 100 versus Magic or be stunned for 1-10 rounds. Even if they succeed against the Resistance Roll, they will still be stunned for at least one round.

Folding Tent: This is a normal two man tent that folds down to a package 6" x 6" x 3" on command. The same command opens the tent and sets it up.

Gauze Portal: This is a flimsy black cloth in the shape of an oval that is 4' by 2' wide. If placed against a wall less than 2' thick, it creates a portal through that wall, and anybody may step through the portal. The Gauze Portal may be removed from either side. It can be folded into a rectangular bundle measuring approximately 6" x 4".

Glitterstone: This is a small white stone, about an inch in diameter. When struck against a hard surface, it will begin

glowing, lighting up a 10' radius. This light will last for one hour before fading. The Glitterstone has 1-10 uses before it crumbles to dust.

Glowrod: The top of this 12" wooden rod is inset with small, clear crystal. When the crystal is tapped against a hard surface, the item will illuminate a 20' radius for 6 hours. A Glowrod may only be used once per day.

Guardian Statuette: These little statuettes are always of some sort of normal animal, and are between 3" to 4" long. Once a day, for 12 hours, the statuette will transform into the animal it represents. This animal will protect the owner of the statuette from enemies attempting to attack him.

Hagal's Ship: This is a miniature single mast sailing ship about 4" long. Upon receiving the command, this ship will grow into a 100' long single-mast schooner able to ply the oceans and seas. The ship will also shrink back down on command, re-appearing in the owner's hand. The ship cannot be shrunk while there are living beings on board, but other items may be stored. The ship will also not grow unless there is enough water available to float in properly (*i.e., you cannot make it grow on dry land*).

Harper's Lyre: This small lyre is about 8" wide. It grants a bonus of +20 to any spells from the Harper sphere if played while the spell is cast. This also negates any penalties from not having at least one hand free while it is being used.

Ladder Stick: This is a 4' long stick about 2" in diameter. When the command word on the side is spoken, the stick transforms into a 10' long ladder. Repeating the command word will cause it to revert to stick form.

Magic Rope: This 50' long rope can be held at one end and when commanded, the other end will climb up any surface and attach itself to a designated inanimate object. It can also be commanded to untie itself from anything that it is attached to when held by the other end.

Neral's Saddle: This well-worn saddle will fit any horse. It gives the rider a bonus of +25 to all riding maneuvers.

Saltar's Bomb: This contraption is named after its inventor. It is a small egg-shaped cylinder about 3" long and about 2" thick, made of metal that has been scored on the inside. At one end is a cap that has a pin going through it. The pin has a ring at one end to allow it to be removed. Inside this device are several small vials of chemicals. The pin holds a special stone in place. Once removed, the stone breaks the vials and the mixture of the chemicals with the stone causes the bomb to explode after just a couple of seconds. All within the area of effect take a Heat and a Slash critical. Roll 2d10+20 for the Heat Critical and 2d10+10 for the Slash critical.

Scrying Mirror: This is a 6" diameter steel mirror that gives a bonus of +20 to all Past Visions spells cast by the wielder, and doubles the duration of such spells.

Spidersilk Rope: This rope comes in lengths of 50' and 100'. It is twice as sturdy as normal rope yet weighs less than a pound.

Warning Bell: When activated using the command word inscribed on the inside of the bell and hung from something, the bell will ring if anything larger than 6" comes within 500' of it. The person who activates the bell can have the bell ignore any who are within a 20' radius at the time of its activation.

Table 14.6 Magic Potions

Roll	Item	Value
01-10	Cursed Potion of Delusion	Varies
11-20	Alchemist's Fire	20 gp
21-30	Potion of Minor Healing	300 gp
31-35	Potion of Neutralize Poison	300 gp
36-40	Potion of Stealth	350 gp
41-45	Potion of the Politician	400 gp
46-50	Potion of Haste	450 gp
51-55	Potion of Shrinking	450 gp
56-60	Potion of Flight	500 gp
61-65	Potion of Invisibility	550 gp
66-70	Potion of Jumping	550 gp
71-75	Potion of Ghostwalking	600 gp
76-80	Potion of Giant Growth	600 gp
81-85	Potion of Truthfulness	650 gp
86-90	Potion of Major Healing	700 gp
91-94	Potion of Fire Resistance	750 gp
95-97	Potion of Spider Climb	750 gp
98-99	Potion of Water Breathing	800 gp
100	Potion of Longevity	1,000 gp

Alchemist's Fire: This is a flask of special chemicals that will burst into flame upon contact with the open air. It burns for 3 rounds, doing a Heat critical each round. The first round does $1d100+10$, the second does a $1d100$, and the third does a $1d100-10$. The only way to extinguish the Alchemist's Fire is to spend a round rolling on the ground to smother the flames.

Potion of Fire Resistance: Grants a +25 to DB and RRs versus fire.

Potion of Flight: The drinker can fly at a rate of 30' per round (10 mph). This potion will last for 1 hour.

Potion of Ghostwalking: This potion turns the imbiber and all his equipment non-corporeal for one hour. The character can still be seen, but only as a misty, translucent figure. While in this state, the character is not affected by anything, nor may he affect or interact with anything corporeal. The character may walk through walls and other impediments, but may not talk to nor hear corporeal beings while under the effects of this potion.

Potion of Giant Growth: This potion causes the character and all his equipment to grow to double their normal size for one hour. While affected by this potion, the character gains

a +10 to OB and other strength related skills, his attack sizes are increased by one, and his DB is reduced by 10.

Potion of Haste: This potion lasts for 1 minute (*30 rounds*). While under the effects of this potion, the imbiber may perform two actions per round. The first action is at his normal initiative, and the second at the end of the round.

Potion of Invisibility: This potion will last for 1 hour or until the character performs a violent action (*makes an attack, gets hit by an attack, runs, etc.*). He is completely invisible to all visual senses for the duration of the potion.

Potion of Jumping: This potion grants the imbiber a bonus of +50 to all jumps made during its 10 minute duration. It also doubles the distance of the jump as determined by the Jumping skill.

Potion of Longevity: This potion will permanently remove $2d10$ years from the age of the character.

Potion of Major Healing: This potion restores the drinker to full health over the course of 1 round. It will also heal any diseases or poisons that might be affecting the character.

Potion of Minor Healing: This potion will heal $2d10$ Hits and reduce any penalties that the character has by 20 when drunk.

Potion of Neutralize Poison: This potion neutralizes any poisons within the character's bloodstream. It does not remove the poison, nor make the character immune to future exposures to the poisons.

Potion of Shrinking: This potion causes the character and all of his equipment to shrink to one half of normal size for one hour. The character receives a -10 to OB and all Strength related skills, has his weapon attack sizes reduced by one, and gains a bonus of 10 to his DB.

Potion of Spider Climb: Upon drinking this potion the character gains a +100 to all climbing rolls for 10 minutes. He may cling to any surface, regardless of handholds or angle, so long as he keeps a minimum of 3 points of contact with the surface.

Potion of Stealth: This potion makes the imbiber stealthier and harder to see for 1 hour. This gives him a bonus of +20 to his Stalk & Hide skill for the duration.

Potion of the Politician: This potion gives the imbiber a bonus of +20 to all verbal skills (*Duping, Trading, Public Speaking, Singing, etc.*).

Potion of Truthfulness: Anyone who drinks this potion is unable to tell any sort of lie or evasion when asked direct questions. This potion lasts for 1 hour.

Potion of Water Breathing: This potion lasts 24 hours and allows the imbiber to breathe while underwater as well as on dry land.

Cursed Potion of Delusion: This potion appears to be, to all detections and tests, a potion of any other type. When drunk,

the imbiber believes that the potion has worked normally. This potion most often appears to be a potion of flight, healing, longevity or invisibility. The price of this potion is equal to that of the potion that it appears to be.

Table 14.7 Magic Rods & Staves

Roll	Item	Value
01-10	Crossbow Wand	1,000 gp
11-20	Wand of Minor Healing	1,250 gp
21-30	Rod of Dowsing	1,500 gp
31-35	Wand of Casting	1,500 gp
36-40	Wand of Lightning	1,750 gp
41-45	Thunder Rod	2,500 gp
46-50	Wand of Elemental Bolts	3,000 gp
51-55	Harper's Baton	3,500 gp
56-60	Earth Staff	4,500 gp
61-65	Tangler Rod	4,500 gp
66-70	Rod of Smiting	5,000 gp
71-75	Staff of Healing	5,250 gp
76-80	Staff of the Air	5,250 gp
81-85	Forest Staff	6,750 gp
86-90	Chaos Rod	7,500 gp
91-94	Rod of Nobility	8,000 gp
95-97	Mage Staff	9,000 gp
98-99	Rod of the Weapon's Master	10,000 gp
100	Staff of Power	12,750 gp

Chaos Rod: This nondescript rod is always found with 1d100 charges. When activated, it randomly produces one of several effects.

Roll Effect

- 01-10 Target receives the benefits of a Major Healing (*scaled to heal all damage*)
- 11-20 Target receives a +10 bonus to all OBs, DBs and RRs for 1 minute
- 21-30 Target receives a +5 bonus to a random stat for 1 minute
- 31-40 Target levitates 6 inches above the ground for 1 minute – Magic RR(100).
- 41-50 Rod produces a 30' radius Stun Cloud (*Huge critical size and 5 rounds duration*), centered on target.
- 51-60 Target's next spell automatically fumbles – Magic RR (100)
- 61-70 Target struck by +100 Air Elemental Bolt (*Attack Size Large*).
- 71-80 Target glows for 24 hours – Magic RR (100).
- 81-90 Target struck by +100 Fire Elemental Ball (*10' radius Attack Size Large*).
- 91-99 Rod wielder is invisible for 24 hours. This invisibility is not broken by attacking or getting hit.

Unfortunately, only the character is invisible, not his clothing.

- 100 Target is transformed into a stone statue permanently – Magic RR (100).

The target of the rod must be within 50' of the wielder. It is rumored that several variations of this rod exist, but that has not been documented. For the purposes of magical detection, the only power that this item will appear to have is the one most recently manifested. GMs should roll secretly to see which power was most recently activated.

Crossbow Wand: When found this wand has 1d100 charges. It mystically creates and fires a light crossbow bolt. Attacks using this device are made with the Crossbow skill.

Earth Staff: This staff allows the wielder to speak with any stone up to 3 times per day, each time with a duration of 5 minutes. Additionally, the wielder may also freely use the Dwarven racial ability Stone Sense.

Forest Staff: The wielder of this gnarly staff leaves no tracks, no scent, and no signs of his passing when traveling through the wilderness. Additionally, he is never hindered by vegetation when traveling in the wilderness, as it parts before him and closes back up behind him (*10' radius effect*). The staff is also a +2 PP Adder for the wielder.

Harper's Baton: This small rod is well liked by many a Harper. On command, it can become a mace, a broadsword, a harp, or the 12" rod that is its normal form. Each form has a bonus of +10 when being used.

Mage Staff: This staff is a +2 Power Point Adder and gives a +20 to all spell casting attempts.

Rod of Dowsing: This rod is able to find the nearest source of potable water within a one mile radius.

Rod of Nobility: This metal rod is about 2' long and made of an unknown silvery metal with a rounded knob on one end. It strikes as a +20 Mace and if the wielder is not wearing armor, it grants +50 to DB.

Rod of Smiting: This is a metal rod, crimson in color, which is about 18" long with a 3" knob at one end. The wielder may use it to attack, as a mace. It grants no bonuses to Hit, but if a Hit is made, it gives a +20 to the critical determination.

Rod of the Weapon's Master: This rod is made of a silky black metal and is about 2' long. It can, at the will of the wielder, change shape to any weapon. It also has a +15 bonus in any form.

Staff of Healing: This plain looking staff is normally found with 1d100 charges. For a cost of one charge, it will heal 1d10 Hits of damage. For a cost of 5 charges, it will heal the damage from any one critical. For a cost of 10 charges, it will heal all damage that a character has sustained.

Staff of Power: This ornate staff is highly prized by spell users. It grants its wielders a number of abilities. The staff

acts as a +3 PP Adder and grants a +20 bonus to all spell casting and RR Maneuver Rolls.

The wielder of the staff may also designate up to five spells that he knows how to cast. These five spells are then able to be cast from the staff, with the PP cost of the spells being provided by the staff itself. It has 100 charges maximum and each charge is equal to one PP. The staff recovers one expended charge per day. Once set, the spells cannot be changed unless the wielder re-attunes to the staff, which automatically wipes out any previous spells.

Staff of the Air: This staff has 100 charges and gives the wielder the following abilities:

Landing (*1 charge per 50'*)

Fly 30' per round (*10 mph*) for 1 hour (*5 charges*)

Medium Air Elemental Bolt (*3 charges*)

This staff recovers 1 charge per day.

Tangler Rod: This 3' long wooden rod has 100 charges. Upon use of one charge, the rod will shoot out a net of vines and tendrils that make a Tiny Grapple attack against the target. For every 2 additional charges, the character may increase the size of the attack by one degree up to a maximum of Large. The character may use his Crossbow skill bonus for making attacks with this item. This rod recovers 1 charge per day.

Thunder Rod: This 3' long rod is roughly shaped like a lightning bolt. It has the ability to shoot a Large Lightning Bolt (*Air Elemental Bolt*) attack. When used, all within 50' of the path of the bolt must make a Magic RR (75) or be deafened for 1d10 rounds. It may be used 3 times a day.

Wand of Casting: This nondescript wand gives the wielder a +10 bonus to all spell casting Maneuver Rolls.



Wand of Elemental Bolts: This crystal wand has swirls of color shooting through it. The wielder may shoot elemental bolts from the wand. It costs 1 charge to fire a Tiny bolt, 2 charges for a Small bolt, or 3 charges for a Medium bolt. When found, the wand will have 1d50 charges. Wielder selects type of elemental bolt at time of use.

Wand of Lightning: This yellow crystal wand holds 50 charges. For one charge the caster may throw a Tiny Electrical Elemental Bolt. For every 2 additional charges, the wielder may increase the size of the bolt by one degree up to a maximum of Large. The character may use his skill with a crossbow to make attacks with this wand.

Wand of Minor Healing: This wand is normally found with 1d100 charges. For the cost of 1 charge it will either heal 1d10 Hits or reduce penalties from a wound by 5.

Table 14.8 Runes

Roll	Item	Value
01-15	Blank Rune Paper	10 gp
16-30	Rune Spell (not scaled)	20 gp
31 - 50	Rune Spell (scaled)	30 gp + 5 gp per PP
51 - 70	Blank Rune Scroll	50 gp
71-85	Rune Scroll (not scaled)	80 gp
86-100	Rune Scroll (scaled)	90 gp + 10 gp per PP

Blank Rune Paper: A sheet of Rune Paper big enough to hold a single spell of up to 10 Power Points.

Blank Rune Scroll: A sheet of Rune Paper big enough to hold up to 3 separate spells on it. Each spell may be up to 10 Power Points.

Rune Spell (not scaled): Contains one spell, determined randomly or selected by the GM.

Rune Scroll (not scaled): Contains up to three spells, determined randomly or selected by the GM.

Rune Spell (scaled): Contains one spell, determined randomly or selected by the GM.

Rune Scroll (scaled): Contains up to three spells, determined randomly or selected by the GM.

Special Items

The Gamemaster should think up something special for the characters if this option is rolled. It could mean a cursed item or maybe even an artifact of great power. The following list provides some examples.

Cursed Items: Re-roll on the Magic Items Table and select another item. This item appears as the item selected until it is first used. At that time, its effects become apparent. Once a cursed item is used, the character may not get rid of it until he has found somebody to remove the curse from him. The cursed item will normally have an effect that is opposite of the item's normal effect (*i.e., a cursed sword would give a negative modifier to OB, rather than a bonus*), or it may have an

unusual effect (*i.e., a sword whose blade turns to rubber and wilts every time it is used*).

Intelligent Items: This type of item is much like any other normal magical item, except that it is intelligent. It also usually has a specific purpose that it was made for and will want the character using it to pursue that purpose as well. If the character does not, then the item may not allow the character to use its powers. Some items may even try to control the character by not allowing use of their powers at a crucial time.

Artifacts: These are extremely powerful items, and they are quite often intelligent as well. Such items will be extremely rare. Artifacts often have unique and powerful abilities, far beyond those of normal magic items. Quite often, they will also hide these abilities until the time is right for their use. This can allow the GM to give the characters an item with a useful ability, and then at some later point in time, the item can suddenly gain a new ability, especially if revealing it allows its bearer to accomplish some goal.

Table 14.9 Magic Weapons

Roll	Item	Value
01-10	Claw-Hand Gloves	2,250 gp
11-20	Arnold's Axe	3,000 gp
21-30	Dagger of Returning	3,750 gp
31-35	Elven Bow	3,750 gp
36-40	Frost Blade	4,500 gp
41-45	Gnomish Hammer	4,500 gp
46-50	Hammer of Hiding	4,500 gp
51-55	Shock Blade	5,250 gp
56-60	Shock Bow	5,250 gp
61-65	Telescoping Staff	5,250 gp
66-70	Dwarven Mace	6,000 gp
71-75	Gryxian War Fork	6,000 gp
76-80	Magebane	6,000 gp
81-85	Shadowblade	6,000 gp
86-90	Vampiric Blade	6,000 gp
91-94	Swift Slayer	6,750 gp
95-97	Arrow/Bolt of Slaying	7,500 gp
98-99	Shifting Sword	9,750 gp
100	Spear of Dragonslaying	10,500 gp

Arnold's Axe: This is a well-crafted axe made of the finest Dwarven steel. It gives the wielder a +10 bonus to all attacks.

Arrow/Bolt of Slaying: This item is rare. When used, if a Hit is made, the arrow/bolt gives a bonus of +30 to the critical determination.

Claw-Hand Gloves: By wearing these gloves, the character is able to make a Large Slash attack using any Martial Arts skill bonus that he has.

Dagger of Returning: Appears as a normal, though well-crafted dagger. This weapon has a +5 bonus when thrown

and will fly back to its wielder after striking a target or going 5 Range Increments. It takes only one round to return to its sheath.

Dwarven Mace: This mace is unexceptional looking except for the Dwarven script engraved in the handle. It is a +20 weapon. It can also be thrown (*Range Increment 30'*) and will automatically teleport to the thrower's hand at the end of the round

Elven Bow: This +10 long bow has double the normal range increment as a normal long bow.

Frost Blade: This sword has a +10 magical bonus, and it also delivers a cold critical of equal severity as the normal critical inflicted.

Gnomish Hammer: This is a small one handed war hammer with a blunt knob on one side of the head and a slightly curved spike on the other. It gives a +10 Bonus to OB and it does Large criticals despite its small size. The entire head of the weapon is engraved with gnomish runes and symbols.

Gryxian War Fork: This is a 5' long staff topped with two bladed tines. This weapon may be wielded using any skill for spears, pole arms, or staves. The wielder uses his best bonus of the three when using this weapon. The weapon is enchanted with a +20 bonus and the wielder may choose to deliver Crush, Slash, or Puncture criticals at will with no penalties.

Hammer of Hiding: This is a +10 war hammer. Its handle has a secret compartment that is proof against any sort of magical detection of location. The compartment is large enough to hold a dozen coins or several small gems.

Magebane: This is a +20 broadsword. Upon striking a spell using character, the spell user must make a RR (100) vs. Magic or be automatically stunned one round and lose 1d10 Power Points (PP) in addition to the normal damage inflicted. The PPs are not permanently lost and may be recovered normally.

Shadowblade: This short blade is made of a mysterious black metal that does not reflect light. It has a magical +15 bonus to OB and to Stalking & Hiding maneuvers when unsheathed.

Shifting Sword: This +5 broadsword may, upon the wielder's command, change shape to any other type of one handed edged weapon.

Shock Blade: When found this item appears to be nothing more than the hilt of a sword. In the spot where the blade would be is instead a small colored crystal (*the color may vary*). When activated, this item produces a blade of solidified magical energy. If it strikes, it does an Electrical critical instead of a Slash critical that a bladed weapon normally produces. When active, this weapon also produces a noticeable humming noise.

Shock Bow: This short bow is made of a golden wood and inscribed with lightning bolt symbols. All arrows fired from this weapon do Electrical criticals instead of the normal

GM's Option: Will Contests

Occasionally, intelligent items will try to control a character and force him to do their bidding. When this happens, the item and the character have what is called a Will Contest. A Will Contest uses a variation on the Cascading Resistance Roll (CRR) to resolve what happens.

The first step is to determine how powerful a Will the item has. Use the following table to determine the strength of willpower of the item. Once an item's willpower has been determined, it will never change.

Roll	Bonus
01-10	+25
11-20	+30
21-30	+35
31-40	+40
41-50	+45
51-60	+50
61-70	+55
71-80	+60
81-90	+65
91-100	+70

Once you have your result from the table above , you roll on the RR column of the Maneuver Table, using the above bonus as the modifier to the attack roll. That result is the basis for the CRR that the target must make a RR against. Use the following CRR table to determine the final result.

CRR (RR Result +20): Character has full control of item and all its powers. Character gains a +20 to all future Will Contests with the item. The item may not initiate another Will Contest for one week.

CRR (RR Result +10): Character has control of the item. It may not initiate another Will Contest for 1 day.

CRR (RR Result): Character may use the item this time, but it may initiate another Will Contest the next time that the character wishes to use it.

CRR (RR Result – 10): Item is in control. The character gets to attempt to break control every hour. To break control, the character makes another Will RR and must get higher than the RR Result +10.

CRR (RR Result – 20): Item has control. The character gets to attempt to break control once every day. To break control, the character makes another Will RR and must get higher than the RR Result +20.

Failure: The item has control. The character gets to attempt to break control once per week. To break control, the character makes another Will RR and must get higher than the RR Result +30.

Effects of being Controlled: Items with intelligence often have a purpose as well. Once an item has control of a character, it will force him to follow its purpose. This means that the GM will tell the player what the purpose of the item is and that he has the ability to tell the player what the item will and will not allow his character to do. Essentially, the GM can veto any action that the player may want his character to take, if it does not follow the overall purpose of the item.

Breaking Control: Once a character gets controlled, he may attempt to break the control at the times given above. He then makes a Will-based RR, against the original result from the RR column of the Maneuver Table, used in the original Will Contest.

criticals. It is rumored that there are Long Bow versions of this weapon as well.

Spear of Dragonslaying: This enchanted spear is +10 normally. Against dragons it has a bonus of +50. If the character hits the dragon, causing damage, then the dragon must make a RR (100) vs. Magic or take an External Poison critical (*rolled separately from the normal critical*).

Swift Slayer: When wielding this +10 broadsword, the character may Haste himself (*as per the spell, except for duration*) for a number of rounds equal to his Constitution bonus. This haste ability may be activated 3 times a day.

Telescoping Staff: This item is a 6" long, inch thick rod of a silvery metal. Upon command it will extend out to become a full sized +20 quarterstaff. Dozens of these were said to have been made for the royal guards of an ancient kingdom

that has since vanished. It is unknown how many of these still exist.

Vampiric Blade: This blood red blade is very popular among adventurers. It has a +10 bonus to OB, and whenever the weapon causes damage to a foe, the wielder gains a number of Hits (*up to his maximum*) equal to the amount of Hits done to the foe. The same applies to maneuver penalties as well, with the wielder's own maneuver penalties from wounds being reduced by an amount equal to any maneuver penalties inflicted upon his foe.

Money

Use the following table to roll for money.

Table 14.9.1 Money

Roll	Poor	Normal	Rich
01-10	2 cp	5 cp	5 sp
11-20	3 cp	10 cp	10 sp
21-30	5 cp	2 sp	15 sp
31-35	7 cp	5 sp	20 sp
36-40	10 cp	7 sp	3 gp
41-45	12 cp	10 sp	5 gp
46-50	15 cp	15 sp	8 gp
51-55	1 sp	18 sp	10 gp
56-60	2 sp	20 sp	12 gp
61-65	17 cp	3 gp	15 gp
66-70	20 cp	5 gp	18 gp
71-75	4 sp	7 gp	20 gp
76-80	6 sp	8 gp	3 pp
81-85	9 sp	10 gp	5 pp
86-90	12 sp	2 pp	10 pp
91-94	15 sp	Gems (20)	Gems (250)
95-97	20 sp	Gems (50)	Gems (300)
98-99	3 gp	Gems (100)	Gems (500)
100	Special	Special	Special

Coins – The monetary values given are not absolutes in the sense of being the denominations of coins found. If you roll a result for 12 silver pieces, you could easily say that there are 70 copper pieces and only 5 silver pieces. The result is still the same, but by changing what coins are found, you actually make things a bit more interesting.

Gems – This category includes individual gems and jewelry. The values given next to the entries are gold piece values. Also, you are free to decide what the composition of the gems/jewelry actually is. For example, the entry Gem(20) means that you find one or more gems that are worth a total of 20 gold pieces. This could be one good sized sapphire or a dozen small rubies. The choice is up to the GM.

Special – The GM should re-roll on the Magic Item table for jewelry, or give the players a gem that has magical properties. It is basically the GM's choice.

Mundane Treasure

The following table is used to roll for Mundane Treasures. Items from the normal equipment list may also be substituted for any of the items listed below.

Table 14.10 Mundane Treasure

Roll	Poor	Normal	Rich	Item
01-10				Normal Equipment
11-20	01-10			Normal Equipment
21-30	11-20	01-10		Normal Equipment
31-35	21-30	11-20		Household Items

36-40	31-35	21-30	Household Items
41-45	36-40	31-35	Laborer's Tools
46-50	41-45	36-40	Laborer's Tools
51-55	46-50	41-45	Clothes
56-60	51-55	46-50	Outdoor Gear
61-65	56-60	51-55	Entertainment Gear
66-70	61-65	56-60	Herbs
71-75	66-70	61-65	Thieves' Tools
76-80	71-75	66-70	Weapons
81-85	76-80	71-75	Armor
86-90	81-85	76-80	Toys
91-94	86-90	81-85	Scribes' Gear
95-97	91-94	86-90	Artwork
98-99	95-97	91-94	Treasure Map
100	98-99	95-97	Wizard's Gear
	100	98-99	Ancient Relic
		100	Magic Item

Item Quantities

Poor 1d10 items

Normal 2d10 items

Rich 4d10 items

Ancient Relic: This is an item that belonged to an ancient culture. These items have great value to collectors and historians. Roll again on the same column to determine what the item found is, ignoring this result. Multiply the value by the table below to get the item's value to somebody who collects ancient relics. To all others, it is worth only its original value. Coins are often an excellent example of an ancient relic from past civilizations, and the GM may use coins instead of rerolling on the table.

Poor x5

Normal x10

Rich x100

Armor: A piece of armor rather than a full suit of armor. The following tables determines what armor is found and what the base material of the armor is. If shield is rolled, then roll on the Shield column to see what type of shield.

Roll	Armor Item	Roll	Armor Base	Roll	Shield
01	Helm	01	Plate	01-02	Wall
02	Getor	02	Chain/Plate	03-04	Full
03	Pauldrons	03	Chain	05-06	Normal
04	Gauntlets	04	Rigid Leather	07-08	Target
05	Bracers	05	Soft Leather	09-10	Buckler
06	Cuirass	06	Soft Leather		
07	Greaves	07	Rigid Leather		
08	Boots	08	Chain		
09	Shirt	09	Chain/Plate		
10	Shield	10	Plate		
					*Full suit

If the armor result is rolled on the Poor Column, then the armor is normal armor and its value is according to the piece, or suit of armor selected. If the armor result is rolled on the Normal column, then the item is a Quality item, and has a +5 Quality Bonus and its value is 5 times normal. If the armor result is rolled on the Rich Column, then the item has a Quality Bonus of +10 and is worth 10 times its normal value.

Artwork: Paintings, sculptures, and tapestries. Use the following table to determine the value of the artwork.

Poor	1d10 silver pieces.
Normal	1d100 + 25 gold pieces
Rich	1d10 +10 platinum pieces.

Clothes: This category includes finished clothing, rolls of cloth and/or bales of cured furs and leather. Bolts of cloth are normally about 3' long and about a foot thick, while bales of fur and leather usually measure about 2' by 2' by 3-4' in size. The quality of the item determines its value.

	Cloth/Furs/Leather	Finished Clothing
Poor	1d10 silver pieces.	Normal cost
Normal	1d100 + 25 gold pieces	2x normal cost
Rich	1d10 +10 platinum pieces.	Triple normal cost

Entertainment Gear: Musical Instruments, costumes, juggling balls, stilts, etc.

Herbs: These are herbs that have already been prepared. Roll on the table below to determine how many doses of herbs are found. The GM should determine what herbs are found by selecting ones appropriate to the area.

Poor	1d10 doses of 1 herb
Normal	1d10 doses of 1d10 herbs plus an herbal bandoleer
Rich	1d10 doses of 2d10 herbs plus an herbal bandoleer

Household Items: These are the items that can be found in many homes and households.

Laborers' Tools: Miscellaneous tools.

Magic Item: Re-roll on the mundane items table to determine what item is found and use the following table to determine what magical bonus the item gives. Items other than armor have a Bonus Increment of +5. Armor uses the Bonus Increments listed in the Armor Tables in Chapter 10.

Normal Equipment: One or more items from the Equipment List found in Chapter 8.

Outdoor Gear: Fishing poles, back packs snares etc.

Toys: A selection of children's toys from shabby rag dolls to playthings of the wealthy.

Treasure Map: This is a parchment scroll containing the location of some sort of treasure.

Weapons: Choose suitable weapons from the weapon list in Chapter 8.

Scribe Gear		
Roll	Item	Value
01-14	Quill pens (count of 50)	2 sp
15-28	Scrollcase (2' long with pockets for holding up to 10 scrolls)	5 sp
29-42	Blank books (9»x12», 50 pages)	9 sp
43-56	Book Safe (hollowed out lockable book)	12 sp
57-72	Blank Lockable Books (as above- lock is Hard difficulty)	15 sp
73-86	Cartographer's Kit (+10 to map making)	35 sp
87-100	Portable Book Case (trunk with shelves – holds up to 50 books)	275 sp

Thieves' Tools		
Roll	Item	Value
01-11	Marbles(bag of 100 – reduces movement to 25% BMR or Hard Maneuver))	8 cp
12-22	Noisy tops (special tops that make clacking noise)	3 sp
23-33	Weapon black (one vial – 20 applications)	3 sp
34-44	Face black (small jar – 20 applications)	3 sp
45-55	Climbing irons (attach to legs, spurs on ankles give +5 to climbing)	5 sp
56-66	Extended Lock Pick Set (+10 to picking locks)	10 sp
67-77	Hinge removing set (removes any size hinge)	30 sp
78-89	Key making set	40 sp
90-100	Rope set (2 folding grapples, and 50' tough, thin rope)	40 sp

Wizard's Gear		
Roll	Item	Value
01-20	1d10 doses of Herbs	Varies
21-40	Scrollcase (2' long with pockets for holding up to 10 scrolls)	5 sp
41-60	Herb case (leather wallet that can hold 20 doses of herbs)	5 sp
61-80	Dissection Kit	10 sp
81-100	Notebook (contains notes needed to learn 1d10 spells)	30 sp

15 Gamemaster Guide



The remainder of this book focuses primarily on information and rules needed by the Gamemaster (GM) when running a game. The information covers a wide variety of topics. It is intended to aid the GM in the running of **HARP** and in becoming a better GM overall, resulting in more fun for everyone.

GM Tips

Many GMs learn how to run games by trial and error. This section will provide the GM with a list of tips to enhance their GMing skills.

Have Fun: Remember this is just a game. It's not the GM against the players, and it's not a contest. This game is meant to be fun for everyone.

Know the rules: The GM should know the **HARP** rules, or at least where to find the rules when needed. No game system can cover every situation, but we can provide you with methods for making rulings on the fly so that the game is not interrupted while you search for an appropriate rule. The Maneuver Table has several different resolution methods. Using this, the GM should be able to handle many situations that pop up unexpectedly.

The rules are not set in stone: They are guidelines for how to run certain aspects of the game. If a rule doesn't fit your game's style, change it. Just make sure to let your players know when you change a rule so that they are not running their characters under the assumption that something works one way when you have changed it to work another way.

Don't change rules in the middle of a session: Unless you find that a rule is really destructive to the game, it is always best to wait until between sessions to make rule changes. Also be wary of any rule change that requires players to re-work their characters.

Be consistent: Consistency will make the players enjoy the game more. If a GM rules that something works one way, and then a little while later rules that it works a different way, the players will lose faith in him, and enjoy themselves less. Players are more likely to have fun when they know that the setting that they are adventuring in has consistent rules on how the world works and how things in the world work.

No GM's plan survives contact with the players: This is an old maxim, but it holds true in every game. Players will always have their characters do something unexpected, or go off in a direction that the GM didn't think that they would. The GM should be prepared for this. He needn't have tons of details ready, but should at least have an idea of what happens if the players go left at the fork in the trail rather than right.

Be prepared: It's impossible to detail every little aspect of what the players might do. Instead the GM should have back-up plans in case the players go some odd direction. Having a number of "random" encounters prepared ahead of time, ready for use.

Be organized: A little organization can go a long way to making the game run smoothly. Knowing where your random encounters are located (*i.e., at the table, not located in the game*) and knowing where your important campaign information is will save time and allow the game to progress smoothly.

Know what the players want: The best way to find out what the players want is to ask them. Ask each player to give you a list of their characters' goals. This way you can work those goals into the stories and plots of the game so that the characters can accomplish them.

Don't overshadow the characters: Sometimes a GM will develop a strong liking for a particular non-player character (NPC) and have that NPC coming to the rescue of the characters, or always doing things better than the characters can and so forth. Doing this is a major mistake, as it often makes the players feel that the game is about the NPC and not about them.

Be flexible: What do you do when the players kill the NPC that you are trying to set up as a recurring villain in the game? Be flexible! Use that as an opportunity to create a different recurring villain. Perhaps the guy they killed has a brother or a child who will then want to have revenge on the characters. Don't get tied down to a single idea or concept. Always try to see how you can use an unexpected event as a catalyst for another story or plot. Players will always surprise the GM with unexpected actions or a lucky roll that upset the GM's plans. Just remember that the GM should be able to go with this and move on to the next idea.

Don't railroad the characters: A GM shouldn't railroad characters, forcing them to follow the plot and adventures that he has planned. This ruins the fun for everybody. Let them go where they want, provide them with hints and teases and plot hooks to get them to go in the direction that you want them to go, but allow them the choice to go or not.



Keep the game moving: Players will often get bored if things slow down too much, or if there are long periods of inactivity. It is perfectly fine to gloss over a week of travel if nothing is going to happen during that week. Better yet, just provide highlights for this period.

Don't let the dice rule the game: This issue is more one of style than anything else. Some GMs make all dice rolls in front of the players while others do not. This applies mostly to those GMs who do not make every roll in front of the players. Part of a role playing game is telling a story, and sometimes a roll of the dice can have an adverse effect upon the story. If this happens, then feel free to change the result to one more suited to the situation.

Don't fudge dice rolls and get caught: If you fudge dice rolls, don't do it often, or let the players catch you doing it. This provides you with the ability to make things interesting without killing characters by accident. Fudging dice rolls should always be done sparingly.

Don't kill characters needlessly: If a character does something stupid that will get him killed, especially if you ask the player "*are you sure?*" before letting him go ahead, then let the dice fall where they may. But in other situations where random chance would kill the character, you might want to provide a way out for the character. Include a secret door where there wasn't one originally, or have back-ups fail to show up on time.

If things are too easy, don't pile on more monsters: If that first wave of monsters that was supposed to hurt the characters went down too easily, then don't just pile more monsters on. This ruins the feel of the adventure when 6 monsters



suddenly turn into 20! Remember that if it ends up being too easy, just adjust the Experience Points gained accordingly.

Never kill characters off screen: Characters should never be killed between game sessions or without a chance of the character surviving. If a character chases the bad guy over the hill, the next character shouldn't come over the hill to find the first character dead. The first character should get the chance to survive the conflict.

Don't be too generous: Novice GMs often give away lots of magical treasure. It can seriously upset the balance of the game to have low level characters wandering around with items that could take out most towns. Games with too much treasure are often called Monty Haul games, named after the host

of a game show popular in the late seventies.

Don't be too stingy: At the opposite end of the spectrum from the Monty Haul game is the one where the GM gives out little to no magic items or treasure. One goal of every character is to find money and magic items. If the GM doesn't provide them, the players can become frustrated.

Customizing Your Game

Customizing Cultures

The cultures in Chapter 5 are deliberately generic and are not tied to any specific setting. The GM should tailor the cultures to his or her setting by adjusting the cultural skill ranks to suit the individual culture. The following list of guidelines will allow you to customize the cultures without unbalancing the game.

All cultures give 20 free skill ranks to a character raised by that culture.

No culture has more than 3 ranks in a specific skill.

The GM should feel free to add or remove appropriate skills to a culture. However, we strongly recommend that no culture should receive additional skill ranks in the Combat and Mystical Arts categories.

Customizing the Cleric

The Cleric described in Chapter 3 is “nondenominational.” It is impossible to design clerics to fit the needs of a particular campaign setting without knowing what deities and cultures are being used in that setting.

Clerics are able to select two additional skill categories as Favored Categories and to have a professional level-based bonus associated with selected skills from one of those chosen Favored categories. The categories selected should reflect the nature and focus of the deity. If the category, Combat, is selected, then the character may be considered to be a Paladin or Holy Warrior for that deity or a Priest of a God of War. (*A full-blown Paladin/Holy Warrior profession will appear in a future sourcebook on divine magic.*)

While the Cleric appears to have a larger sphere of base spells than other professions, this is not true in practice. A Cleric is required to select 20 spells to form their personal base sphere of spells for their profession. At least a quarter of these spells must come from the sphere of clerical spells given, while the rest may come from any of the other spheres. Regardless of which list the final 20 come from, the spells should reflect the nature and attributes of the deity that the cleric worships. The Gamemaster may determine what those lists are prior to beginning a game so that the spell lists for each deity appropriately match the nature of the deity.

Below are some example spells suited to different deities.

Fire God: Bladeturn, Charm, Confusion, Divine Hammer, Drain, Elemental Ball (*Fire*), Elemental Bolt (*Fire*), Elemental Weapon (*Fire*), Fear, Fire Wall, Fly, Hammer Strike, Harm, Haste, Holy Symbol, Major Healing, Restoration, Steel Skin, Warrior’s Might, Weapon’s Fury.

War God: Holy Symbol, Bladeturn, Bless, Deflections, Divine Hammer, Drain Life, Dreams, Elemental Ball (*one element*), Elemental Weapon (*one element*), Guidance, Hammer Strike, Harm, Intuitions, Magic Shield, Major Healing, Mighty Charge, Nature’s Strength, Resist Damage, Steel Skin, Warrior’s Might, Weapon’s Fury.

Death/Healing God: Animate Dead, Bless, Calm, Control Undead, Create Undead, Cure Disease, Divine Hammer, Drain Life, Drain, Dreams, Fear, Guidance, Harm, Holy Symbol, Intuitions, Lifegiving, Lifekeeping, Major Healing, Neutralize Poison, Restoration.

Nature God: Air Wall, Animal Forms, Animal Tongues, Control Animal, Earthen Transmutations, Find Shelter, Herbal Enhancements, Hues, Locate Food, Natural Trap, Nature’s Awareness, Nature’s Strength, Path Lore, Plant Disguise, Summon Animal, Traceless Passing, Tree Door, Tree Merge, Tree Skin, Water Wall.

Aspects of a Deity

Some gods are worshipped by many diverse cultures. Different cultures might have different names for the same god – some might even worship different aspects of the god. One culture might worship a god as the god of magic, while a neighboring society sees the same god as the god of trickery and mischief.

It is even possible to have multiple sects within a single culture worshipping different aspects of the same god. Consider a god of life and death. One sect might revere the god for its powers over creation, birth, and healing, a second sect might worship the deity as the master of death and destruction, and a third darker cult might interpret the same god as the lord of the dead and Undead (*creating Undead creatures as a sign of their piety*). Meanwhile, a fourth sect worships him as a nature god who reflects the cycles of the seasons.

Fire God: His attributes revolve around fire and the powers of fire, including its destructive and beguiling aspects.

War God: It’s all about the combat! Adherents of the War God gain many of the Warrior Mage spells since they deal directly with combat.

Death/Healing God: This god deals with death, birth, rebirth, and healing. All the spells belonging to a Cleric of this god reflect those attributes.

Nature God: Your basic Druid or Animist. These Clerics use spells that reflect ways of dealing with nature and the creatures found in nature.

Storm God: This god governs the sky and fury of the storms. His Clerics’ spells often reflect this.

Holy Symbols

The spell, Holy Symbol, states that the symbol may be enchanted with minor and/or major abilities based on the deity the cleric worships. It is up to the GM to determine what these abilities are.

It is the deity, not the cleric, who selects the ability of the holy symbol. A god who hates Undead may grant the ability to turn Undead (*Class I for minor, Class II for major*) as per the spell whenever the holy symbol is brandished at one. The god of the night may gift his Cleric’s holy symbols with a bonus to their Stalk & Hide skills (*+10 for minor, +20 for major*). It all depends on both the nature of the deity and the focus of the sect that the Cleric belongs to. An extensive selection of

suggested divine abilities will appear in the upcoming **HARP** divine sourcebook.

Customizing Your Magic User

In Chapter 11, we describe the two most common possible Sources of Magic. In addition to this, there are other ways that you, as GM, can customize your game even more.

Alternative Sources of Magic – In addition to personal mana and granted mana, **College of Magics** introduces ambient (*environmental*) mana and fixed mana. Fixed mana involves drawing magic from magic-rich components such as certain plants and animal parts as well as minerals and crystals. Certain traditions of fixed mana usage might only use one class of mana-rich material, say plants or specific types of gems.

Casters who access Divine sources of magic have other issues to worry about. Some gods may be actively involved in the affairs of mortals, and thus may strip away the access that the Cleric has to the mana if displeased. Others may be so out of touch with their worshippers that they barely remember to maintain the link that allows the Cleric access to mana. There is also another aspect of “*Divine*” magic that is little talked about.

Essentially, the Cleric makes a pact with a more powerful being in exchange for access to mana in order to cast spells. Clerics (*and others*) may choose to make pacts with higher powers other than deities. There are demon princes who are nearly as powerful as the gods, and a pact may be made with them instead.

For those who access the ambient mana that flows through nature, there are also ways to customize this as well. A group of magic users may very well focus on a few select spells based on their philosophy.

Other sources of magic will be introduced in future sourcebooks.

Customizing the Casting of Magic – Aside from the sources of magic available, there are also many different ways that a character may cast magic, although as a general rule, once a character learns a particular method, they will usually not change their method later on, but they may supplement it with a few elements from other traditions.

Some casters may learn how to cast spells using a focus item such as a wand (*see Chapter 11 for details*), or a group of Warrior Mages could use their weapon as a focus item for casting spells.

The standard style of spell casting involves making gestures and speaking an incantation. Gestures could be as simple as pointing at the target, or easily be more complex. The casting of an element ball or bolt could involve gestures that resemble somebody pitching a baseball.

As for the speaking of the incantations, these are normally required to be done in a normal speaking voice. One additional

complication, which could be added, is that perhaps the incantations must be spoken in a specific language, perhaps an ancient or intrinsically magical tongue. Thus the caster must learn this language in order to cast spells.

Additional spell casting styles are introduced in **College of Magics**.

Customizing the Appearance of Spells – In addition to how spells are cast, you can also customize your setting through how spells look when cast. **HARP** does not make any real statements as to how a spell being cast looks while it is being cast or what the results look like, except in a few instances such as the various armor spells.

During casting, you could say the caster is drawing arcane symbols that hang in the air glowing, or that all that an observer sees is the caster talking and waving his arms. It all depends on how you, as the GM views this.

Effects can also be customized. Practitioners of magic from the School of the Dragon may all have some sort of visible momentary manifestation of their magic that looks like a ghostly dragon as the spell travels from the caster to the target. Other possibilities abound for this as well, limited only by your imagination.

Customizing Your Setting

HARP is designed to be tweaked and tailored to fit a variety of fantasy settings. So feel free to make any changes you like to make **HARP** your game.

Magic: There are many ways for a GM to customize magic for his game. A few are mentioned in Chapter 11 and above. Fiction and film can be a good source of ideas.

Races: The Gamemaster (GM) may want to use custom races in his game. In order to do so, use the current races as a guideline. Their stat bonuses all total up and fall within a limited range. No normal race available to players should have stats that fall outside this range. All races also have 3 special racial traits. No race should have more than this. Most of the racial traits are also available as talents as well. Chapter 13 also lists the racial information for the monsters presented in **HARP**. You can use these as guidelines, or even use some of the monstrous races on their own as well.

Professions: Be careful here, but again, use the existing professions as templates from which to create other professions. When crafting custom professions, you need to ask yourself if you really need a whole new profession, or can it be handled with a Training Package. Professions should be treated as archetypes, and be kept to a minimum whenever possible.

Training Packages: This is your greatest opportunity, as GM, to really customize your game setting. As GM, you should design Training Packages that are unique to your world. You can also make the acquisition of Training Packages become minor or major personal goals for your players by adding in

requirements that need to be fulfilled in order for the characters to gain access to them.

Talents: The Gamemaster should look through the list of talents given and determine if any of them are inappropriate for his game. If any are inappropriate, then he should remove them from use in his game, and let the players know that they are not available. The GM may also add more talents to the list. Use the existing talents as a guideline for determining the costs to be used for new talents.

Any time you, the GM, customize some aspect of the game, record it. Documenting system changes makes things easier for both you and the players as they will then know what to expect when playing the game.

The Language Table

When a character learns a language, they learn a specific number of ranks in that language. Convert the ranks into a bonus and add the Reasoning and Insight bonuses and any appropriate Talents (*Skill Specialization, professional abilities, etc*) just like for a normal skill. The overall bonus he or she has determines how well a character may speak or read/write a given language – note that the -25 penalty for no skill ranks applies. Consult the Language Table to determine how well one character may understand another or be understood by others (*round down to nearest row*).

Example: Carol's character, Angelica, has 6 skill ranks in Wood Elven and total Reasoning and Insight bonuses of 12. This is a total bonus of 42, which is equivalent to row 8/+40 (fluency plus and university writing level.)

If a character wishes to communicate or understand more clearly than the ability listed for their rank / bonus, the character may make a Medium All-or-Nothing Linguistics maneuver. For each degree of success above the Medium difficulty level (*i.e., 121, 141, 161, etc.*), raise the effective communication ability by two rows.

Example: Angelica is attempting to read a tome written in High Elven. Angelica has 6 ranks in Wood Elven, 2 ranks in High Elven, and the Natural Linguist Talent (which applies because the two Elvish languages are related). Angelica's reading ability in High Elven is equivalent to Rank4/Bonus20 (because of Angelica's stat bonuses). Carol wants to push Angelica's comprehension further, so Carol rolls on behalf of Angelica, getting 83, plus 22 (from skill and stats) plus 20 (Natural Linguist) Talent, = 125, which is enough for a Hard success, pushing Angelica's effective reading ability to Rank6/Bonus30 (reading level of average literate person) for this document which is enough to understand the document (a treatise on dragons.)

Language Table

Rank / Bonus	Conversational Ability	Reading/Writing Ability
1 / +5	Recognition of the language when spoken	Recognition of the written language
2 / +10	The user can communicate and understand very basic concepts in the form of single words or very short phrases (e.g., eat, drink, air, danger, room, money, enemy, pain, etc.)	The user can read or write very simple phrases and words and possibly understand the context of very simple passages.
3 / +15	User can distinguish between major dialects. The user can communicate moderately basic concepts in the form of phrases. User can understand the tone/context of the language when spoken at a normal rate, but no more. User can understand basic phrases spoken at a slow pace.	User can get an overview of simple writings, but will have trouble with specific details. User can write very short sentences of a simple nature (equivalent to middle primary education or third grade).
4 / +20	User may converse on very simple subjects, using whole sentences instead of broken phrases. User can understand everyday conversation when spoken slowly.	User can read moderately simple writings and understand most of the details. User still has trouble with subtle concepts. Newspaper-level reading ability. User can write sentences at equivalent of late primary education (fifth grade).
5 / +25	User can converse freely in everyday conversations of an average nature (e.g., store talk, local gossip, conversations with city guards, etc.) Rapid and/or sophisticated speech is still troublesome.	Reading of most everyday writings and normal books. User can write on a par equivalent to early secondary education (seventh grade).
6 / +30	Normal speaking level of the native population. Subtle or particularly sophisticated concepts still prove troublesome. User cannot understand dialects or archaic speech out of the norm.	Reading level of the average literate person. User writes at the middle secondary education level (ninth grade).
7 / +35	True fluency. Understanding of, and conversation with, highly educated native speakers. Sophisticates may still identify user as an outsider. Archaic or unusual concepts will still prove troublesome.	User's reading and writing abilities are equivalent to late secondary education (eleventh grade).
8 / +40	Fluency plus the ability to recognize the regional and cultural origin of all speech (although such speech will still prove troublesome to speak or understand).	University/college writing level. User can read relatively complex material and recognize (but not fully understand) the nature of archaic or unusual dialects or concepts.
9 / +45	Absolute fluency in chosen dialect plus simple understanding and speaking ability in closely related dialects.	User can read and write very complex passages, even technical books, but only in the chosen dialect. Allows moderate translation of closely related dialects, and simple writing ability in such areas.
10 / +50	Absolute fluency of the chosen language and all closely related dialects. Extremely archaic and complex concepts may prove troublesome.	Reading and writing of the most complex nature in the chosen language, and a strong reading/writing ability in closely related dialects.
11+ / +52 or more	As 10 above, unless the GM's setting includes extremely complex languages. Skill levels 11-20 should be reserved for those who wish to learn extremely ancient or ultra unique versions of a given language (e.g., ancient Egyptian or Early Draconic)	As for spoken.

The Lore Table

The Lore Table is used to gauge the general amount of information that a character may gain from a successful use of one of his Lore skills. While the number of ranks known gives a general idea of the detail of knowledge available to the character from the skill, a very successful roll can actually provide the character with information that they usually would not know.

For every 20 points that their roll is above a success (*i.e., 120, 140, 160, etc.*), treat the character's effective knowledge ranks as being one row more knowledgeable than it actually is.

Example: Jorge is at it again. His party has encountered an Undead creature that they've never seen before. The GM determines that this is a Very Hard maneuver using the Arcane Lore (Undead) skill, of which Jorge has 12 ranks. Jorge rolls and gets a modified total of 143. Since this is more than 40 points above what is needed for success (*i.e., 100*), the GM decides that Jorge once read some passages out of an ancient book while doing research in the library. Jorge remembers information that is two steps higher than his skill rank would suggest. When the GM gives Jorge the information that his character remembers, he uses the row for 15-16, which is two rows more powerful than the row for the 12 ranks that Jorge has.

Ranks Knowledge

- 1 – 2 Allows basic recognition of the general type of the subject.
- 3 – 4 Allows basic recognition of the specific type of the subject.
- 5 – 6 The scholar may recall knowledge of the major points (*sketchy outline*) of the subject.
- 7 – 8 The scholar remembers all major points pertaining to the subject.
- 9 – 10 Allows the scholar knowledge of basic details on the subject.
- 11 – 12 The scholar recalls full technical summary on the subject.
- 13 – 14 The scholar understands full technical summary on the subject.
- 15 – 16 Scholar may begin to form basic inferences about subject, and recognize and cross-reference to similar subjects.
- 17 – 18 Allows the scholar to form multiple inferences and create accurate analogies to the subject. The scholar also has technical knowledge on similar subjects.
- 19 – 20 Scholar has obscure knowledge pertaining to the subject.
- 21+ Scholar learns obscure and uncommon knowledge about various specific examples of the subject matter.

If the character knows a related subject, then use one half his skill ranks in that related subject to determine what knowledge he may or may not possess.

Awarding Experience Points

Types of Experience Points

Experience points are awarded by the Gamemaster through a goal oriented experience point system. Characters can gain experience by accomplishing four main types of goals. They are as follows:

Major Party Goal – This includes the completion of the current mission. This could be saving the princess from the dragon (*and fighting the dragon in the process*), or just stopping a secret peace treaty from reaching enemy hands (*perhaps no combat required at all*). It all depends on the nature of the adventure, and what the GM considers to be “THE” major goal of the current adventure. There is normally only one Major Party Goal at any given time, unless the GM likes to run multiple major story lines at the same time

Minor Party Goal – This type of goal is an important point that needs to be resolved in order to complete the adventure and the Major Party Goal. It is conceivable that a major party goal may not have any minor party goals to accomplish it.

Example: The party needs to find the monster’s lair, yet the only person who knows where it is refuses to even discuss it. As the sole survivor of a previous expedition, he is now too terrified to even think about it. The Minor Party Goal is to get him to show the heroes how to find the lair (so that they can accomplish the major goal of defeating the monster). This is a situation where combat won’t work...but it must be done to accomplish the major party goal.

Random encounters should always be considered to be a Minor Party Goal.

Major Personal Goal – These are the personal goals of the individual characters. A major personal goal is defined as one which can/will have a life changing effect on the character. For example, a major personal goal could be described as the character’s aim to join a specific guild or other group. If Joram wants to join the Knights of the Oak, that is a major personal goal for him.

Minor Personal Goal – These are the various important steps required to complete the major personal goal. As with party goals, some major personal goals may not require minor personal goals. It all depends on the goal itself.

Example: In order to join the Knights of the Oak, Joram must first meet and convince an existing member of the Knights to sponsor his application for membership.

NOTE: Players can easily exploit Personal Goals so it is recommended that the GM only allow each character to have one major goal at a time. The GM will then determine what minor personal goals may be needed to accomplish

the major personal goal. As always the GM has the final say on what constitutes a goal (*of any type*).

Bonus Experience Points – varies The GM is free to award bonus experience points to the characters for good role-playing, good ideas, or any other thing that the GM wishes to award experience points for. No more than 100 – 200 bonus experience point awards should be awarded at any given time.

Keep in mind that not every action the character wants to complete can be treated as a goal. The goal should have a real impact on the life of the character if it is a personal goal and party goals are the hurdles and the climax of the main adventure that the party is currently following. Doing normal everyday tasks do not make a goal for a character.

Goal Difficulty

Not every goal that the characters will want to accomplish will be as difficult as every other goal—some will even be extremely easy to complete. It is up to the GM to determine how difficult a goal may or may not be. This leaves a lot up to the GM's discretion, but he is the only one who really knows how difficult accomplishing a goal is for the characters.

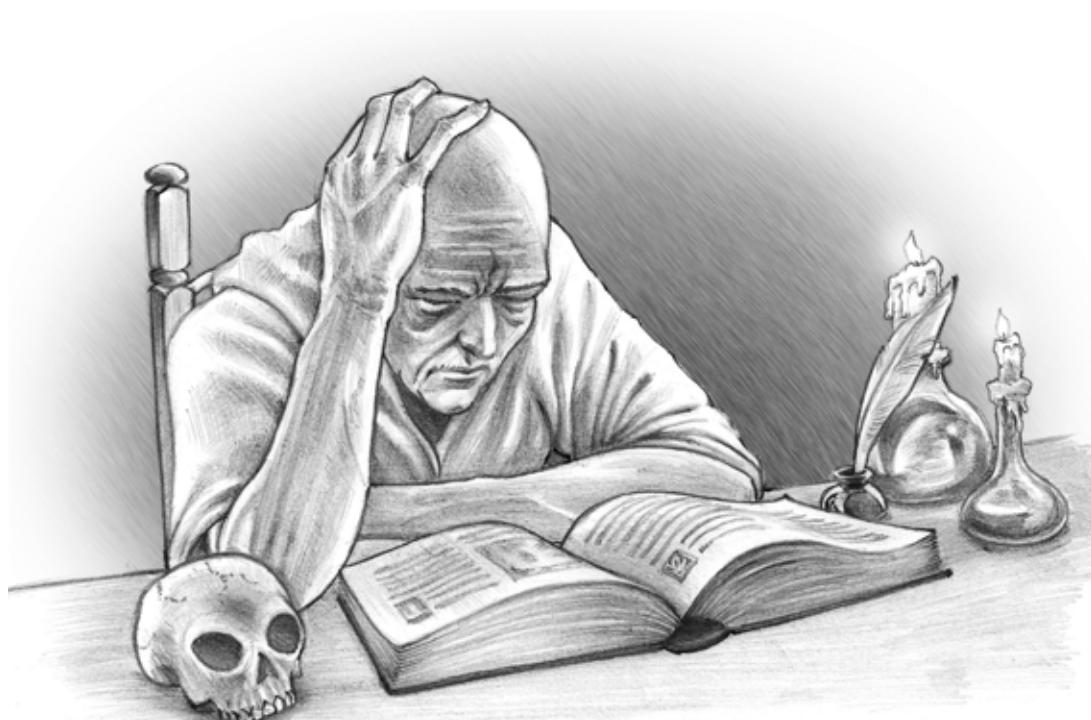
The following table lists the difficulty levels for the various goals and the experience point award that each character should get for achieving that goal.

Difficulty	Major Party Goal	Minor Party Goal	Major Personal Goal	Minor Personal Goal
Routine	0	0	0	0
Light	30	20	20	10
Easy	50	30	30	20
Medium	100	50	50	30
Hard	200	100	100	40
Very Hard	300	150	150	50
Ext Hard	400	200	200	60
Sheer Folly	500	250	250	70
Absurd	1000	500	500	100

Determining Goal Difficulty

Determining the difficulty of a goal is likely to be one of the more difficult tasks for a GM. It will take a little bit of practice to be able to properly gauge what the difficulty of a goal will be. Even when you get proficient with it, the players will always do something to prove your guess wrong. Be it a lucky roll, or some convoluted plan that comes at the goal from an unexpected angle. It is because of this that it is recommended that the GM not determine the final goal difficulty until after the goal has been dealt with.

The following list is a set of guidelines that the GM may use for aid in determining the difficulty of a goal, and for adjusting that difficulty when it comes time for awarding experience points.



Combat-related Encounters/Goals: When setting the initial difficulty rating for foes, you should take and compare the average Offensive Bonuses and Defensive Bonuses of the characters against the average of the foes that the party will be fighting. If they are close to being equal, then you should start off with a Difficulty Rating of Hard for the encounter.

If the party is outnumbered, then raise the difficulty rating one or more levels, depending on how many more foes there are. If there are twice as many foes as there are members of the party then the Difficulty Rating for the encounter should be increased by at least two levels.

If the foes are weaker, or less in number than the party, then reduce the Difficulty Rating of the encounter a couple of levels.

If the foe is less in number, but of significantly higher skill, then you may want to increase the Difficulty Rating accordingly.

Remember, a randomly generated encounter with a monster should always be treated as a Minor Party Goal, with the object of the goal being to stay alive.

Non-Combat Encounters/Goals: These will make up the rest of the opportunities for the players to acquire experience points. Again, as the GM, you should try to gauge the general Difficulty Rating. To do so, you will want to determine what things need to be done in order to accomplish the goal. All goals should start off with the base Difficulty Rating of Medium. Then you adjust the Difficulty Rating according to how hard you want it to be for the players to accomplish the goal. Since these types of goals are role-playing oriented, their Difficulty Rating is going to be more subjective. One way of determining the Difficulty Level would be to use the Difficulty Rating of any maneuvers used in accomplishing the goal as a guideline.

Player Plans and Actions: The plans and actions of the characters in their attempts to accomplish their goals can also help determine the Difficulty Rating of the goal as well. The more complex a plan that the characters come up with, the more things that can possibly go wrong with the plan. If the characters are using a complex, or detailed plan in accomplishing their goal, then you should raise the Difficulty Rating accordingly.

Example 1: The characters have contracted to rescue Princess Fiona from the mighty dragon, Puff, who is holding her for ransom. The characters know where she is being held and set off to rescue her. Being the stalwart types, they find the dragon's cave and rush in to do battle with the dragon, hoping to slay it and save the princess.

In this example, our intrepid heroes are using a straightforward plan of "smack the dragon". Since this is a Major Party Goal, and since our band of heroes is very experienced (all of at least 10th level), the GM determines that rescuing the princess is at least a Sheer Folly goal. He also determines that fighting the dragon would be considered a Sheer Folly Minor Party Goal. If

the party succeeds in both, they will each receive 750 experience points.

Example 2: The characters have contracted to rescue Princess Fiona from the mighty dragon, Puff, who is holding her for ransom. The characters know where she is being held and set off to rescue her. Being more cautious than our first band of hearty adventurers, our heroes want to trick the dragon out of his cave and distract him while other members of their band sneak in and rescue the princess. To accomplish this, they first do a little scouting work. They look and eventually find a small back entrance to the dragon's cave. They also look for and find another cave close by that those who are distracting the dragon can hide in for protection after they get him out of his cave. This cave also has a back door and is not too far from the dragon's cave. Once all this is done, two of the party begins sneaking into the dragon's cave through the back door and they get into position. The rest of the party starts the distraction. They use various means, including taunts, and hit-and-run tactics to get the dragon to chase them. Once the dragon begins chasing them, they head for their safety tunnel, going in and slipping towards its back door. They wait a while, careful to keep taunting and sniping at the dragon, and then sneak out the back door of their cave, heading for their meeting with the others.

Meanwhile, the others, upon hearing the dragon leave, go in and free the princess. Once free, they hustle her back out of the cave through the same way that they entered. They then sneak away to the pre-planned meeting spot that was arranged before hand.

Again, the overall goal of rescuing the princess is a Sheer Folly goal. The party also had to overcome the Extremely Hard goals of finding the back door to the dragon's cave, and finding another cave for use. They also had the Very Hard goal of sneaking in the back door to the dragon's cave and the Very Hard goal of taunting the dragon enough to chase the rest of the group. This gives our band of heroes 1 Sheer Folly Major Party goal, and 2 Very Hard Minor Party Goals, and 2 Extremely Hard Minor Party goals. This gives a grand total of 1200 experience points for each person in the group.

As GM, you need to remain flexible and be able to assign Difficulty Ratings to goals on the fly. You also need to make sure that you do not limit yourself to thinking that there are only one or two ways of accomplishing something. Players will always come up with something that you have never considered. In Example 2, our GM turned the party's plan into a series of Minor Party goals. This allowed him to reward them better for their cleverness and effort.

HARP

Character Sheet

Name: _____

Race: _____

Profession (Lvl) _____		Stats	Bon + Race + Spec =	Total	DPs	Equipment	Location	Weight			
		St									
		Co									
		Ag									
		Qu									
		SD									
		Re									
		In									
		Pr									
		Total DPs _____									
		Resistance Rolls									
Fate Points _____		Stamina	Will	Magic							
		Defensive Bonus									
Armour	DB	Qu Bonus (x2-Armour Pen)	Magic	Chi Def.	Shield	Other	Total DB				
Endurance Points		RUNNING TOTAL									
Power Points		RUNNING TOTAL									
Professional Abilities & Talents											
Treasure		Languages		W	S	Max Pace		Total Weight			
PP _____	Gems & Jewelry					BMR Walk (x1)	_____	Encumbrance	Max Wt	Mod	
GP _____						Run (x2)	_____	Non (0-30lbs+St Bn)	_____	-0	
SP _____						Fast Run (x3)	_____	Light (31-60lbs+St Bn)	_____	-10	
CP _____						Sprint (x4)	_____	Medium (61-90lbs+St Bn)	_____	-20	
Weapon _____ OB _____						Dash (x5)	_____	Heavy (91+ lbs+St Bn)	_____	-30	
Fumble Range _____	Damage Size _____	Damage Type _____		Character Notes							
Special Notes _____											
Weapon _____ OB _____											
Fumble Range _____	Damage Size _____	Damage Type _____									
Special Notes _____											
Weapon _____ OB _____											
Fumble Range _____	Damage Size _____	Damage Type _____									
Special Notes _____											
Weapon _____ OB _____											
Fumble Range _____	Damage Size _____	Damage Type _____									
Special Notes _____											

Skill Name	Cost	Stats	# of Ranks	Bonus Mods	Rank + Stat + Spec =	Total Bonus	Skill Name	Cost	Stats	# of Ranks	Bonus Mods	Rank + Stat + Spec =	Total Bonus
Artistic													
Acting	_____	Pr/In	_____	_____	_____	_____	Interrogation	_____	Pr/In	_____	_____	_____	_____
Dancing	_____	Ag/Pr	_____	_____	_____	_____	Leadership	_____	Pr/In	_____	_____	_____	_____
Mimicry	_____	Pr/SD	_____	_____	_____	_____	Public Speaking	_____	Pr/In	_____	_____	_____	_____
Play Instr:	_____	Pr/Ag	_____	_____	_____	_____	Trading	_____	Pr/In	_____	_____	_____	_____
Play Instr:	_____	Pr/Ag	_____	_____	_____	_____	Mystical Arts						
Singing	_____	Pr/In	_____	_____	_____	_____	Arcane Lore:	_____	Re/Re	_____	_____	_____	_____
Storytelling	_____	Pr/In	_____	_____	_____	_____	Arcane Lore:	_____	Re/Re	_____	_____	_____	_____
Athletic													
Acrobatics	_____	Ag/SD	_____	_____	_____	_____	Attunement	_____	In/In	_____	_____	_____	_____
Climbing	_____	Ag/St	_____	_____	_____	_____	Power Point Dev.	_____	In/SD	_____	_____	_____	_____
Contortions	_____	Ag/SD	_____	_____	_____	_____	Runes	_____	Re/In	_____	_____	_____	_____
Combat													
Brawling	_____	St/Ag	_____	_____	_____	_____	Animal Handling	_____	Pr/In	_____	_____	_____	_____
Combat Styles:	_____	/	_____	_____	_____	_____	Beastmastery	_____	In/Pr	_____	_____	_____	_____
Combat Styles:	_____	/	_____	_____	_____	_____	Foraging/Survival	_____	In/Re	_____	_____	_____	_____
Martial Arts: Strikes	_____	St/Ag	_____	_____	_____	_____	Horticulture	_____	Re/In	_____	_____	_____	_____
MA Styles:	_____	SD/	_____	_____	_____	_____	Navigation	_____	Re/In	_____	_____	_____	_____
MA Styles:	_____	SD/	_____	_____	_____	_____	Riding	_____	Ag/SD	_____	_____	_____	_____
Martial Arts: Sweeps	_____	St/Ag	_____	_____	_____	_____	Sailing	_____	Ag/Re	_____	_____	_____	_____
Weapon:	_____	St/Ag	_____	_____	_____	_____	Tracking	_____	SD/In	_____	_____	_____	_____
Weapon:	_____	St/Ag	_____	_____	_____	_____	Physical						
Weapon:	_____	St/Ag	_____	_____	_____	_____	Armor	_____	St/Ag	_____	_____	_____	_____
Weapon:	_____	St/Ag	_____	_____	_____	_____	Endurance	_____	Co/SD	_____	_____	_____	_____
Weapon:	_____	St/Ag	_____	_____	_____	_____	Jumping	_____	St/Ag	_____	_____	_____	_____
Weapon:	_____	St/Ag	_____	_____	_____	_____	Swimming	_____	St/Ag	_____	_____	_____	_____
Concentration													
Chi Defense	_____	SD/In	_____	_____	_____	_____	Subterfuge						
Chi Focus	_____	SD/St	_____	_____	_____	_____	Ambush	_____	SD/Ag	_____	_____	_____	_____
Chi Speed	_____	SD/Qu	_____	_____	_____	_____	Disguise	_____	Pr/SD	_____	_____	_____	_____
Chi Strength	_____	SD/St	_____	_____	_____	_____	Locks & Traps	_____	In/Ag	_____	_____	_____	_____
Mental Focus	_____	SD/SD	_____	_____	_____	_____	Pick Pockets	_____	Ag/Qu	_____	_____	_____	_____
General													
Appraisal	_____	Re/In	_____	_____	_____	_____	Stalking & Hiding	_____	SD/Ag	_____	_____	_____	_____
Crafts:	_____	Re/Ag	_____	_____	_____	_____	Poisoning	_____	In/SD	_____	_____	_____	_____
Crafts:	_____	Re/Ag	_____	_____	_____	_____	Sniping	_____	SD/Ag	_____	_____	_____	_____
Healing	_____	Re/In	_____	_____	_____	_____	Streetwise	_____	Pr/In	_____	_____	_____	_____
Herbcraft	_____	Re/In	_____	_____	_____	_____	Trickery	_____	Pr/SD	_____	_____	_____	_____
Mundane Lore:	_____	Re/Re	_____	_____	_____	_____		_____	/	_____	_____	_____	_____
Mundane Lore:	_____	Re/Re	_____	_____	_____	_____	Spell Name						
Perception	_____	In/SD	_____	_____	_____	_____		Cost	Stats	# of Ranks	Bonus Mods	Rank + Stat + Spec =	Total Bonus
Resistance: Stamina	_____	Co/Co	_____	_____	_____	_____		_____	/	_____	_____	_____	_____
Resistance: Will	_____	SD/SD	_____	_____	_____	_____		_____	/	_____	_____	_____	_____
Resistance: Magic	_____	In/In	_____	_____	_____	_____		_____	/	_____	_____	_____	_____
Rope Mastery	_____	Re/Ag	_____	_____	_____	_____		_____	/	_____	_____	_____	_____
Signaling	_____	Re/In	_____	_____	_____	_____		_____	/	_____	_____	_____	_____
Influence													
Charm	_____	Pr/In	_____	_____	_____	_____		_____	/	_____	_____	_____	_____
Diplomacy	_____	Pr/In	_____	_____	_____	_____		_____	/	_____	_____	_____	_____
Duping	_____	Pr/In	_____	_____	_____	_____		_____	/	_____	_____	_____	_____

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