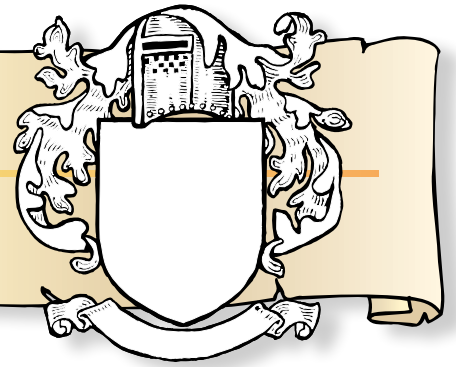


# HårnMaster CHARACTER PROFILE

Character Name:

Occupation/Title:



## BIRTH/FAMILY

SPECIES	SEX
BIRTHDAY	SUNSIGHT
BIRTHPLACE	CULTURE
	SOCIAL CLASS
SIBLING RANK	
PARENTS	
ESTRANGEMENT	
CLANHEAD	

## APPEARANCE

HEIGHT	WEIGHT
FRAME	
COMELINESS	
OTHER APPEARANCE	
MEDICAL	

## PHYSICAL

- STRENGTH
- STAMINA
- DEXTERITY
- AGILITY
- EYESIGHT
- HEARING
- SMELL
- VOICE

## PERSONALITY

INTELLIGENCE	AURA
WILL	MORALITY
PSYCHE	
DEITY/RELIGION	PIETY
NOTES	

## PHYSICAL SKILLS

[illegible]

## COMMUNICATION

[illegible]

## CRAFT/LORE

[illegible]

## SPELLS/RITUALS

[illegible]

## COMBAT SKILLS

[illegible]

## LANGUAGE/SCRIPT

[illegible]

## SHEK PVAR

SKILL	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORY		
NEUTRAL		

**Character Name:**

**Character Name:**

## NOTES

[illegible]

-80

		/	/	/	/
		/	/	/	/

## WGT

[illegible]

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TOTAL	

[illegible]

HårnMaster 3

COMBAT TABLE

MELEE ATTACK

		BLOCK				COUNTERSTRIKE				DODGE				IGNORE		
DEF ▶		CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll	◀ DEF	
ATTACKER	CS	BF	AF	DTA	DTA	BF	AF	D★2	D★3	BS	AS	DTA	DTA	DTA	CF	ATTACKER
	MS	DF	Block	DTA	DTA	DF	Block	D★1	D★2	DS	Block	•	DTA	A★3	MF	
	MF	A★3	A★3	Block	DTA	A★3	A★2	B★1	D★1	A★2	A★1	•	•	A★3	MS	
	CF	A★3	A★3	A★3	Block	A★4	A★3	A★1	B★2	A★3	A★2	A★1	•	A★4	CS	

A★	Attacker Strike
D★	Defender Strike
B★	Both Strike
AF	Attacker Fumble Roll
DF	Defender Fumble Roll
BF	Both Fumble Roll
AS	Attacker Stumble Roll
DS	Defender Stumble Roll
BS	Both Stumble Roll
Block	Weapon Damage Roll
•	Miss/Standoff
DTA	Defender Tactical Advantage
Wild	Random Hit, or WQ Roll
M★	Missile Strike

MISSILE ATTACK

		BLOCK				DODGE				IGNORE		
DEF ▶		CF	MF	MS	CS	CF	MF	MS	CS	No Roll	◀ DEF	
ATTACKER	CS	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	CF	ATTACKER
	MS	•	•	•	•	•	•	•	•	•	MF	
	MF	M★1	M★1	Block	Block	M★2	M★1	•	•	M★2	MS	
	CF	M★3	M★2	M★1	Block	M★3	M★2	M★1	•	M★3	CS	

**MISSILE EMLs**

**BLOCK**  
LV: Shield (Full ML)  
Weapon (Half ML)  
HV: Shield (Full ML)  
Weapon (ML 05)

**DODGE**  
LV: Full ML  
HV: Half ML

**IGNORE** (LV or HV)  
Defender (No Roll)

AIMING ZONE			STRIKE LOCATION ▼	INJURING TABLE				
HIGH EML -10	MID EML ±0	LOW EML -10		EFFECTIVE IMPACT				
				1+	5+	9+	13+	17+
01–15	01–05	•	SKULL	M1	S2	S3	K4🔴	K5🔴
16–30	06–10	•	FACE👤	M1	S2	S3	G4🔴	K5🔴
31–45	11–15	•	NECK	M1	S2	S3	K4🔴	K5🔴🔴
46–57	16–27	•	• SHOULDER • UPPER ARM • ELBOW • FOREARM • HAND	M1👤	S2👤	S3👤	G4🔴👤	K4🔴👤
58–69	28–33	•		M1👤	M1👤	S2👤	S3🔴👤	G4🔴👤🔴
70–73	34–35	•		M1👤	S2👤	S3👤	G4🔴👤	G5🔴👤🔴
74–81	36–39	01–06		M1👤	M1👤	S2👤	S3🔴👤	G4🔴👤🔴
82–85	40–43	07–12		M1👤	S2👤	S3👤	G4🔴👤	G5🔴👤🔴
86–95	44–60	13–19	THORAX	M1	S2	S3	G4🔴	K5🔴
96–00	61–70	20–29	ABDOMEN	M1	S2	S3	K4🔴	K5🔴
•	71–74	30–35	GROIN	M1	S2	S3	G4🔴	G5🔴🔴
•	75–80	36–49	• HIP	M1👤	S2👤	S3👤	G4🔴👤	K4🔴👤
•	81–88	50–70	• THIGH	M1👤	S2👤	S3👤	G4🔴👤	K4🔴👤🔴
•	89–90	71–78	• KNEE	M1👤	S2👤	S3👤	G4🔴👤	G5🔴👤🔴
•	91–96	79–92	• CALF	M1👤	M1👤	S2👤	S3🔴👤	G4🔴👤🔴
•	97–00	93–00	• FOOT	M1👤	S2👤	S3👤	G4🔴👤	G5🔴👤🔴
👤Face: 01–15 Jaw 16–30 •Eye 31–65 •Cheek 66–80 Nose 81–90 •Ear 91–00 Mouth			•ODD Roll = left •EVEN Roll = right	MINOR Bruise/Cut/Stab		SERIOUS Fracture/Cut/Stab		
				GRIEVOUS Crush/Cut/Stab🔴		Kill/Mortal Wound🔴		
				👤/? Fumble or Stumble Roll • 🧻 Amputation Roll • 🔴 Bleeder				

ACTION OPTIONS

- REST
- PASS
- FREE MOVE
- ENGAGE
- CHARGE
- DISENGAGE
- RISE
- GROPE
- MOUNT/DISMOUNT
- MELEE ATTACK
- MISSILE ATTACK
- GRAPPLE ATTACK
- ESOTERIC ATTACK

DEFENSE OPTIONS

- BLOCK (Shield or Weapon)
- COUNTERSTRIKE (Use AML)
- DODGE
- IGNORE
- GRAPPLE DEFENSE
- ☐ MISSILE DEFENSE
- ☐ ESOTERIC DEFENSE
- ☐ OPPORTUNITY FIRE
- ☐ CATCH MISSILE

ARMOUR PROTECTIVE VALUES

MATERIAL	Blunt	Edge	Point	Fire
CLOTH/HAIR	1	1	1	1
QUILT/FUR	5	3	2	4
LEATHER/HIDE	2	4	3	3
KURBUL	4	5	4	3
RING	3	6	4	3
MAIL	2	8	5	1
SCALE	5	9	4	5
PLATE	6	10	6	2

Squeeze = Blunt • Bite = Point • Tear = Edge • Frost = Fire

Armour Layers	Blunt	Edge	Point	Fire
Quilt+Cloth	6	4	3	5
Leather+Cloth	3	5	4	4
Leather+Quilt	7	7	5	7
Leather+Quilt+Cloth	8	8	6	8
Kurbul+Cloth	5	6	5	4
Kurbul+Quilt	9	8	6	7
Kurbul+Quilt+Cloth	10	9	7	8
Ring+Cloth	4	7	5	4
Ring+Quilt	8	9	6	7
Ring+Quilt+Cloth	9	10	7	8
Mail+Cloth	3	9	6	2
Mail+Quilt	7	11	7	5
Mail+Quilt+Cloth	8	12	8	6
Mail+Leather	4	12	8	4
Mail+Leather+Cloth	5	13	9	5
Mail+Leather+Quilt	9	15	11	9
Mail+Leather+Quilt+Cloth	10	16	12	10
Mail+Kurbul+Cloth	7	14	10	5
Mail+Kurbul+Quilt	11	16	11	8
Mail+Kurbul+Quilt+Cloth	12	17	12	9
Mail+Plate+Cloth	9	19	12	4
Mail+Plate+Quilt	13	21	13	7
Mail+Plate+Quilt+Cloth	14	22	14	8
Mail+Plate+Leather	10	22	14	6
Mail+Plate+Leather+Cloth	11	23	15	7
Mail+Plate+Leather+Quilt	15	25	16	10
Scale+Cloth	6	10	5	6
Scale+Quilt	10	12	6	9
Scale+Quilt+Cloth	11	13	7	10
Plate+Cloth	7	11	7	3
Plate+Quilt	11	13	8	6
Plate+Quilt+Cloth	12	14	9	7

**Armour Protection:** The impact reduction given by various materials, according to Strike Aspect. If multiple layers are worn, impact reduction is cumulative. Common armour combinations are given to speed play.

**Superior/Inferior Armour:** Protective values shown apply to Standard Quality (+0) materials. Modify for armour quality. For example, if a +2 Hauberk is one of the layers struck, ALL reduction values are +2. For Enchanted Armour, add +1 per level of enchantment.

☐ **Flammable Armour:** Cloth and Quilt may ignite (50% chance) when Fire Impact (before Armour Reduction) is 13+. If this occurs, victim takes M1 (Cloth) and S2 (Quilt) burn injury for the next three Combat Turns, unless the fire is extinguished.

MELEE COMBAT

ATTACKER:

- Declare Target & Weapon
- Declare Aspect & Aim

DEFENDER:

- Declare Defense

MELEE ATTACK

- Determine EMLs\*
- Make Skill Rolls
- Determine Combat Result

STRIKE DELIVERY (if any)

- Generate Strike Location
- Determine Strike Impact
- Determine Effective Impact
- Determine Injury (if any)

\*EML Modifiers (Combat 11)

- Physical Penalty (×5)
- Special Penalty
- Aiming (-10 High or Low)
- Outnumbered (-10 per)
- Prone Opponent (+20)

MISSILE COMBAT

ATTACKER:

- Declare Target & Weapon
- Declare Aim Zone
- Fire and Reduce Ammo

DEFENDER:

- Declare Defence

MISSILE ATTACK

- Determine EMLs\*
- Make Skill Rolls
- Determine Combat Result

STRIKE DELIVERY (if any)

- Generate Strike Location
- Determine Strike Impact
- Determine Effective Impact
- Determine Injury (if any)

\*EML Modifiers (Combat 16)

- Physical Penalty (×5)
- Special Penalty
- Range Modifier (0/20/40/80)
- Aiming (-10 High or Low)
- Target Size
- Weather (-10 to -40)

MISSILE DATA TABLE

WEAPON	SHORT Hexes/Imp EML +0	MEDIUM Hexes/Imp EML -20	LONG Hexes/Imp EML -40	EXTREME Hexes/Imp EML -80
Shortbow	20/6	40/5	80/4	160/3
Longbow	25/8	50/7	100/6	200/5
Hartbow	30/9	60/8	120/7	240/6
Crossbow	20/8	40/7	80/6	160/5
Blowgun	5/0	10/0	20/0	40/0
Sling	15/4	30/3	60/2	120/2
Staff-Sling	25/5	50/4	100/3	200/3
Taburi	4/4	8/3	16/2	32/2
Shorkana	3/5	6/4	12/3	24/3
Javelin	8/7	16/6	32/5	64/4
Spear	6/8	12/7	24/6	48/5
Melee Weapon	2/100%	4/100%	8/50%	16/50%

YEAR

MONTH

		1st Watch 0:00 to 04:00	2nd Watch 04:00 to 08:00	3rd Watch 08:00 to 12:00	4th Watch 12:00 to 16:00	5th Watch 16:00 to 20:00	6th Watch 20:00 to 0:00
1	Kethsday	○ Yaelah					
2	Malmsday						◀▶
3	Tirsday						
4	Deonsday						☼
5	Haonsday						◀▶
6	Kununsday						🕒
7	Dagydsday						◀▶ 🕒
8	Barynnsday						🌀
9	Ibonsday						
10	Mahrscopy						
11	Kethsday						
12	Malmsday						☼
13	Tirsday						
14	Deonsday						☼
15	Haonsday	● Yaelmor					🕒 ▶▶ ☼
16	Kununsday						☼
17	Dagydsday						◀▶ ☼
18	Barynnsday						
19	Ibonsday						
20	Mahrscopy						☼
21	Kethsday						
22	Malmsday						◀▶
23	Tirsday						
24	Deonsday						
25	Haonsday						◀▶
26	Kununsday						🕒
27	Dagydsday						◀▶
28	Barynnsday						☼
29	Ibonsday						
30	Mahrscopy						🕒 🕒