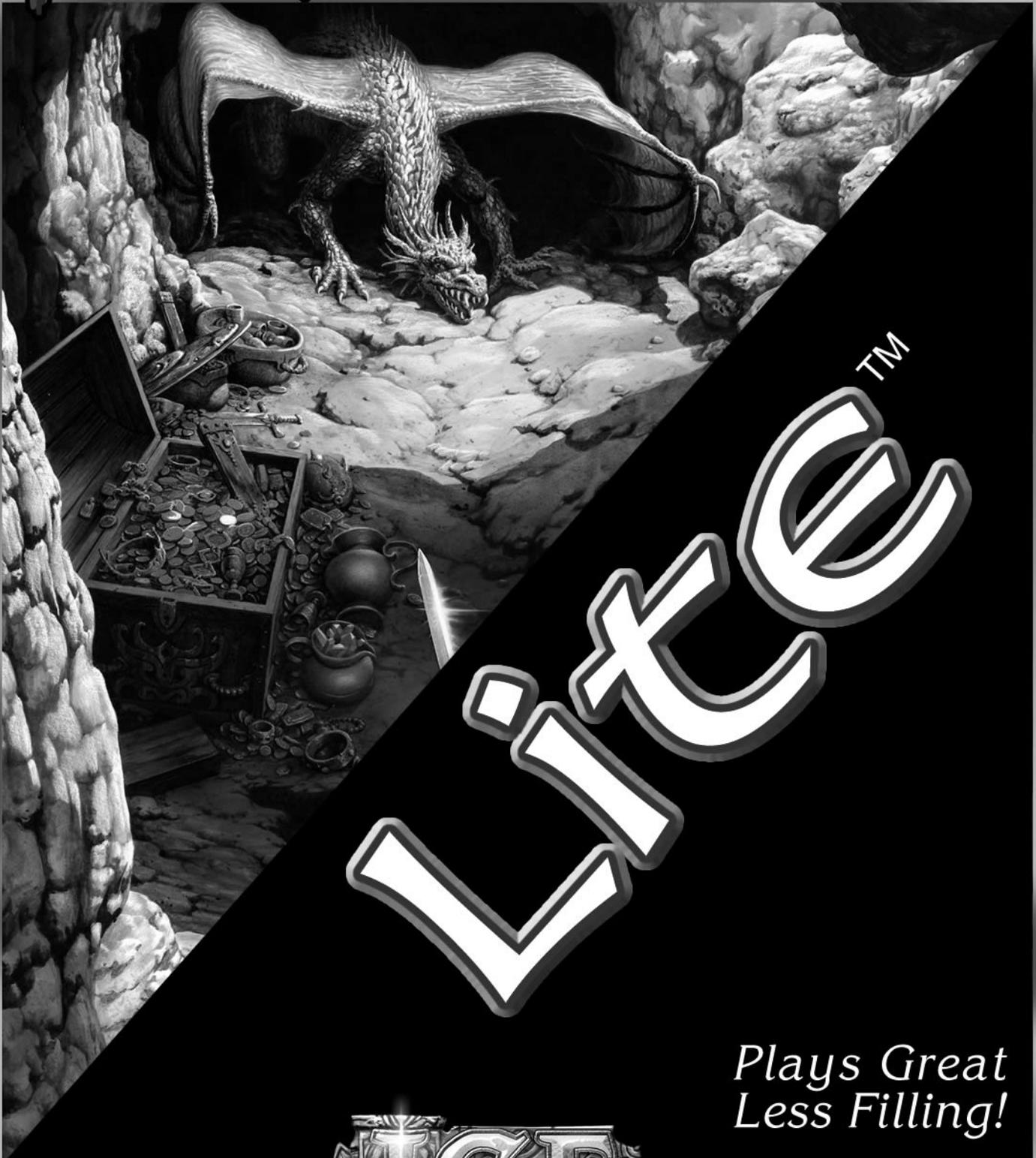


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Special Dedication: To Alex Easley, one great gamer and a loyal fan.



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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 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** races refer to Chapter 5.

HARP 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. For more information on **HARP** cultures refer to Chapter 4.

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.

Buying Talents: Talents represent special abilities or training. You can

purchase as many talents as you wish. Refer to Chapter 6 for an exhaustive 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 7.

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** character. Now get out there and get playing!





PROFESSIONS



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 10.

CLERIC OF BELARUS

The Cleric of Belarus is a priest and sage who has mastered the use of divine magic in service to the Sun Lord, Belarus. The Cleric's spells reflect the nature of his god, in this case the light of the sun, the heat of the sun, the healing power of the one true light of life and the enmity towards undead. While many remain cloistered and tucked away in monasteries, a number have become adventurers, wandering from place to place, preaching the words of their deity to the faithless.

Favored Categories:

General:	6	Mystical Arts:	8
Physical:	3	Influence:	3

Key Stats: Insight, Reasoning

Professional Abilities:

A Cleric of Belarus may learn any spell from the Cleric of Belarus Sphere. Beginning at first level, and then every fifth level thereafter (5th, 10th, etc), Clerics of Belarus gain a +10 bonus to any one attack (weapon skill or spell), only when using it against Undead. No attack can have more than a +30 bonus from this ability.

Note: The normal Cleric profession in HARP is more generic. Using it, the GM and player determine what spells belong to the Sphere of a Cleric for a given deity. The character also has two Favored Categories that depend upon the deity worshipped and the aspects of that god. The Cleric given here is a specific case sample that allows you to see what can be done with the Cleric and to provide one for **HARP Lite**.

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 gain the Shield Training and Lightning Reflexes Talents.

Beginning at first level, and then every fifth level thereafter (5th, 10th, etc), Fighters gain a +10 bonus to any weapon group or Combat Style of their choice. No weapon skill can have more 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.

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. All Mages have the Sense Magic Talent.

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.

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.

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

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.

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

1. Calculate your character's Development Points.
2. Purchase talents, skills, stat increases, Training Packages etc. Be sure to keep track of these changes on your character sheet.
3. Recalculate any skill and stat bonuses that have changed.

CHARACTER STATISTICS



Select one of the 3 options detailed below to generate your character's starting stats. 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.

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. This option generally produces a character with anywhere from 32 to 61 (or more) Development Points.

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

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.



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 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

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: Tim wants his first character to be a Fighter. Knowing that Fighters rely upon Strength as one of their primary stats, he decides on a Strength of 96. To raise his character's Strength from 0 to 90 costs 90 points. To raise his stat from 90 to 95 will use up 10 more points ($5 \times 2 = 10$). Then to raise it that last point to 96 will use an additional 3 points. Overall, for his Strength value of 96, Tim has spent 103 of his original 550 points.

This method produces a solid character with Development Points received ranging anywhere between 32 to 42.

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 and notes the number of Development Points awarded. This information 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: Characters gain 2x their total development points at first level.

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.

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

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 or to Development Points received. Should the advancement increase the stat bonus, it will affect the total bonuses to skills and any other aspects of your character that may be affected by stat bonuses. 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.



RACES & CULTURES

4



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 5 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 5 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 5) 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.

SPECIAL ABILITIES: This section details any special abilities members of the race possess. Also, unless otherwise noted in this section of the racial details, all races require a full eight hours of rest each night.



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	+0	+0	+4	+0	+0	+0	+50	+10	+20	+10	+0
Elf	+0	+0	+1	+3	+0	+1	+2	+4	+20	+40	+5	+5	+20
Halfling	-2	+3	+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 8 points to divide any way they like between the 8 racial stat bonuses. No stat may have a bonus greater than +3.

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 have the 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.

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.

Natural Immunity – Halflings have an innate immunity to extremes of naturally occurring heat and cold, although they are still penalized by the effects of magical heat and cold.

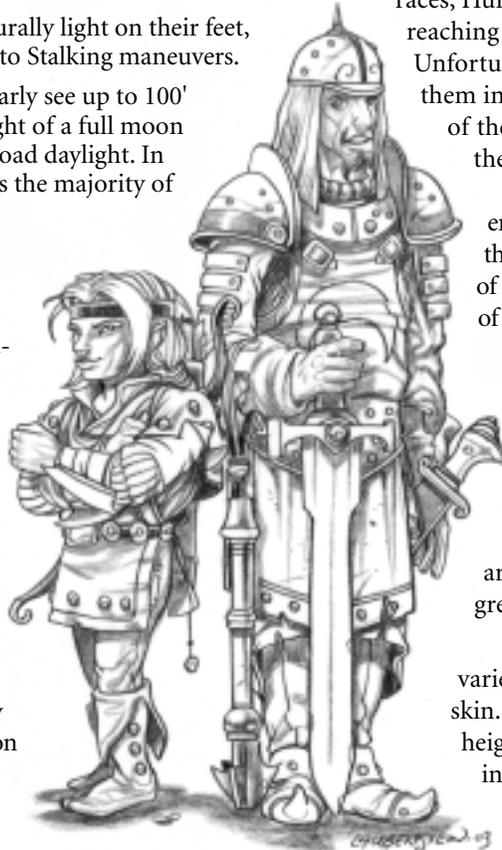
HUMAN

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:

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.

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 2 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.

ADDITIONAL CHARACTER INFORMATION

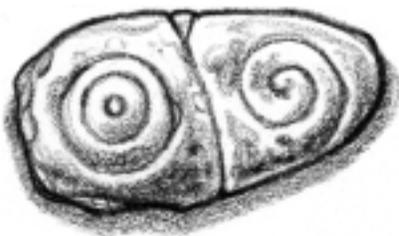
Once a character's stats have been generated and a Race has been selected, the player should determine other details about the character, such as height, weight, and Base Movement Rate.

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.



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
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.

Race	Adulthood	Lifespan	Increment
Dwarf	50	350	5
Elf	75	550	10
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: *Nynnye, 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. Nynnye's final Base Movement Rate is 13' (9' + 4') per round.*

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 – Con Bonus;

minimum of 1) x Pace Multiplier). If the character begins moving again before full 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)

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 homestead 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)

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 toilsome 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 the next chapter.

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

*Select one craft skill
 **Select one melee weapon group
 ***Select one missile weapon group



SKILLS



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 8 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.

Extremely 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

PURCHASING SKILLS

Each time a character goes up a level, he gains a number of Development Points based upon his stats. 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 6 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.

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.

Skill Rank Progression/Skill Rank Bonus Table					
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

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: *Nynyve 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 Nynyve 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 sub-skills for that particular skill.

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. Sub-skills 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.

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 booted off the stage, showered with rotten vegetables and possibly even assaulted.

(Artistic – Pr/In – All-or-nothing)

ANIMAL HANDLING

This skill provides a bonus for the care and feeding of animals, including bedding, hobbling, etc. This skill must be developed separately for each type of animal (horses, hunting birds, dogs, etc...) 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 – Percentage)

Master Skill List				Master Skill List			
Category	Skills	Stats	Resolution	Category	Skills	Stats	Resolution
Artistic	Acting	Pr/In	All-or-nothing	Influence	Duping	Pr/In	RR
	Play Instrument†	Pr/Ag	All-or-nothing		Public Speaking	Pr/In	All-or-nothing
	Singing	Pr/In	All-or-nothing		Trading	Pr/In	Percentage
	Storytelling	Pr/In	All-or-nothing	Mystical Arts	Arcane Lore†	Re/Re	All-or-nothing
Athletic	Acrobatics	Ag/SD	All-or-nothing		Attunement	In/In	All-or-nothing
	Climbing	Ag/St	All-or-nothing		PP Development	In/SD	Special
Combat	Brawling	St/Ag	Combat		Spell Casting†	SD/*	Special
		St/Ag	Combat	Outdoor	Animal Handling†	Pr/In	All-or-nothing
		St/Ag	Combat		Foraging/Survival†	In/Re	All-or-nothing
Concentration	Chi Focus	SD/St	Bonus		Navigation	Re/In	All-or-nothing
	Mental Focus	SD/SD	Bonus		Riding†	Ag/SD	All-or-nothing
General	Appraisal†	Re/In	All-or-nothing	Sailing	Ag/Re	All-or-nothing	
	Crafts†	Re/Ag	All-or-nothing	Tracking	SD/In	All-or-nothing	
	Healing	Re/In	All-or-nothing	Physical	Armor	St/Ag	Special
	Herbcraft	Re/In	All-or-nothing		Endurance	Co/SD	Special
	Linguistics†	Re/In	Special		Jumping	St/Ag	All-or-nothing
	Mundane Lore†	Re/Re	Varies	Swimming	St/Ag	All-or-nothing	
	Perception	In/SD	Percentage	Subterfuge	Disguise	Pr/SD	All-or-nothing
	Resistance†	*/*	Special		Locks & Traps	In/Ag	All-or-nothing
	Rope Mastery	Re/Ag	All-or-nothing		Pick Pockets	Ag/Qu	All-or-nothing
	Signaling	Re/In	All-or-nothing		Stalking & Hiding	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.

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

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:

1. **Constant items** – Things like Boots of Silence, or a ring that works whenever it is worn.
2. **Bonus items** – This includes most magical weapons and items that give a straight bonus to whoever is using the item.
3. **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)



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 blackjacks 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 9 (pp 55-59). 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)



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)

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 hand-holds 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 (with frequent hand-holds)

Very Hard: Climbing a rough wall (like a cliff face) or tree trunk

Ext. Hard: Climbing a smooth wall (designed with few hand-holds)

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)

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)

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 on page 19.

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. This skill must be learned separately for each type of basic terrain type (desert, forests, jungles, plains, mountains, 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 per round 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

Light (1 – 3 Hits)	Medium
Moderate (4 – 6 Hits)	Hard
Severe (7 – 9 Hits)	Very Hard
Dire (10+ Hits)	Extremely Hard

Note that 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)

JUMPING

“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.

Difficulty	Broad Jump		Pole Vaulting High x Wide
	Running	Standing	
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 5.0	B.L. x 3.5	50' x 50'

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

(Physical – St/Ag – All-or-nothing)

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. 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.

Option: 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.

(Subterfuge – In/Ag – All-or-nothing)

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)

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)

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)

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 11.

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 10. 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 11. 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 learn this skill separately for each general type of mount (Riding Dogs, Horses, Hippogriffs, etc.). 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)

ROPE MASTERY

“We called him ‘Hemp,’ finest rope maker and knot maker in the north. He had this bet, see, anyone who could get out of his ropes would get a drink. No one managed it. Well no one managed it till this one day when this young thief came up from the southern empire. Took one look at Hemp’s finest knots, and bam, just like that, undid them.”

The Rope Mastery skill encompasses knot recognition, knot-tying, braiding, and splicing ropes, or throwing a rope or other flexible line (throwing a lasso). This skill may also be used for performing maneuvers not covered by other skills (acrobatics/tumbling, climbing, etc.) when suspended from a rope or similar flexible line.

(General – Re/Ag – 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. Each form, method, or style of signaling must be learned separately. Some examples of different forms of signaling include flashing a mirror using a code, sign language, flag waving (semaphore), 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)

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 10 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	In/SD
Mages	Re/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)



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)

SPELLS

Universal†	Cleric	Mage
Arcane Bolt	Air Wall	Air Wall
Blur	Bless	Darkness
Counterspell*	Calm	Distractions
Detect Magic	Cure Disease	Elemental Ball
Detect Trap	Divine Hammer	Elemental Bolt
Dispel Magic	Dreams	Fear
Landing*	Elemental Ball	Fire Nerves
Light	Elemental Bolt	Fire Wall
Minor Healing	Fire Nerves	Icy Mist Wall
Moving Ways	Holy Symbol	Invisibility
	Intuitions	Jolts
	Jolts	Long Door
	Mage Armor	Mage Armor
	Major Healing	Passing
	Neutralize Poison	Past Visions
	Past Visions	Presence
	Restoration	Quiet Ways
	Shock	Shock
	Stun Cloud	Sleep
	Water Wall	Water Wall

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

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 bargained 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, & 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 7 Equipment Lists) contain the attack size and type for each individual weapon.

Note: Pole Arms are unique in that they 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, Falchion,
Short Blades	01-02	Dagger, Maine Gauche, Short Sword
Thrusting Blades	01-03	Rapier, Foil
1 Handed Concussion		
Chains Plus	01-05	Morning Star, Nunchaku
Clubs	01-02	Club, War Hammer, Mace
Thrown		
Pole Arms Thrown	01-04	Pole Arms, Spear, Javelin
Thrown Blades	01-03	Hand Axe, Tomahawk, Hatchet, Dagger
Missile		
Bows	01-03	Short Bow, Long Bow
Crossbows	01-02	Light Crossbow, Heavy Crossbow
Slings	01-04	Sling, Staff Sling
Pole Arms		
Pole Arms	01-04	Pole Arms, Spear, Javelin, Lance
Two Handed		
Great Blades	01-04	2 Handed Sword, Claymore, Battle Axe
Staves	01-04	Quarterstaff, Spear



TALENTS AND OTHER OPTIONS



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.

Player's Note: 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.

GM's Note: 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.

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.

MASTER TALENT LIST

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

Master Talent List			
Cost	Talent	Cost	Talent
10	Accelerated Healing	25	Night Vision
20	Ambidexterity	20	Outdoorsman
10	Artistic	10	Physick
15	Athletic	20	Quiet Stride
25	Bane	15	Reduced Sleep Requirement
15	Blazing Speed	10	Scholar
30	Dark Vision (Greater)	15	Scope Skills (radius)
15	Dark Vision (Lesser)	15	Scope Skills (targets)
25	Dense Musculature	15	Sense Magic
10	Enhanced Senses	10	Shield Training
10	Extremely Nimble	10	Skill Specialization
25	Giantism	15	Spatial Skills
10	Lightning Reflexes	10	Speed Loader
15	Neutral Odor	20	Subtle
		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

AMBIDEXTERITY

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

Cost: 20

ARTISTIC

The character gains +10 to all artistic skills.

Cost: 10

ATHLETIC

The character gains +10 to all athletic skills.

Cost: 15

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: 15

DARK VISION (GREATER)

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 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: 15

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 SENSES

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

Cost: 10

EXTREMELY NIMBLE

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

Cost: 10

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

LIGHTNING REFLEXES

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

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

OUTDOORSMAN

The character receives a bonus of +15 to all outdoor skills and the Herbcraft skill.

Cost: 20

PHYSICK

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

Cost: 10

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



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: 10

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 active magic. To detect active magic, the character must make a General Perception roll (with a -20 modifier). He may concentrate on any one 5' radius within 100' of himself each round.

Cost: 15

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

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

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

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 Game-master 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 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 that level.*

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

1. Characters are limited to learning no more than 1 Training Package each level.
2. 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.

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.

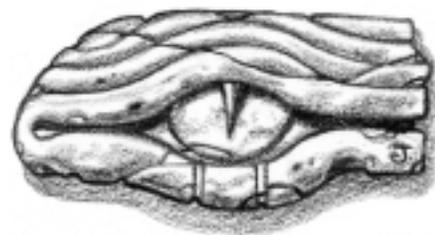
History: The Anjorian Sailors are said to hail from a land far out to sea, but that their lands sank beneath the waves when they angered the gods that they worshipped. Since that time, the survivors have spread across the world, working in every port that they can find. It is now hard to find any sailors 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





EQUIPMENT & MONEY



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.

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 **below** 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.*

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.

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

**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	7 cp	9.5	1 day	wool and fur
Boots	1 sp	3.5	3 days	–
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
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
Hood	2 cp	.5	.5 days	Covers head and shoulders
Ink	1 cp	.25	1 day	Black. Non-soluble
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
Oil flask	3 cp	1	1 day	Includes 1 pint oil (6 hours)
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
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'
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'
Scabbard	25 cp	1	1 day	Holds 1 one handed weapon
Shirt	3 cp	1	1.5 days	–
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
Whistle	2 sp	.5	1 day	Wood/iron. 4" Range 1+ miles



FOOD AND LODGING

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

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
Warhorse (lesser)	20gp	18	6	Dash	30	6'/950	600
Riding Dog	50sp	22	7.5	Dash	25	3.5'+/100	100

MN Bonus: Maneuver bonus of the mount

WEAPONS

Item	Cost	Weight	Production Time	Attack Size/Type	Fumble
Battle Axe	13 sp	4-7 lbs	2 days	Large Slash	01-04
Broadsword	10 sp	2-4 lbs	3 day	Medium Slash	01-03
Claymore	20 sp	3-5 lbs	3 days	Large Slash	01-03
Club	1 cp	2-4 lbs	6 hours	Medium Crush	01-02
Cudgel	5 cp	3-5 lbs	12 hours	Large Crush	01-02
Dagger	3 sp	0.75 lbs	1 day	Small Slash	01-02
Falchion	15 sp	3-4 lbs	3 days	Medium Slash	01-03
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
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
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
Morning Star	16 sp	2-4 lbs	2 days	Medium Crush	01-05
Nunchaku	4 cp	1-2 lbs	1 day	Medium Crush	01-05
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
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
Sling	9 cp	1 lb	12 hours	Small Crush	01-04
Spear	23 cp	2-4 lbs	1 day	Large Puncture	01-04
Tomahawk	4 cp	1-3 lbs	12 hours	Small Slash	01-02
Two-Handed Sword	20 sp	4-8 lbs	5 days	Large Slash	01-04
War Hammer	15 sp	4-7 lbs	2 days	Medium Crush	01-02

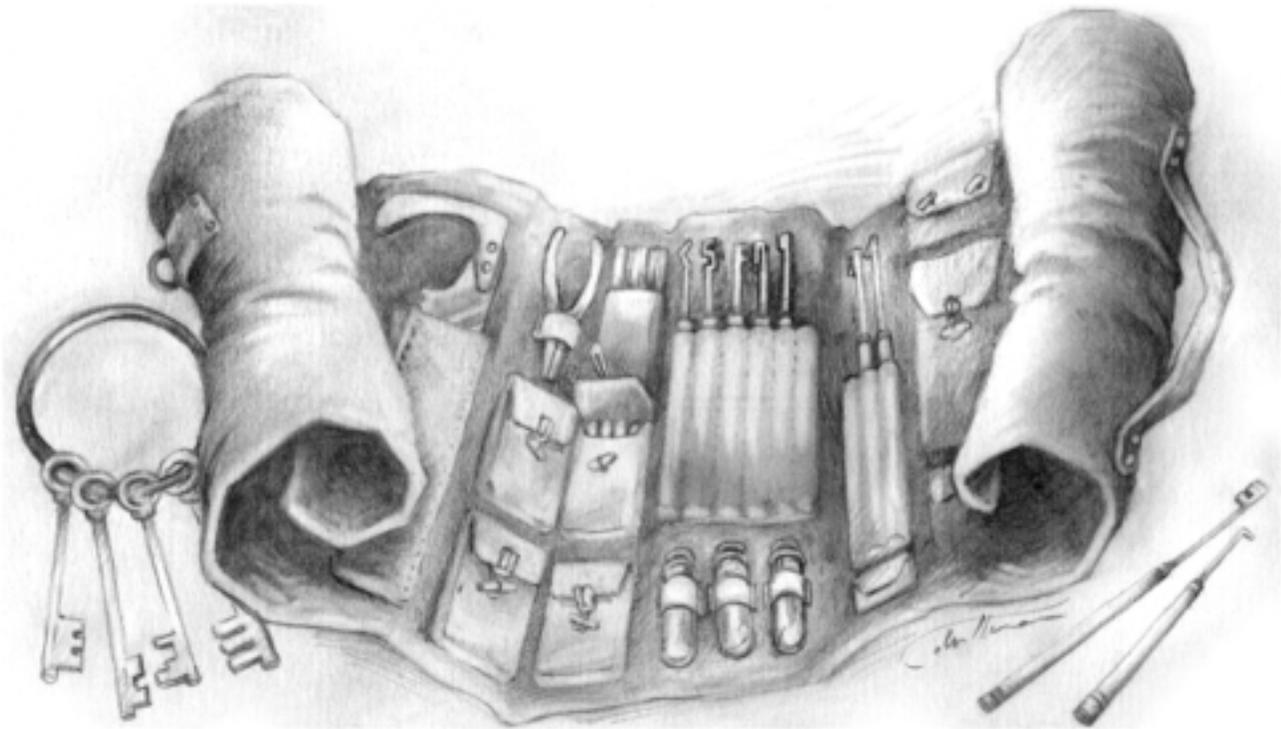


FULL SETS OF ARMOR

Good/Item	Cost	Armor Base	DB	Weight (lbs)	Prod
Soft Leather Armor	10 sp	Soft Leather	+20	10- 20	8 days
Studded 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

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





ADVENTURING



RESOLVING MANEUVER ROLLS

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.

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.

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!

Note: All attack rolls made are open-ended.



Examples of actions that require Maneuver Rolls:

- Shimming 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.

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.

MANEUVER TABLE

Total Roll	Maneuver Results		Spell Results	
	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
Routine: +60
Easy: +40
Light: +20
Medium: +0
Hard: -20
Very Hard: -40
Extremely Hard: -60
Sheer Folly: -80
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.



USING THE MANEUVER TABLE

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

1. All Maneuver Rolls that are not All-or-Nothing.
2. All Resistance Rolls including spells, poison, and disease.
3. 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.

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.

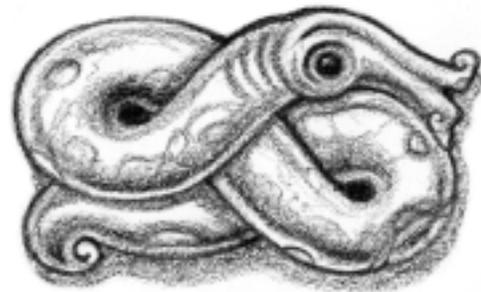
The player makes an open-ended percentile roll taking into account any possible modifiers. Consult the Percentage column of the table to determine the percentage (from none, to partial, to complete) of the action accomplished. For instance, a roll of 60 indicates the attempted maneuver is only 50% complete. 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, Nynnyve 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, Nynnyve’s player rolls a 46; comparing that result to the table, Nynnyve 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 Nynnyve’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 Nynnyve’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, Nynnyve 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, Nynnyve’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, Nynnyve 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.

Example: While plundering a dungeon, Nynyve 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. Nynyve’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.

Nynyve’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 Nynyve 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 Nynyve’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: Nynyve 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, Nynyve’s 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, Nynyve’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. Nynyve 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.

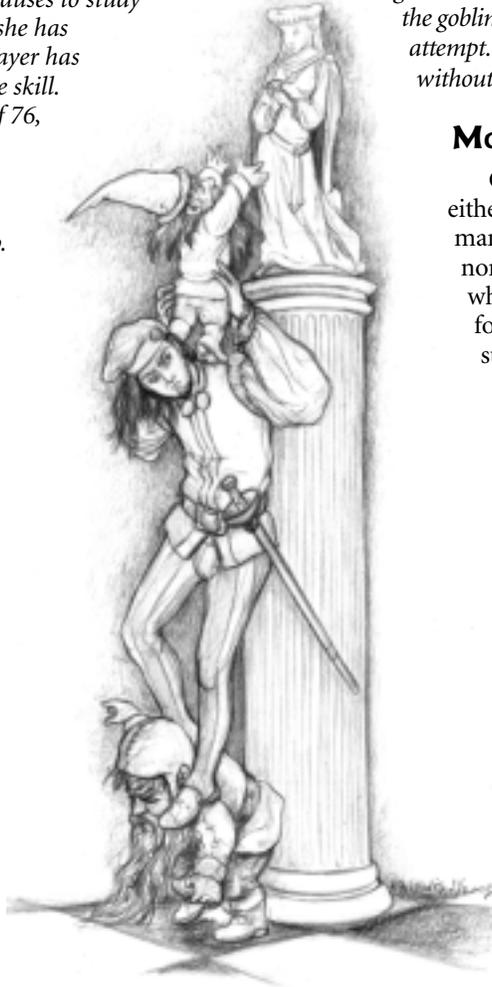
The following list offers a manner to gauge various difficulty levels. As mentioned above, certain circumstances can alter the normal difficulty rating. For instance, some skills are easier to accomplish if the character takes more time, or has high-quality equipment at their disposal. The GM always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



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, or 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

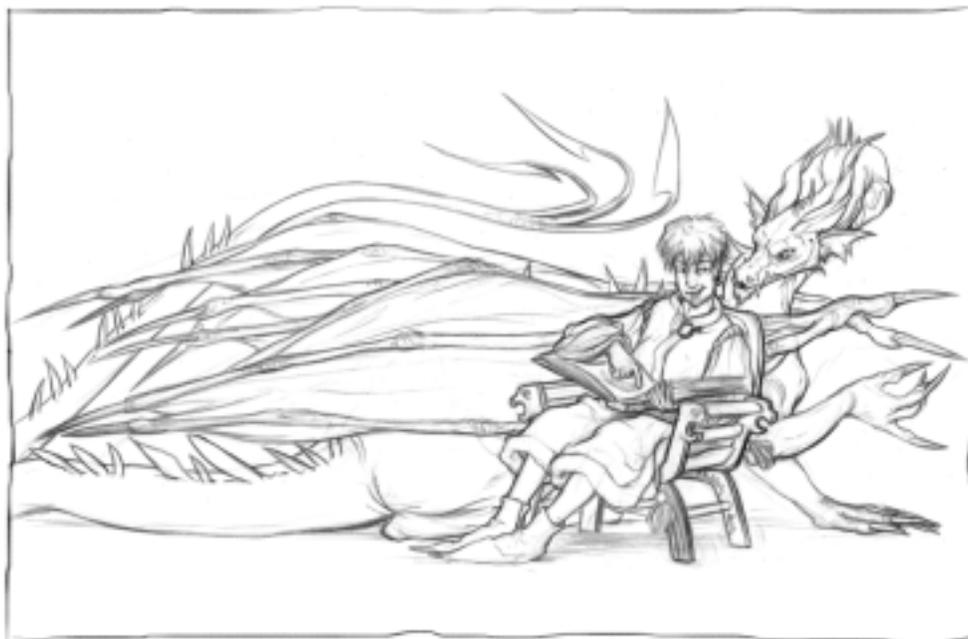
Casting attack spells is a two-step process:

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 stat 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 9), 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 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."

Poor Esmerril has taken an additional 14 Hits, is now stunned for 3 rounds, and is operating at minus 20 to all other actions. The GM rules that Esmerril has fallen nearly 50', broken several ribs and one of his legs.

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.

FUMBLES

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.





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.

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 to (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' on a starlit night and up to 200' from the light of a full moon. Also, characters with Dark Vision can 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
Lantern	25' radius
Light spell	20' radius (base)
Torch	20' radius

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

Limited Visibility

Lighting Condition	Normal Vision	Night Vision	Dark Vision*
Full to half moon	50 yards (150 feet)	500 feet	200 feet
Less than half full moon	25 yards (75 feet)	250 feet	100 feet
Starlight, new moon, or heavy clouds blocking the moonlight.	10 yards (30 feet)	100 feet	50 feet

* = The benefits of Dark Vision have already been accounted for in the distances listed in this table.



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

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.

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.

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.

Note: If using the GM's Option: Life Points, the character dies after a number of rounds equal to his Constitution stat bonus and his remaining Life Points.

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



COMBAT



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**:

1. Don't fight if you don't have to.
2. Good role playing and clever planning can often achieve your objective.

If you have to fight:

1. Think ahead. Combat is often unexpected, but that doesn't mean you can't be ready for it!
2. Weapons, special items, herbs, healing supplies and anything else you might need in combat should be easily accessible.
3. Use the surrounding terrain to your advantage.
4. All warrior types should be skilled in at least one ranged weapon attack.
5. 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.





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 characters 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, over-turned 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.

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 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.

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. 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 ($40 - 5 = 35$). 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 13 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.*

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FULL SETS OF ARMOR

Armor	DB*	UF MaxMP	UF MinMP	MxMP*	MnMP*	CP*	IV
Soft Leather Armor	+20	-26	-6	-20	0	+2PP	+5
Studded Leather Armor	+30	-80	-10	-40	-5	+4PP	+5
Chain Mail Armor	+40	-120	-20	-60	-10	+6PP	+5
Plate/Chain Armor	+50	-160	-30	-80	-15	+8PP	+5
Plate Armor	+60	-200	-40	-100	-20	+10PP	+5



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.

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. Usually 4 to 5' long and 3' wide. This shield is usually gripped by a single handle and a forearm strap.

Normal Shield - Comes in a variety of shapes and typically covers a defender from the shoulder to mid-thigh or above the knee. 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.

Disengage from Melee*: This Combat Action is used by a character to withdrawal 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

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
Unusual objects	+0 - +15	+10 - +30	GM's discretion.



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.

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!

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) he receives an additional -20 to his OB, in addition to the -30 for moving 12'.

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.

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

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.

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)

Missile Weapon Ranges

Weapon	RI	PB	PB Range
Heavy Crossbow	70'	+35	35'
Javelin	25'	+10	15'
Light Crossbow	50'	+25	25'
Long Bow	80'	+20	40'
Short Bow	30'	+10	15'
Sling	30'	+15	15'
Spear	20'	+15	10'
Thrown Weapons	5'	+0	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 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 7 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.

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 an 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 150 or they are stunned. If there is more than one round of Stun, the number to beat is raised by 5 for every round past the first. Movement is limited to one-half BMR, maximum Pace of Run.

Example: *If the character receives a critical that gives three rounds of Stun, then the character immediately makes a*

Stamina RR(160) or he is stunned for 3 rounds. (base of 150 + 5 for each round beyond the first = 160 total).

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.

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CRUSH CRITICALS

(-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.

PUNCTURE CRITICALS

(-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.



SLASH CRITICALS

(-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.

MARTIAL ARTS STRIKES CRITICALS

(-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.

**LARGE CRITICALS**

(-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

(-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

(-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

(-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 send 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**

(-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

(-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 -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.

MAGIC & SPELLS



10

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.

THE SOURCE OF MAGIC

One thing that HARP does not try to do is to dictate where the mana used in casting spells comes from. It is up to the GM to detail the magical physics of his world. This means that he is the one who determines how characters will access the mana that is used for the casting of spells. There are a number of different ways that characters can tap into this energy, and a few of them are detailed below.

Spell Components – The character must carry a pouch containing various items from which he draws the energy to cast a spell. Such items should be readily available to the caster, unless they have special or unusual properties. Some components might be unique to the spell being cast, or they might be more potent and draw more mana than other components. The components are destroyed when used.

Crystals – The character draws mana from crystals. Different crystals have different strengths or can only be used for specific types of spells.

Crystals are normally capable of being used multiple times, but cannot withstand the magical energies forever. Suitable gems may be expensive and/or difficult to locate.

Divine – 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 mana for casting spells as punishment for a character's misdemeanors.

Mana – This is the energy that flows through and permeates everything in the world. Casters will draw in this energy, as they need it to power their spells. Spell users of this type are rarely unable to draw in the energy required to cast spells.

No matter which method or combination of methods is used, these are simply designed to add flavor to the setting and the campaign, rather than restricting the characters in any meaningful way.

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:

Clerical

Mage

The professional spheres of magic represent specialized, time consuming training offered to dedicated students who have made a commitment to their chosen profession.

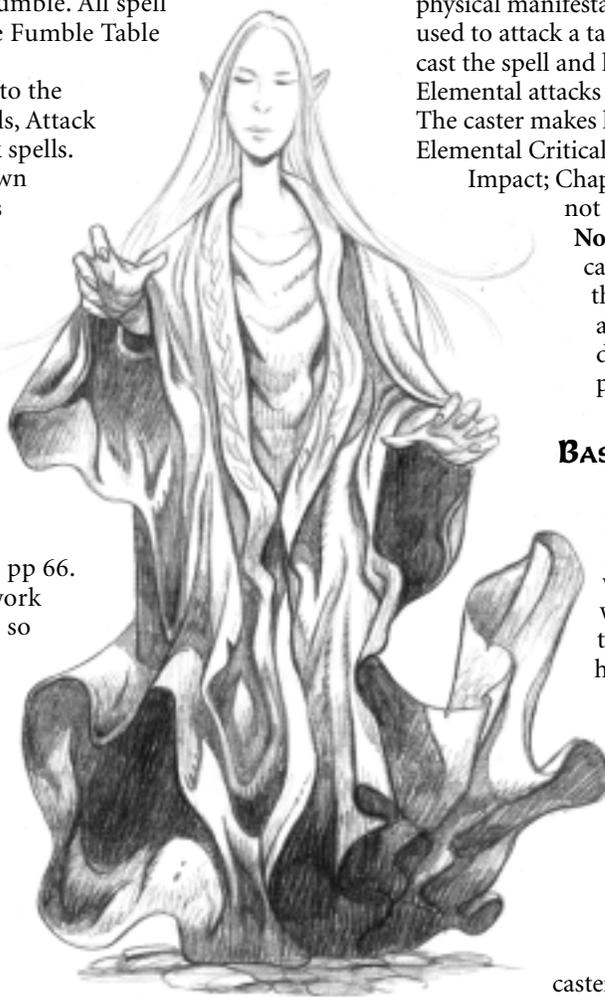
SPELL CASTING

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 8 on p 43.

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 on pp 66. 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.

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 8, pp 37). 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 9), 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 SPELL CASTING

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 14 Power Points to cast. This means that Jorge must have 14 ranks in this spell in order to be able to attempt to cast it. On the other hand, Jorge has 6*



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 7 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. Only those options listed for a spell should be allowed for the spell.

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 ($-5 \times 2 = -10$) 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 ($9 \text{ total} - 3 \text{ base} = 6; 6 \times -5 = -30$).

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.

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 10 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 8 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 10 PP into his Counterspell. Since the base cost is 1 PP, this means that Jorge has a modifier of -45 to his casting roll ($(10 \text{ PP} - 1 \text{ PP}) \times -5 = -45$), giving him a total bonus of +30 ($75 - 45 = 30$) for the Counterspell.

Jorge rolls a 56, 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 in order to cast his spell.

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 listed on page 84.

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 automati-

cally 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.

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.

10

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

SPELLS

Universal†	Cleric	Mage
Arcane Bolt	Air Wall	Air Wall
Blur	Bless	Darkness
Counterspell*	Calm	Distractions
Detect Magic	Cure Disease	Elemental Ball
Detect Trap	Divine Hammer	Elemental Bolt
Dispel Magic	Dreams	Fear
Landing*	Elemental Ball	Fire Nerves
Light	Elemental Bolt	Fire Wall
Minor Healing	Fire Nerves	Icy Mist Wall
Moving Ways	Holy Symbol	Invisibility
	Intuitions	Jolts
	Jolts	Long Door
	Mage Armor	Mage Armor
	Major Healing	Passing
	Neutralize Poison	Past Visions
	Past Visions	Presence
	Restoration	Quiet Ways
	Shock	Shock
	Stun Cloud	Sleep
	Turn Undead	Water Wall

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

UNIVERSAL SPHERE

ARCANE BOLT

PP COST: 2
RANGE: 50'
DURATION: —
SPELL TYPE: Attack
RR: Magic
SPHERES: 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– 5d6 max) +2 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: 3
RANGE: Self
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
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:
Increase Duration (5 rounds/rank) +4 PP
Increase Blur (per +5 increase) +3 PP

COUNTERSPELL*

PP COST: 1
RANGE: 50'
DURATION: —
SPELL TYPE: Utility
RR: Special
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 108 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

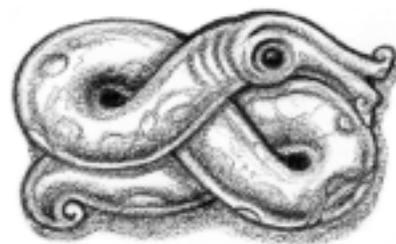
PP COST: 4
RANGE: 100'
DURATION: 2 rounds/rank (C)
SPELL TYPE: Utility
RR: —
SPHERES: Universal
DESCRIPTION: The caster may concentrate and detect the presence of active magic (as opposed to dormant or waiting magic) within a 5' radius within range. The caster may shift his focus from one area to another 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 (only what spell it is) +4 PP
Determine Scaling
 (will tell how the spell has been scaled) +6 PP

DETECT TRAP

PP COST: 4
RANGE: 100'
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
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
 (indicates the general trap type, e.g. pit trap, spear trap, etc.) +2 PP
+50 to disarm +5 PP
Detect Magical Traps +4 PP
Increase Range (per +50') +1 PP
Increase Duration (5 rounds/rank) +4 PP





DISPEL MAGIC

PP COST: 4
RANGE: 10'
SPELL TYPE: Utility
DURATION: —
RR: Special
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/dispelled. 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 (per +50') +1 PP

LANDING*

PP COST: 3
RANGE: Self
SPELL TYPE: Utility
DURATION: —
RR: —
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
RANGE: Touch
DURATION: 10 rounds/rank
SPELL TYPE: Utility
RR: —
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 Radius (up to 50') +6 PP
Increase Radius (up to 100') +12 PP

Utterlight

(no magical darkness may exist in radius) +6 PP

Artificial Daylight

(works on certain undead as sunlight) +6 PP

MINOR HEALING

PP COST: 3
RANGE: Touch
DURATION:
SPELL TYPE: Utility
RR: —
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 8, 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
RANGE: Self
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Universal

DESCRIPTION: This spell allows the caster to run (2 x 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



CLERIC SPHERE

AIR WALL

PP COST: 5
RANGE: 10'
DURATION: 2 rounds/rank
SPELL TYPE: Utility (Elemental)
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) +4 PP
- Increase Duration** (10 rounds/rank) +6 PP

BLESS

PP COST: 4
RANGE: 10'
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
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) +2 PP
- Increase Bonus** (+15) +3 PP
- Increase Bonus** (+20) +5 PP
- Increase Bonus** (+25) +6 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) +4 PP

CALM

PP COST: 6
RANGE: 100'
DURATION: 5 rounds/rank
SPELL TYPE: Attack
RR: Will
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

CURE DISEASE

PP COST: 12
RANGE: Touch
DURATION: Permanent
SPELL TYPE: Utility
RR: —
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:

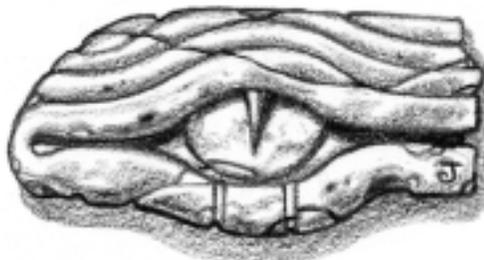
- Increase Range** to 10' +2 PP
- Increase Targets** (per each additional target) +4 PP
- Heal damage from disease** +2 PP

DIVINE HAMMER

PP COST: 5
RANGE: Touch
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
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** +5 PP
(one electricity critical of equal severity)
- Greater Divine Hammer** (3x Hit point damage) +3 PP
- Increase Duration** (5 rounds/rank) +4 PP





DREAMS

PP COST: 3
RANGE: Self
DURATION: 1 dream
SPELL TYPE: Utility
RR: —
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

ELEMENTAL BALL

PP COST: 6
RANGE: 100'
DURATION: —
SPELL TYPE: Elemental
RR: —
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 related to Belarus, 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
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) +3 PP

ELEMENTAL BOLT

PP COST: 4
RANGE: 100'
DURATION: —
SPELL TYPE: Elemental
RR: —
SPHERES: Mage

DESCRIPTION: Caster must learn a separate version of this spell for each element related to Belarus. Caster fires a bolt of elemental energy that has an attack size of Tiny potency. This bolt is about 1/2" in diameter, and increases 1/2" 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
Air	Electricity

Scaling Options:

- Increase Potency** (per each attack size increase) +2 PP
- Increase Range** (per +50') +1 PP

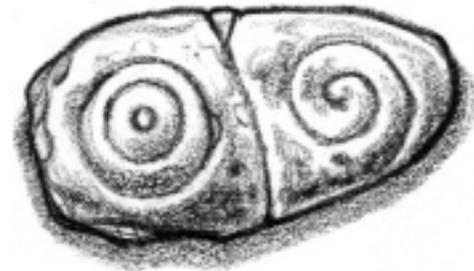
FIRE NERVES

PP COST: 4
RANGE: 50'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Stamina
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%) +3 PP
- Increase Pain**
(-75 to all actions and Hits reduced by 75%) +6 PP
- Increase Range** (per +50') +1 PP
- Increase Targets** (per each additional target) +4 PP



HOLY SYMBOL

PP COST: 12
RANGE: Touch
DURATION: Permanent
SPELL TYPE: Utility
RR: —
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.

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



SHIELD OF PHOTUS

INTUITIONS

PP COST: 3
RANGE: Self
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cleric
DESCRIPTION: Caster gains a vision of what will most likely happen in the next minute if he performs a specific action.

Scaling Options:

View 3 minutes into the future	+3 PP
View 5 minutes into the future	+6 PP
View 1 minute/rank into the future	+9 PP

JOLTS

PP COST: 3
RANGE: 50'
DURATION: 1 round
SPELL TYPE: Attack
RR: Magic
SPHERES: Harper, Mage
DESCRIPTION: Target is stunned if he fails his Resistance Roll.

Scaling Options:

Increase Range (per +50')	+1 PP
Increase Stun (per each additional round)	+2 PP
Increase Severity (Stunned, No Parry)	+3 PP
Increase Severity (target unconscious for duration)	+6 PP

MAGE ARMOR

PP COST: 4
RANGE: Self
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
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 (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 (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP



MAJOR HEALING

PP COST: 4
RANGE: Touch
DURATION: 1 round
SPELL TYPE: Utility
RR: —
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 8. 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 (heal minor frostbite)	+3 PP
Increase Healing (heal major frostbite)	+6 PP
Increase Healing (heal minor burns)	+3 PP
Increase Healing (heal major burns)	+6 PP
Increase Healing	+6 PP
(heal broken & shattered bones)	+6PP
Increase Healing (heal nerve damage)	+8 PP
Increase Healing (heal organ damage)	+10 PP
Increase Healing (heal all damage)	+15 PP
Increase Healing (stop death in xx rounds)	+6 PP

NEUTRALIZE POISON

PP COST: 3
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
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)	+4 PP

PAST VISIONS

PP COST: 3
RANGE: Self
DURATION: Special / (C)
SPELL TYPE: Utility
RR: —
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

RESTORATION

PP COST: 3
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
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

SHOCK

PP COST: 4
RANGE: 50'
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





STUN CLOUD

PP COST: 5

RANGE: 50'

DURATION: 6 rounds

SPELL TYPE: Attack

RR: Magic

SPHERES: Mage

DESCRIPTION: Caster creates a 5' radius murky cloud of charged particles. During the first two rounds, any person or creature within the cloud receives a Medium Electricity critical. During the second two rounds, all within the radius take a Small severity Electricity critical. During the last two rounds of the spell, all within the radius receive a Tiny Electricity critical. The cloud will drift with the wind, but will not dissipate until the duration has lapsed.

Scaling Options:

Increase Duration

(8 rounds – maximum of Large critical) +6 PP

Increase Duration

(10 rounds – maximum of Huge critical) +12 PP

Increase Duration

(15 rounds – 3 rounds for each critical size) +18 PP

Increase Range (per +50')

+1 PP

TURN UNDEAD

PP COST: 7

RANGE: 100'

DURATION: 5 rounds/rank

SPELL TYPE: Attack

RR: Magic

SPHERES: Cleric

DESCRIPTION: This spell causes up to 5 points of undead within a 10' radius to flee from the caster or disintegrate. The center point of the radius must be within the range of the spell. All affected undead within the radius resist against the same number, as determined by the casting of the spell.

Each undead counts its class number as the number of points it is worth, thus a Class II undead is worth 2 points for the purpose of this 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) 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

CRR (RR) – Flee

CRR (RR-20) – Inactive

Failure – Dust

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. This spell will always affect Undead of a lower class before it will affect a higher Class Undead creature.

This spell targets specific Undead based upon how close they are to the character and what their Class is. It will affect those that are closer to the caster before those further away, yet within range. It will attempt to affect all those within range of a lower Class before attempting to affect those of a higher Class. 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:

Every additional 5 points of undead affected +2 PP

Increase Radius (20' radius) +3 PP

Increase Radius (30' radius) +4 PP

Increase Duration (10 rounds/rank) +6 PP





MAGE SPHERE

AIR WALL

PP COST: 5
RANGE: 10'
DURATION: 2 rounds/rank
SPELL TYPE: Utility (Elemental)
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) +4 PP
Increase Duration (10 rounds/rank) +6 PP

DARKNESS

PP COST: 7
RANGE: Touch
DURATION: 10 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Mage

DESCRIPTION: Creates a 5' 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') +6 PP
Increase Radius (up to 100') +12 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

DISTRACTIONS

PP COST: 5
RANGE: 100'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Will
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) +2 PP
Increase Range (per +50') +1 PP
Increase Targets (per each additional target) +4 PP

ELEMENTAL BALL

PP COST: 6
RANGE: 100'
DURATION: —
SPELL TYPE: Elemental
RR: —
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) +3 PP



ELEMENTAL BOLT

PP COST: 4
RANGE: 100'
DURATION: —
SPELL TYPE: Elemental
RR: —
SPHERES: Mage

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 ½" in diameter, and increases ½" 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
RANGE: 50'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Will
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: 4
RANGE: 50'
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Stamina
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%) +3 PP
Increase Pain
 (-75 to all actions and Hits reduced by 75%) +6 PP
Increase Range (per +50') +1 PP
Increase Targets (per each additional target) +4 PP

FIRE WALL

PP COST: 4
RANGE: 100'
DURATION: 2 rounds/rank
SPELL TYPE: Utility (Elemental)
RR: —
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) +4 PP
Increase Duration (10 rounds/rank) +6 PP

ICY MIST WALL

PP COST: 4
RANGE: 100'
DURATION: 2 rounds/rank
SPELL TYPE: Utility (Elemental)
RR: —
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) +4 PP
Increase Duration (10 rounds/rank) +6 PP





INVISIBILITY

PP COST: 4
RANGE: 10'
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —

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. attack or casts a spell of any type) or receives a violent blow (i.e. being struck by a weapon, falling etc).

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) +3 PP
Invisibility Radius (10' radius around target) +6 PP

JOLTS

PP COST: 3
RANGE: 50'
DURATION: 1 round
SPELL TYPE: Attack
RR: Magic
SPHERES: Harper, Mage
DESCRIPTION: Target is stunned if he fails his Resistance Roll.

Scaling Options:
Increase Range (per +50') +1 PP
Increase Stun (per each additional round) +2 PP
Increase Severity (Stunned, No Parry) +3 PP
Increase Severity (target unconscious for duration) +6 PP

LONG DOOR

PP COST: 4
RANGE: 10'
DURATION: —
SPELL TYPE: Utility
RR: —
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.

Scaling Options:
Teleport (target may teleport through barriers) +2 PP
Increased Distance (100'/rank) +4 PP
Increased Distance (1 mile/rank) +8 PP
Increased Distance (10 miles/rank) +16 PP

MAGE ARMOR

PP COST: 4
RANGE: Self
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
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 (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 (5 rounds/rank) +4 PP
Increase Duration (10 rounds/rank) +6 PP

PASSING

PP COST: 3
RANGE: Self
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Mage
DESCRIPTION: Caster may move through any non-magical inanimate material at a rate of 1 foot per round.

Scaling Options:
Increase Speed (2' per round) +2 PP
Increase Speed (4' per round) +4 PP
Increase Speed (8' per round) +6 PP
Increase Speed (normal BMR) +8 PP
Increase Duration (5 rounds/rank) +4 PP



PAST VISIONS

PP COST: 3
RANGE: Self
DURATION: Special / (C)
SPELL TYPE: Utility
RR: —
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

PRESENCE

PP COST: 4
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —
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 20' radius) +2 PP
- Awareness** (sense specific locations) +4 PP
- Awareness True** (sense locations and general actions) +6 PP

QUIET WAYS

PP COST: 3
RANGE: Self
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
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) +2 PP
- Increase Radius** (20' radius) +4 PP
- Increase Targets** (each additional target; touch) +4 PP

SHOCK

PP COST: 4
RANGE: 50'
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: 4
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.

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

WATER WALL

PP COST: 5
RANGE: 10'
DURATION: 2 rounds/rank
SPELL TYPE: Utility (Elemental)
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) +4 PP
- Increase Duration** (10 rounds/rank) +6 PP

10



MONSTERS



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 as if they were Fighters of the appropriate level. They all also used a standardized 75 for all their stats. Using this information along with the information contained in Table 13.5, the GM will be able to customize the creatures with additional levels of the Fighter Profession or any other profession as well. The GM may also take the information provided and create variation of the creatures that are professions other than Fighter. For ease of use, all number have been rounded to the nearest multiples of 5.

NOTATIONS

Several of the statistics are self-explanatory: Level, BMR = Base Move Rate, Init = Initiative Modifier, DB = Defensive Bonus (DB breakdown available in the monster's description), Hits. The rest are detailed below:

Size: S = small; M = medium; L = large (attacks resolved on the Large critical table); H = huge (attacks resolved on the Huge critical table); M(L) = medium sized but receives criticals as if Large; M(H) = medium sized but receives criticals as if Huge.

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. The tables are self-explanatory. 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.

Level – This is the average level of an adult version of the creature. This level should be considered as levels of the Fighter profession. Looking at it this way, the GM can then customize the creatures by giving them levels in different professions in order to make things interesting for the players.

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 criticals 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.

Base Move – 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.

Hits – This is how many Concussion Hits a creature



Creature Statistics

Name	Lvl	Size	BMR	Init	DB	Hits	Attacks	# Enc	Outlook	Treasure	Stamina	Will	Magic
Ant, Giant	2	S	10	20	90	85	70 S-Slash	2-20	Hungry	PNP	50	35	35
Ape, Giant	5	L	14	25	85	230	95 L-Crush; 70 We	1-10	Bellig.	PPP	75	40	50
Beetle, Giant	2	M	12	20	90	110	70 L-Slash	1-5	Hungry	—N3—	35	20	30
Cat, Large	3	M	16	20	60	115	80 L-Slash; 60 M-Puncture	1-5	Aggr.	— — —	40	35	35
Centaur	5	M	20	15	70	120	90 L-Crush; 80 We	2-20	Prot.	N2N2 (10) R2	85	70	70
Dragon, - Typical Adult	25	H	15	25	165	455	190 H-Puncture; - 175 H-Slash; 160 H-Crush	1	Greedy/Cruel	R5R4 (100) R3	155	145	135
Gargoyle	5	M	12	20	80	125	85 L-Slash; 70 M-Puncture	1-10	Aloof/Prot.	NR (5) N	90	75	75
Giant, Lesser	10	L	16	15	100	250	120 L-Crush; 100 We	1	Hungry	P2NN3	85	75	75
Goblin	1	M	12	15	60	70	50 We	10-20	Greedy	PPR3	30	30	30
Hobgoblin	2	M	12	15	60	95	65 We	1-20	Domin.	NNN	95	40	40
Hydra	10	L	20	20	130	245	150 M-Puncture	1	Bellig.	PNP	95	85	85
Kobold	1	M	12	15	60	70	50 We	10-20	Greedy/Hungry	NPN	35	30	30
Lizardmen	4	M	14	15	50	115	85 M-Slash; 70 We	2-10	Aggr.	NPR3	65	65	65
Ogre	8	L	13	15	90	240	110 L-Crush; 95 We	1-5	Hungry	PPN	80	50	55
Orc	6	M	16	20	80	130	105 We	2-20	Hostile	NPN	75	70	70
Rat, Giant	3	S	14	25	65	95	80 S-Puncture; 65 S-Slash	2-10	Hungry	PPP	45	30	30
Sabertooth Tiger	9	L	12	20	110	245	125 L-Slash; 110 L-Crush; - 110 H-Puncture	1	Hungry/Prot.	PPP	85	70	70
Undead, Class I	3	M	10	15	25	120	75 S-Crush; 60 We	2-20	Berserk/Hungry	PPP	35	25	25
Undead, Class II	5	M	12	15	35	130	90 M-Crush; 75 We	1-10	Berserk	PPP	40	35	40
Undead, Class III	10	M	12	20	65	150	120 M-Crush; 105 We	1-5	Cruel	NNP	70	70	75
Undead, Class IV	15	M(L)	12	25	80	220	140 We; 120 L-Crush	1-2	Cruel	RNP	95	95	100
Undead, Class V	20	M(H)	16	25	90	335	155 We; 140 L-Crush	1	Domin./Cruel	R2R2N	110	110	120
Wasp, Giant	2	M	26	25	45	110	70 M-Puncture (Poison); - 60 L-Puncture	2-20	Hungry	PPP	30	25	30
Werewolf	7	M	14	25	95	135	100 L-Puncture; 85 L-Slash	1	Bellig./Cruel	NNN	80	60	65
Wolf	3	M	16	20	55	115	75 M-Puncture	2-20	Hungry	— — —	35	30	30

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.

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 telling where each portion of it comes from.

Skills – This section will give a few commons 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; Survival Instinct; Tough Hide (Greater)

IQ – Giant Ants are capable of working together in limited ways, but are not really intelligent. They will often work to surround foes.

DB – +20 Stats; +10 Survival Instinct; +60 Tough Hide (Greater)

Skills – Perception (9) 55; Climbing (9) 60; Tracking (4) 30

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 – Tough Hide (Major); Extremely Nimble; Survival Instinct

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 – +20 Stats; +25 Survival Instinct; +40 Tough Hide (Major)

Skills – Perception (18) 76; Climbing (18) 65; Acrobatics (18) 91; Stalk & Hide (10) 75; Ambush (10) 65

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 – Tough Hide (Greater); Quiet Stride; Survival Instinct

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 – +20 Stats; +60 Tough Hide (Greater); +10 Survival Instinct

Skills – Perception (9) 65; Stalk & Hide (6) 66;

CAT, LARGE

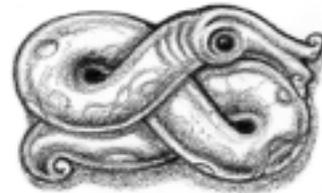
This covers lions, tigers, leopards, and other large feline predators. They attack with their deadly claws or their ferocious bites. While most are normally solitary, certain types of large cats such as the lion are pack animals, working together to bring down larger prey.

Abilities – Tough Hide (Lesser); Enhanced Scent; Survival Instinct

IQ – Large Cats are very intelligent animals, but still animals. Those who hunt in packs will work together to bring down large prey.

DB – +25 Stats; +20 Tough Hide; +15 Survival Instinct

Skills – Perception (12) 64; Stalk & Hide (9) 58; Tracking (9) 105





CENTAUR

Half-man and half-horse, this race of beings is highly territorial. They fight using either their hooves to attack and crush foes or with weapons such as bows to slay opponents at a distance. Centaurs live in tribes and clans, and dislike outsiders intruding into their realms.

Abilities – Portage Skills; Speed Loader; Natural Weapon (hooves)

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 – +10 Stats; +30 Rigid Leather; +30 Full Shield

Skills – Perception (18) 78

DRAGON, TYPICAL ADULT

This is an extremely large reptilian beast; huge in size, might, and intellect. In addition to their bite (Puncture), claw (Slash), and bashing (Crush) attacks using just about any part of their body, many Dragons also possess a breath weapon (treat as the spell, Elemental Ball; with an OB equal their level times 5) based upon affinities they have with a particular element; usable a number of times each day equal to one half their level. A Dragon will also often know at least one spell for each level it has (skill bonus in the spell equal to its level times 5). All dragons are very cunning creatures. The lesser cousin of the Dragon is the Drake, which appears very much like the dragon, only less intelligent and it does not have the breath weapon or the spell capabilities. Dragons and Drakes both are able to

make one attack per round for every 10 levels they have.

Abilities – Flight; Tough Hide (Greater); Survival Instinct

IQ – Dragons are as intelligent as humans, and many will also be capable of casting spells. Drakes are about as intelligent as a small child, and are much more interested in their next meal than they are in anything else.

DB – +30 Stats; +60 Tough Hide; +75 Survival Instinct

Skills – Perception (63) 128

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 – Flight; Tough Hide (Greater); Enhanced Senses

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 – +20 Stats; +60 Tough Hide

Skills – Perception (18) 76; Stalk & Hide (12) 64; Acrobatics (18) 76



**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 – Tough Hide (Major); Reverberating Strength; Survival Instinct

IQ – Lesser Giants are slightly less intelligent than humans, but still intelligent enough to be crafty.

DB – +10 Stats; +50 Survival Instinct; +40 Tough Hide

Skills – Perception (33) 93

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 are often blinded (-75) by full daylight.

Abilities – Night Vision; Blazing Speed, Enhanced Senses

IQ – As intelligent as Humans, Goblins are a very barbaric race. They tend to prefer to strike from ambush or to use traps.

DB – +10 Stats; +30 Rigid Leather; +20 Target Shield

Skills – Perception (6) 50; Ambush (4) 30; Locks & Traps (4) 30; Stalk & Hide (4) 30

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 full daylight. Hobgoblin leaders will also use other Hobgoblins as special troops and leaders of Goblin packs.

Abilities – Night Vision; Enhanced Senses; Quiet Stride

IQ – Hobgoblins are as intelligent as Humans, though much crueler and dominating.

DB – +10 Stats; +30 Rigid Leather; +20 Target Shield

Skills – Perception (9) 65; Stalk & Hide (6) 40

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 – Survival Instinct; Tough Hide (Greater); Enhanced Senses

IQ – Hydras are of animal intelligence.

DB – +20 Stats; +60 Tough Hide; +50 Survival Instinct

Skills – Perception (33) 93

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 are blinded in full daylight (-75). Kobolds normally hunt prey in groups of 10-20 while their nests can hold up to 200 of the creatures.

Abilities – Night Vision; Blazing Speed; Enhanced Scent

IQ – Kobolds are as intelligent as Humans, and extremely cunning. They work well together with others of their kind.

DB – +10 Stats; +30 Rigid Leather; +20 Target Shield

Skills – Perception (6) 40; Stalk & Hide (4) 31; Ambush (4) 31; Tracking (4) 70

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 – Tough Hide (Minor); Night Vision; Natural Weapon (Claws)

IQ – Lizardmen are as smart as Humans, but are quite often less civilized.

DB – +10 Stats; +20 Tough Hide; +20 Target Shield

Skills – Perception (15) 70

Ogre

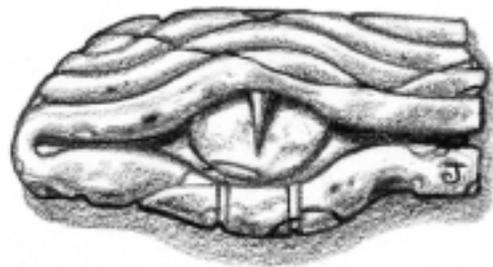
Standing 8' – 10' in height, this slovenly race is often mistaken for giants at a distance. They are akin to giants the way that cavemen are akin to humans. They use crude weapons such as clubs or rocks and have an insatiable greed for eating the flesh of other creatures, especially the intelligent ones. They are most often solitary creatures, although you can occasionally find small family groups of up to 6 of them.

Abilities – Tough Hide (Major); Survival Instinct; Night Vision

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 – +10 Stats; +40 Tough Hide; +40 Survival Instinct

Skills – Perception (27) 87





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.

Abilities – Night Vision; Accelerated Healing; Dense Musculature

IQ – Orcs are a highly uncivilized race that is just as intelligent as Humans.

DB – +15 Stats; +5 Dense Musculature; +30 Rigid Leather; +30 Full Shield

Skills – Perception (21) 81

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 – Survival Instinct; Tough Hide (Minor); Enhanced Scent

IQ – Giant Rats are as intelligent as any other animal, including their normal sized cousins.

DB – +30 Stats; +15 Survival Instinct; +20 Tough Hide

Skills – Perception (12) 64; Tracking (8) 100

SABERTOOTH TIGER

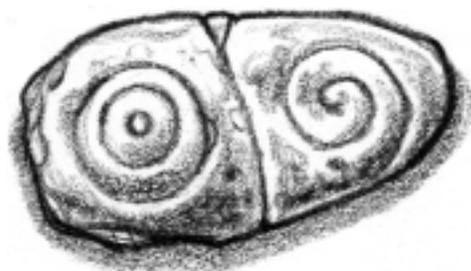
This is a large muscular cat-like creature that can grow up to about 9' at the shoulder. It has large fangs (up to 9" long) that it will use to rip and tear its prey. While it cannot maintain speed for any great length of time, it can run in short bursts, and will often ambush its prey, pouncing on them 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 – Tough Hide (Major); Survival Instinct; Dense Musculature

IQ – The Sabertooth Tiger is a very smart animal. Not above laying in wait for its prey.

DB – +20 Stats; +5 Dense Musculature; +40 Tough Hide; +45 Survival Instinct

Skills – Perception (30) 90; Ambush (20) 86



UNDEAD

There are many different types of undead, including skeletons, zombies, ghosts, wraiths and vampires to name a few. All undead radiate an aura of fear. Any person coming within 20' of an undead must make a Will-based Resistance Roll versus the undead or flee from it in fear (roll on the RR column of the maneuver chart and add the Undead's level times 5 as a bonus). More intelligent undead can have other powers and abilities and may use weapons, otherwise an Undead attacks by bashing its foe with its fists. Examples of the various Classes of Undead are as follows:

Class I: Lesser Ghouls, Phantoms, Lesser Skeletons, Zombies

Class II: Lesser Ghosts, Greater Ghouls Minor Skeletons, Lesser Specters

Class III: Minor Ghosts, Lesser Mummies, Greater Skeletons, Minor Specters, Lesser Wights

Class IV: Greater Ghosts, Greater Mummies, Lord Skeletons, Major Specters, Lesser Vampires, Lesser Wraiths

Class V: Lich, Greater Vampire, Greater Wraiths.

Each of the above examples may have little things like being partially immune to stun (take only half the penalty from being stunned), and being immune to sleep and other spells that affect the mind. Many will also have other individual powers and abilities as well. As always, Undead just keep on going even when they receive a critical that may kill a living monster.

Killing the Undead: When an Undead is reduced to zero hits, it is not actually destroyed. Its regeneration is slowed down (increase minutes to hours) until it has at least one hit again. Magical damage and damage caused by fire will not regenerate. In some instances, other methods will also work to kill an undead monster, such as driving a wooden stake through the heart of a vampire.

Abilities – Survival Instinct; Constitution Drain; Regeneration (Major)

IQ – The intelligence of the Undead varies with how powerful the Undead is. Those of a higher Class are always more intelligent than those of a lower Class.

DB – +(varies) Stats; +(varies) Survival Instinct; +(varies) Armor worn by some Undead; +(varies) Shield

Skills – Perception (varies)

WASP, GIANT

Growing up to 5' in length, with a 10' wingspan, this creature attacks by injecting its prey with a paralyzing poison, Stamina RR (80), so that it may feast upon its prey at a later time using its powerful mandibles. If the RR versus the poison is failed, the character is paralyzed for 1-10 hours, long enough for the Giant Wasp to feed on the character.

Abilities – Flight; Survival Instinct; Tough Hide (Minor)

IQ – Giant Wasps are a bit smarter than normal wasps, about as smart as a puppy.

DB – +15 Stats; +10 Survival Instinct; +20 Tough Hide

Skills – Perception (6) 40



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. Survivors must make a Stamina RR versus the result of a roll on the RR column of the maneuver chart using the level of the Werewolf times 5 as the attack bonus, or become infected and 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 – Tough Hide (Major); Survival Instinct; Regeneration (Major)

IQ – Werewolves are extremely savage, acting mostly on instinct,

DB – +20 Stats; +35 Survival Instinct; +40 Tough Hide

Skills – Perception (24) 84

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; Tough Hide (Minor); Survival Instinct

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; +15 Survival Instinct; +20 Tough Hide

Skills – Perception (12) 64

MONSTER ABILITY

DESCRIPTIONS

Survival Instinct – This ability grants the creature a bonus to its DB. Using the same progression rate as normal skills, the monster gains a bonus equivalent to 1 rank for each level.

Portage Skills – Those with this ability are able to carry triple the normal weight allowed for each Encumbrance level.

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.

Reverberating Strength – Monsters with this ability do double Concussion Hit damage with any attacks that they make.

Tough Hide (Minor) – Monsters with this ability gain a +20 to DB from extremely tough hides or heavy course 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.

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.

Constitution Drain: Upon a successful strike by an Undead, it drains an amount of Constitution from the character struck if he fails a Resistance Roll (RR), the difficulty of which is determined by the Class of Undead. The base RR is 100, and then it is increased by 10 for each Class of the Undead (i.e. Class I = RR(110), Class II = RR(120), etc.). Upon a failed RR, the character loses an amount of Constitution equal to 1d5 (1d10 divided by 2, rounded up) plus a number equal to the Class of the Undead. Thus a Class I Undead will drain 2-6 points of Con, while a Class V Undead would drain 6-10 points.





TREASURE



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 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 $20\% + 3\%$ 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.*

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.

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.

If the characters encounter more than one of a given type of creature, then treasure should be rolled for each one individually.

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.





Magic Items			
Roll			
Poor	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 of +5. Roll a 1d10 to determine what the item is

Roll Item

- 1-7 Normal Equipment – gives bonus to a skill - select the item from the equipment list
- 8 Shield – if no shield, then use a randomly selected item of armor,
- 9 Armor – full suit of armor – select from the appropriate equipment table.
- 10 Weapon – primary weapon of creature.

Bonus II – This is as Bonus I, except that the item has a generic magical bonus of +10.

Bonus III – This is as Bonus I, except that the item has a generic magical bonus of +15.

Bonus IV – This is as Bonus I, except that the item has a generic magical bonus of +20.

Bonus V – This is as Bonus I, except that the item has a generic magical bonus of +25.

Runes – This is a scroll with a spell inscribed on it. **HARP** contains full rules for the usage of Runes, including the proper skill to be used. For the purposes of **HARP Lite**, allow a character who can attune to the rune using their Attunement skill use that same skill as their bonus for casting enruned spells. Most runes have only a single spell on them, and rune spells cannot be scaled, however, they may be found with scaling options already figured in. Casting a spell from a rune does not cost the caster any power points and with the right skill anybody may cast a rune.

Potions – This is one of several types of items. All items under this classification (liquids, oils, powders, creams, salves, etc.) basically hold a spell suspended in an inert form. To activate the spell, the potion must be used, and how it is used is determined by its form. The act of using the potion activates the spell it holds. Thus a healing potion is only activated if drunk, while an oil of flame protection would have to be poured over what it is to protect.

Clothing – Select an item of clothing from the equipment list. The item has some sort of magical property, such as giving a bonus to a skill not normally associated with the item or having other properties, such as a tunic that protects like a suit of armor.

Jewelry – Mages will often imbed spells into jewelry such as rings and amulets. These could contain spells that are always active or ones that the user may cast when they want, within whatever strictures apply to the item. One mage might have a ring that casts the spell, Invisibility, up to three times a day, while another might have an Amulet that protects against fire-based attacks.

Miscellaneous – This category is for magical items that do not fit into any of the other categories properly. For example, one item from this category might be a Light Pouch, a normal pouch that will hold anything that will fit through its opening, so long as the total weight of the objects inside the pouch does not exceed 10x the normal capacity. The same type of item could also be applied to a backpack. Another example is a small crystal with a built in cap. The end of the crystal bursting into flame whenever the cap is removed.

Rods & Staves – This category includes wands, rods, and staves, all of which may have spells imbedded into them. These items also often function on charges. Where each casting of the imbedded spells costs one or more charges, based on how powerful the spell is. The larger items in this category, rods and staves, can often have more than a single spell or ability imbedded into it, thus giving the character a selection of abilities to choose from.

Weapons – While items from this category will often have a magical bonus, they will also normally have some sort of special ability such as bursting into flame, which will do an extra heat critical of the same size as the weapon, yet it does not hurt the weapon itself.

Armor – This is a special suit of armor, and normally has more than just a bonus to the character's Defensive Bonus. It could be something as simple as giving a bonus to another skill or providing extra protection against certain kinds of critical attacks, such as Dragon skin giving an additional +20 versus Heat Criticals.

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: In the full version of **HARP**, there are tables which give examples of each of the above types of magic items. In this document, it is left up to the GM to come up with magical items to suit his game.

MONEY

Use the following table to roll for money.

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.



POTION OF WATER BREATHING

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.

Mundane Treasure			
Roll			Item
Poor	Normal	Rich	
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 suit of armor or a shield. If the armor result is rolled on the Poor Column, then the armor is normal armor and its value is according to what is 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.

Normal Equipment: One or more items from the Equipment List.

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.

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



EVERBURNING SPARK
 A.K.A. THE MEDIEVAL ZIPPO



RING OF DARK VISION



GAMEMASTER GUIDELINES



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.



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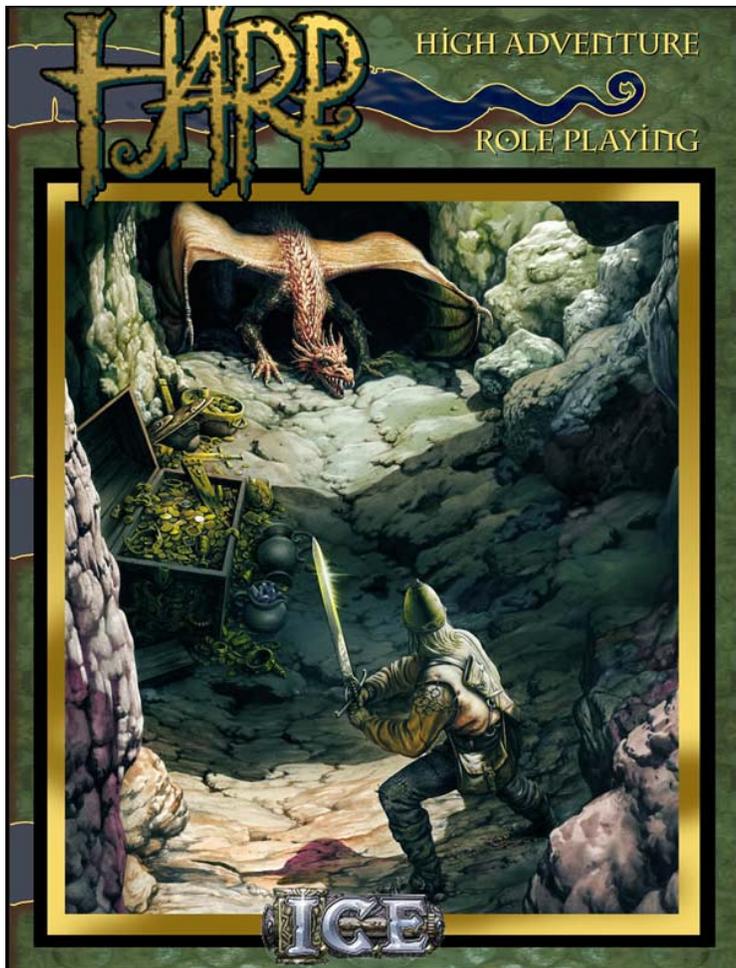
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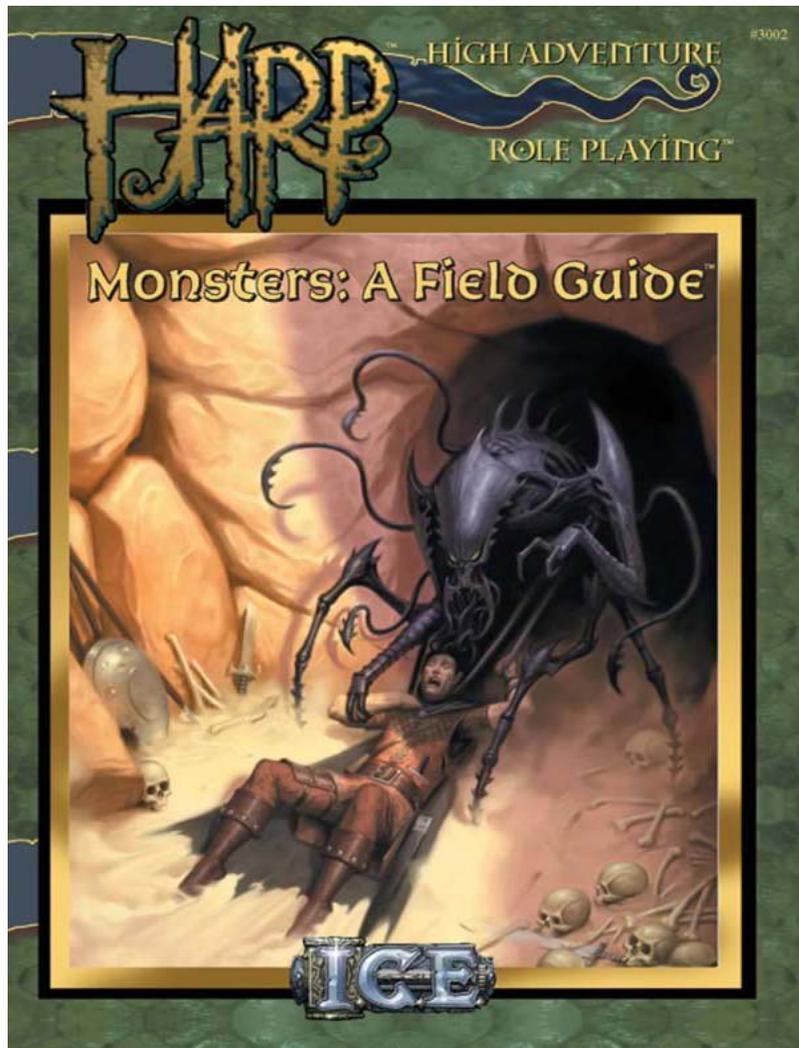
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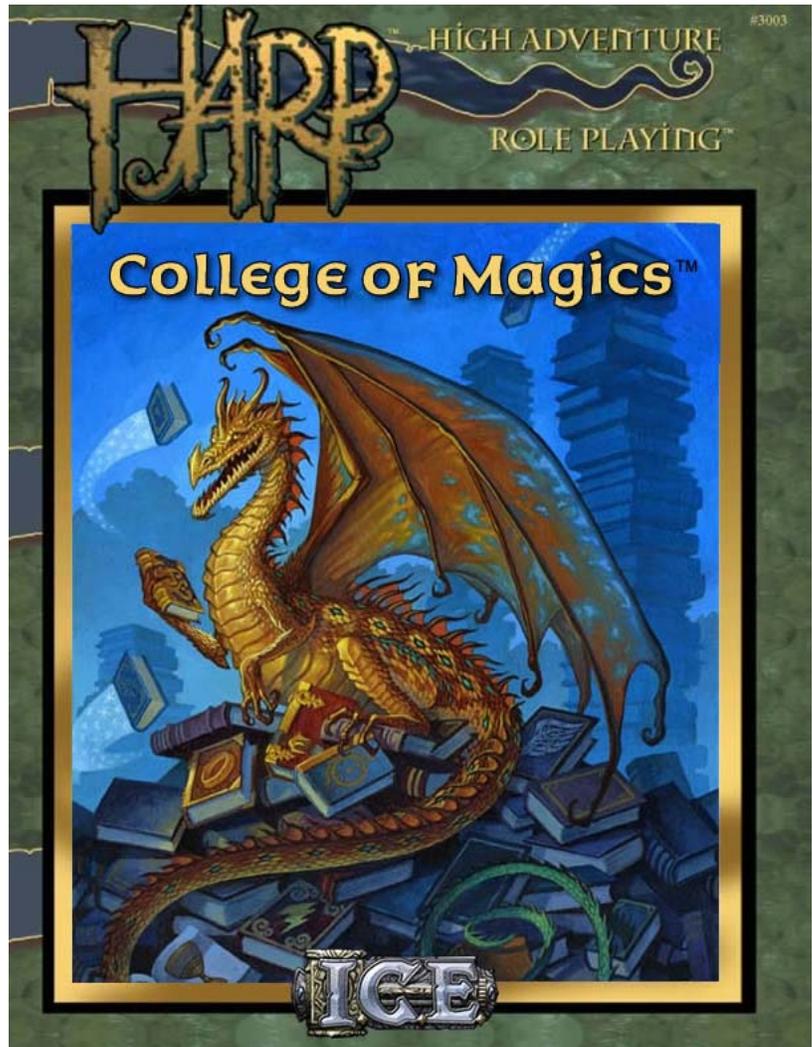
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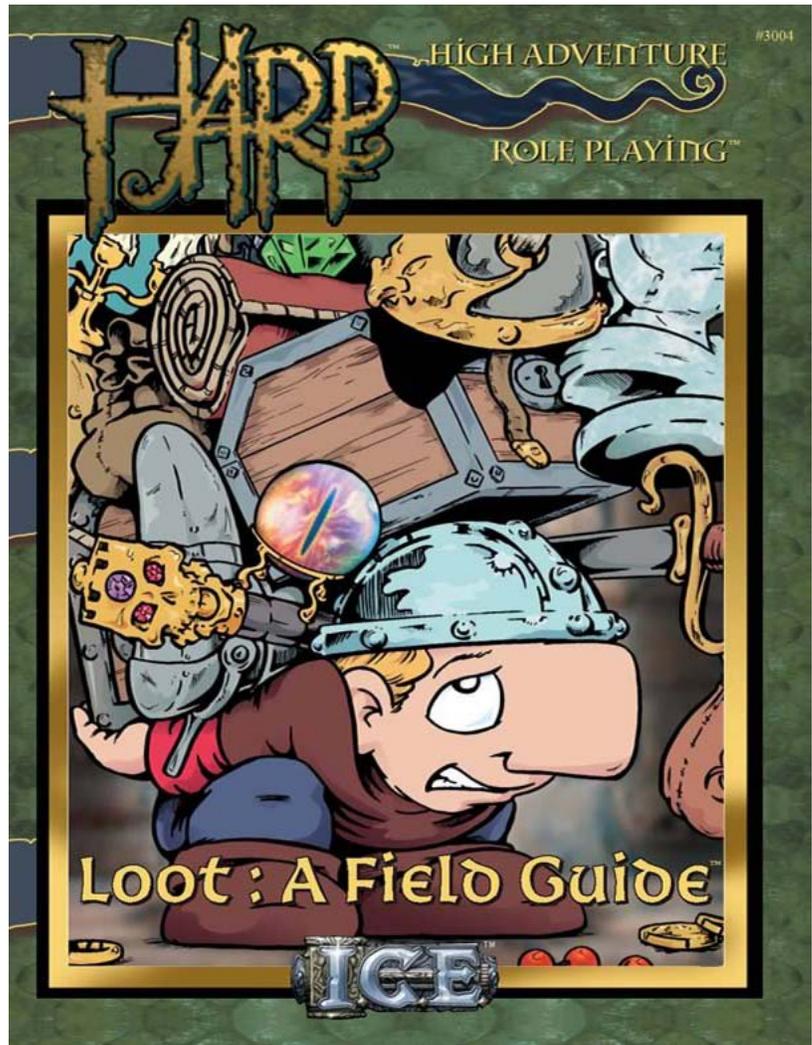
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