

# NON PLAYER CHARACTERS

## INTRODUCTION

The HårnMaster Gold (HMG) rule system is very detailed and time consuming if GMs decide to use all optional rules. As with other HårnMaster Systems HMG takes its share of work to learn and even more so when it comes to creating Non-Player Characters (NPCs). I have therefore taken the liberty of creating eighty (80) NPCs for GMs who does not have the time or the will to create encounters and opponents before and under a gaming session.

## SKILLS AND MASTERY LEVELS

Most of the Mastery Levels (MLs) are calculated using HMG occupation table, but some had to be done by sheer common sense. Is the Jarin Freedom Fighter better than the Light Foot Orbaalese? Such questions could be bent forward and backwards with endless discussions. I have done what I thought was the most correct at the time, reading though much of the various modules by Columbia Games as well as HMG itself. If you don't approve, change what you don't like, it is **not** official nor is it carved in stone.

## VETERANS AND ROOKIES

Some of the NPCs will be more skilled and others will not. To create an expert NPC (all charts are meant for combat and of such there is no ordinary skills included), roll **1d6+4** for each ML and add the result (including Condition etc.) to the original MLs. With Rookies simply subtract the result instead. Veterans, if used, may have even higher MLs than experts. To calculate a veteran, roll **1d10+10** for each ML and add the result as stated above. Older (or very young) NPCs will subtract the same amount from their MLs.

## WEAPONS AND ARMOURS

Some of the NPCs has inferior and superior weapons/armour described in sidebar. There is however unlimited options with superior and inferior equipped NPCs. The easiest way to determine if a NPC is carrying a superior or inferior weapon/armour is to use GM discretion. However there are a few guidelines that can be used.

Expert NPCs can if GM deem it wise increase they WQ of all weapons with 1d2. The same rule can apply to Veterans who may roll 1d3 as above. Others might be wealthy NPCs (knights etc.) who may roll 1d3+1 on WQ. This may be used with armours as well.

To increase the impact on Edge (E) and Point (P) use the following concept: 1 on E & P for expert NPCs, 1d2 on E & P for veteran and wealthy NPCs (knights etc.) and Sindarin, or +3/4 on most Khuzan Weapons. Some may have more but this very rare.

## STATISTIC INDEX

STR	STRENGTH
DEX	DEXTERITY
AGI	AGILITY
DGE	DODGE
CON	CONDITION
INI	INITIATIVE
MOB	MOBILITY
ENC	ENCUMBRANCE
FR	FATIGUE RATE

## TEAM INITIATIVE (TI)

TI is the average of the Rider's INI, Horse INI, and Riding ML. Numbers in (79) are given when the Rider charges with the lance.

## ARMOUR TYPE (AT)

AT is taken from the charts found in HMG Player Edition.

## ENC AND FR

Numbers given in (3) are for mounted NPCs if the rule is applied.

Weapons and NPCs marked with a ☐ (box) are optional.

## MERCENARIES and more...

Some NPCs are not in the employ of others and could be considered mercenaries. Mercenaries are often more experienced than the average yeoman and legionnaire. When calculating the MLs of a mercenary simply add 5 to the current MLs.

The same could be done with members of Fighting Orders that are constantly experience combat (The Copper Hook, The Lady of Paladins at Solora etc.).

Some Men-at-Arms also falls under this category (Sergeants, etc.)

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KNIGHT HEAVY HORSE		HH 1					STR	13
ARMOUR CLASS		HEAVY A					DEX	13
WEAPON	ML	WQ	A/D	B	E	P	AGI	13
UNARMED	46	-	v	v	-	-	DGE	70
LANCE	69	11	5/1	4	-	9	CON	80
BROADSWORD	78	12	3/2	4	6	4	INI	85
KNIGHT SHIELD	71	14	1/H	2	-	-	MOB	70
MACE	77	11	3/1	6	-	-	SPI	38
DAGGER	59	11	1/1	1	2	4	ENC	12 (6)
							FR	6 (3)
TEAM INITIATIVE		80 (90)		RIDING ML				76

KNIGHT HEAVY HORSE		HH 2					STR	14
ARMOUR CLASS		HEAVY C					DEX	14
WEAPON	ML	WQ	A/D	B	E	P	AGI	14
UNARMED	49	-	v	v	-	-	DGE	75
LANCE	74	11	5/1	4	-	9	CON	85
BASTARDSWORD	84	12	4/2	5	7	5	INI	90
KITE SHIELD	77	14	1/K	2	-	-	MOB	75
HANDAXE	64	11	2/1	4	6	4	SPI	38
DAGGER	64	11	1/1	1	2	4	ENC	14 (7)
							FR	7 (4)
TEAM INITIATIVE		85 (95)		RIDING ML				81

KNIGHT HEAVY HORSE		HH 3					STR	15
ARMOUR CLASS		HEAVY E					DEX	15
WEAPON	ML	WQ	A/D	B	E	P	AGI	15
UNARMED	52	-	v	v	-	-	DGE	80
LANCE	78	11	5/1	4	-	9	CON	90
BASTARDSWORD	89	12	5/1	5	7	5	INI	95
KITE SHIELD	82	14	1/K	2	-	-	MOB	80
BALL & CHAIN	54	12	4/2	6	-	4	SPI	38
DAGGER	68	11	1/1	1	2	4	ENC	16 (8)
							FR	8 (4)
TEAM INITIATIVE		90 (100)		RIDING ML				86

SCOUT LIGHT HORSE		LH 1					STR	12
ARMOUR CLASS		LIGHT H					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	43	-	v	v	-	-	DGE	60
SPEAR	59	11	4/2	4	-	6	CON	65
ROUNDSHIELD	65	13	1/R	2	-	-	INI	60
SHORTSWORD	65	11	2/1	3	5	4	MOB	60
DAGGER	54	1	1/1	1	2	4	SPI	38
SHORTBOW (60) □	54	10	-	-	-	-	ENC	6 (3)
							FR	3 (2)
TEAM INITIATIVE		55		RIDING ML				55

HH 1 is the regular knight of all feudal armies of Harn, a typical landless Knight or Manorlord (1200-1800 acres) who must participate three months each year in the Feudal Levy. HH1 is also the lowest ranked noble member of any Harnic Fighting Order, usually a lay-member. Other members of the various Fighting Orders, usually the lower ranked, are also from this group.

HH 2, a more equipped and experienced knight in the Feudal Army, is often a Manorlord with more lands/estates or a sponsored landless knight. HH 2 is also the most appropriate commander of any Fighting Order. Some knights of the Royal Guard fall under this category as well.

HH 3, the supreme knight and perhaps the best warrior of all, is often a knight in the royal guard or a very powerful Manorlord, Baron or even Earl. Some HH 3 are champions of greater nobles who duel on their behalf in tournaments. Grandmasters of Fighting Orders usually fall under this category.

The scout used in any army is as often mounted as he is on foot. They are seldom involved in actual battle but can if pressed defend themselves. They usually ride palfreys that are known to be unwieldy in combat. In peaceful times the Light Horse is often used as a messenger.

- Optional Weapon if the unit is used as a light horse in the legion.

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MEDIUM HORSE LEGION		MHL 1					STR	13
ARMOUR CLASS		MEDIUM C					DEX	13
WEAPON	ML	WQ	A/D	B	E	P	AGI	13
UNARMED	46	-	v	V	-	-	DGE	70
LANCE	69	11	5/1	4	-	9	CON	80
SHORTSWORD	77	11	2/1	3	5	4	INI	80
KITE SHIELD	71	14	1/K	2	-	-	MOB	70
DAGGER	59	11	1/1	1	2	4	SPI	38
							ENC	12 (6)
							FR	6 (3)
TEAM INITIATIVE		75 ()		RIDING ML				76

LIGHT ARCHER LEGION		LAL 1					STR	11
ARMOUR CLASS		LIGHT H					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	46	-	v	v	-	-	DGE	65
SHORTBOW (60)	59	10	-	-	-	-	CON	60
ROUNDSHIELD	60	13	1/R	2	-	-	INI	60
SHORTSWORD	56	11	2/1	2	4	4	MOB	60
DAGGER	51	11	1/1	1	2	4	SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-		RIDING ML				-

MEDIUM FOOT LEGION		MFL 1					STR	12
ARMOUR CLASS		MEDIUM C					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	46	-	v	v	-	-	DGE	65
SPEAR	65	11	4/2	4	-	6	CON	65
TOWERSHIELD	69	14	1/T	2	-	-	INI	65
SHORTSWORD	65	11	2/1	3	5	4	MOB	65
DAGGER	59	11	1/1	1	2	4	SPI	38
							ENC	10
							FR	5
TEAM INITIATIVE		-		RIDING ML				-

LIGHT FOOT LEGION		LFH 1					STR	12
ARMOUR CLASS		LIGHT H					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	43	-	V	v	-	-	DGE	60
SPEAR	59	11	4/2	4	-	6	CON	65
TOWERSHIELD	64	13	1/T	2	-	-	INI	60
SHORTSWORD	60	11	2/1	3	5	4	MOB	60
DAGGER	54	11	1/1	1	2	4	SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-		RIDING ML				-

Each clan in the Thardic Republic must provide and equip one mounted knight per 1200 acres to the Legion. A Thardic knight is not as reckless or undisciplined as the average feudal knight, but they are usually not as adept fighters much due to the lack of regular tourneys in the republic.

LAL 1 is primary used to harass the enemy with bow fire much like the Light Horse.

The core, pride and regular unit of the Legion is the MFL 1 who are usually stationed as guards to the officers or as veterans and even members of the famous Red Guard (with roundshields instead of towershields). The MFL 1 is used as shock troops, with the aid of the cavalry, against disoriented enemies.

LFL 1 is primary used to harass the enemy with quick tactical attacks. They are quite adept fighters in combat and are used more often than the MFL.

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MEDIUM FOOT YEOMAN		MFY 1					STR	12
ARMOUR CLASS		MEDIUM A					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	46	-	v	v	-	-	DGE	65
SPEAR	63	11	4/2	4	-	6	CON	65
ROUNDSHIELD	65	13	1/R	2	-	-	INI	65
FALCHION	65	11	3/1	4	6	1	MOB	65
DAGGER	53	11	1/1	1	2	4	SPI	38
							ENC	10
							FR	5
TEAM INITIATIVE		-					RIDING ML	-

MEDIUM FOOT YEOMAN		MFY 2					STR	12
ARMOUR CLASS		MEDIUM C					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	46	-	v	v	-	-	DGE	65
SPEAR	63	11	4/2	4	-	6	CON	65
ROUNDSHIELD	65	13	1/R	2	-	-	INI	65
FALCHION	65	11	2/1	2	5	4	MOB	65
DAGGER	53	11	1/1	1	2	4	SPI	38
							ENC	10
							FR	5
TEAM INITIATIVE		-					RIDING ML	-

LIGHT FOOT YEOMAN		LFY 1					STR	12
ARMOUR CLASS		LIGHT J					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	43	-	v	v	-	-	DGE	60
SPEAR	59	11	4/2	4	-	6	CON	65
ROUNDSHIELD	60	13	1/R	2	-	-	INI	60
CLUB	60	9	3/1	4	-	-	MOB	60
DAGGER	49	11	1/1	1	2	4	SPI	38
							ENC	8
							FR	4
TEAM INITIATIVE		-					RIDING ML	-

LIGHT FOOT YEOMAN		LFY 2					STR	12
ARMOUR CLASS		LIGHT B					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	43	-	v	v	-	-	DGE	60
SPEAR	59	11	4/2	4	-	6	CON	65
ROUNDSHIELD	60	13	1/R	2	-	-	INI	60
CLUB	60	9	3/1	4	-	-	MOB	60
DAGGER	49	11	1/1	1	2	4	SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

A typical yeoman in a Feudal Society who owns his lord three months of service in exchange of 80-120 acres of land. They are as regular as the LFY but better equipped.

MFY 2 is another version of MFY 1.

A typical yeoman in a Feudal Society who owns his lord three months of service in exchange of 40-80 acres of land. They are as regular as the MFY but not as equipped or skilled.

LFY 2 is another version of LFY 1.

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LONGBOW YEOMAN		LBY 1					STR	11
ARMOUR CLASS		MEDIUM A					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	46	-	v	v	-	-	DGE	65
LONGBOW (80)	66	11	-	-	-	-	CON	60
ROUNDSHIELD	60	13	1/R	2	-	-	INI	65
FALCHION	60	11	3/1	4	6	1	MOB	65
DAGGER	53	11	1/1	1	2	4	SPI	38
							ENC	10
							FR	5
TEAM INITIATIVE		-					RIDING ML	-

Much like the knight, the longbow of the Feudal Armies is perhaps the single most important unit (although this is something the knights would not admit). The LBY 1 owns his lord three months of service in exchange of 90-120 acres of land.

LONGBOW YEOMAN		LBY 2					STR	11
ARMOUR CLASS		LIGHT B					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	46	-	v	v	-	-	DGE	65
LONGBOW (80)	63	11	-	-	-	-	CON	60
ROUNDSHIELD	60	13	1/R	2	-	-	INI	65
FALCHION	60	11	2/1	2	5	4	MOB	65
DAGGER	53	11	1/1	1	2	4	SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

LBY 2 is another version of LBY 1.

SHORTBOW YEOMAN		SBY 1					STR	11
ARMOUR CLASS		MEDIUM A					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	43	-	v	v	-	-	DGE	60
SHORTBOW (60)	63	10	-	-	-	-	CON	60
BUCKLER	55	13	1/B	1	-	-	INI	60
STICK	60	9	2/1	3	-	-	MOB	60
DAGGER	49	11	1/1	1	2	4	SPI	38
							ENC	10
							FR	5
TEAM INITIATIVE		-					RIDING ML	-

The regular archer on castles, manors and Feudal Armies, is usually the shortbow. The SBY 1 owns his lord three months of service in exchange of 60-80 acres of land.

SHORTBOW YEOMAN		SBY 2					STR	11
ARMOUR CLASS		LIGHT B					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	43	-	v	v	-	-	DGE	60
SHORTBOW (60)	59	10	-	-	-	-	CON	60
BUCKLER	55	13	1/B	1	-	-	INI	60
STICK	60	8	2/1	3	-	-	MOB	60
DAGGER	49	11	1/1	1	2	4	SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

SBY 2 is another version of SBY 1.

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MEDIUM FOOT BRIGAND		MFB 1					STR	13
ARMOUR CLASS		MEDIUM A					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	46	-	v	v	-	-	DGE	60
FALCHION	68	11	3/1	4	6	1	CON	70
ROUNDSHIELD	65	13	1/R	2	-	-	INI	60
CLUB	70	9	3/1	4	-	-	MOB	60
DAGGER	49	11	1/1	1	2	4	SPI	38
CROSSBOW (80) <input type="checkbox"/>	64	9	-	-	-	-	ENC	8
							FR	4
TEAM INITIATIVE		-					RIDING ML	-

LIGHT FOOT BRIGAND		LFB 1					STR	11
ARMOUR CLASS		LIGHT G					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	38	-	v	v	-	-	DGE	60
HANDAXE	60	11	2/1	4	6	-	CON	55
BUCKLER	58	13	1/B	1	-	-	INI	55
DAGGER	49	11	1/1	1	2	4	MOB	65
SHORTBOW (60)	53	10	-	-	-	-	SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

UNARMoured BRIGAND		UAB 1					STR	10
ARMOUR CLASS		UNARMoured I					DEX	10
WEAPON	ML	WQ	A/D	B	E	P	AGI	10
UNARMED	38	-	v	v	-	-	DGE	55
SHORTBOW (60)	45	10	-	-	-	-	CON	50
STICK	55	8	2/1	3	-	-	INI	50
DAGGER	45	11	1/1	1	2	4	MOB	55
							SPI	38
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

TRIBESMAN <input type="checkbox"/>		TRB 1					STR	11
ARMOUR CLASS		UNARMoured K					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	46	-	v	v	-	-	DGE	65
SPEAR *	63	10	4/2	4	-	6	CON	60
ROUNDSHIELD *	65	12	1/R	2	-	-	INI	65
SHORTBOW (60)	53	10	-	-	-	-	MOB	65
DAGGER *	53	10	1/1	1	2	4	SPI	38
							ENC	4 (2)
							FR	2 (1)
TEAM INITIATIVE		67					RIDING ML	65

## ☐ Optional Weapon

The MFB 1 has spent several years in the woods, near the roads or generally in much of the wilder parts of Harn. They are very skilled both in combat and in the needed skills to survive the harsh climate they live in. The MFB 1 is a typical brigand leader.

The typical brigand any unwary traveler might encounter on the various highways in the kingdoms. They are rather skilled with weapon but prefer to use the bow in any combat situation.

The UAB 1 falls under two categories; one as the lowliest of brigands (under a bully such as the MFB 1) or as a peasant forced to flee civilization after failed crops, famine etc.

☐ CHELNI and HODIRI

\* Inferior Weapon

More detailed in the Kaldor Module.

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MEDIUM HORSE PRIEST ☒		MHP 1					STR	12
ARMOUR CLASS		MEDIUM B *					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	70	-	v	v	-	-	DGE	65
MACE	72	11	3/1	6	-	-	CON	65
WHIP	52	9	5/1	2	2	-	INI	65
SICKLE	53	9	1/1	1	4	3	MOB	65
							SPI	56
							ENC	8 (4)
							FR	4 (2)
TEAM INITIATIVE		60		RIDING ML				55

MEDIUM HORSE PRIEST ☒		MHP 2					STR	12
ARMOUR CLASS		MEDIUM C *					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	70	-	v	v	-	-	DGE	65
BROADSWORD	69	12	3/2	3	5	3	CON	65
KNIGHTSHIELD	65	13	1/H	2	-	-	INI	65
DAGGER	53	11	1/1	1	2	4	MOB	65
							SPI	56
							ENC	8 (4)
							FR	4 (2)
TEAM INITIATIVE		60		RIDING ML				55

UNARMOURED PRIEST ☒		UAP 1					STR	11
ARMOUR CLASS		UNARMOURED G					DEX	15
WEAPON	ML	WQ	A/D	B	E	P	AGI	14
UNARMED	75	-	v	v	-	-	DGE	80
DAGGER	85	11	1/1	1	2	4	CON	70
							INI	85
							MOB	80
							SPI	56
							ENC	2
							FR	1
TEAM INITIATIVE		-		RIDING ML				-

UNARMOURED PRIEST ☒		UAP 2					STR	10
ARMOUR CLASS		UNARMOURED D					DEX	10
WEAPON	ML	WQ	A/D	B	E	P	AGI	10
UNARMED	35	-	v	v	-	-	DGE	55
STAFF	45	11	4/3	4	-	-	CON	45
							INI	45
							MOB	55
							SPI	56
							ENC	2
							FR	1
TEAM INITIATIVE		-		RIDING ML				-

- ☒ AGRİK PRIEST
- \* OFTEN USE UNARMOURED D

This is usually a Heruchai of the Church.  
MHP 1 is more detailed in Gods of Harn and HMReligion.

- ☒ LARANI PRIEST
- \* OFTEN USE UNARMOURED D

This is usually a Matakaea of the Church.  
MHP 2 is more detailed in Gods of Harn and HMReligion

- ☒ NAVEH PRIEST

This is usually a Sungai of the Church.  
UAP 1 is more detailed in Gods of Harn and HMReligion.

- ☒ PEONI FRIAR

UAP 2 is more detailed in Gods of Harn and HMReligion.

Other priests fall under the various Town Person categories (see below).

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MEDIUM HORSE HUSCARL		MFH 1					STR	13
ARMOUR CLASS		MEDIUM A					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	51	-	v	v	-	-	DGE	65
BATTLEAXE	68	12	4/2	5	8	-	CON	70
ROUNDSHIELD	71	13	1/R	2	-	-	INI	70
BROADSWORD	70	12	3/2	4	6	4	MOB	65
DAGGER	58	11	1/1	1	2	4	SPI	38
							ENC	10 (5)
							FR	5 (3)
TEAM INITIATIVE		63		RIDING ML				55

MEDIUM HORSE HUSCARL		MFH 2					STR	14
ARMOUR CLASS		MEDIUM C					DEX	13
WEAPON	ML	WQ	A/D	B	E	P	AGI	13
UNARMED	54	-	v	v	-	-	DGE	70
BATTLEAXE	73	12	4/2	5	8	-	CON	75
ROUNDSHIELD	77	14	1/B	2	-	-	INI	75
BROADSWORD	75	12	3/2	4	6	4	MOB	70
DAGGER	63	11	1/1	1	2	4	SPI	38
JAVELIN	58	10	3/1	3	-	6	ENC	8 (4)
							FR	4 (2)
TEAM INITIATIVE		67		RIDING ML				55

MEDIUM FOOT VIKING		MFV 1					STR	12
ARMOUR CLASS		MEDIUM A					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	46	-	v	v	-	-	DGE	65
SPEAR	69	11	4/2	4	-	6	CON	65
ROUNDSHIELD	71	13	1/B	2	-	-	INI	65
HANDAXE	59	11	2/1	4	6	4	MOB	65
SHORKANA	59	10	1/1	4	6	-	SPI	38
DAGGER	54	11	1/1	1	2	4	ENC	10
							FR	5
TEAM INITIATIVE		-		RIDING ML				-

LIGHT FOOT VIKING		LFV 1					STR	12
ARMOUR CLASS		LIGHT D					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	43	-	v	v	-	-	DGE	60
SPEAR	66	11	4/2	4	-	6	CON	65
ROUNDSHIELD	66	13	1/B	2	-	-	INI	60
HANDAXE	55	11	2/1	4	6	4	MOB	60
SHORTBOW (60)	55	10	-	-	-	-	SPI	38
DAGGER	49	11	1/1	1	2	4	ENC	6
							FR	3
TEAM INITIATIVE		-		RIDING ML				-

In Orbaal (and Ivinia) the best males trained in arms are named huscarls and they are the equivalent of the Feudal Knight. They are usually stationed as guards on the Thrans and as bodyguards to the Valhakar. The often dismount before engaging in combat and many of them are berserks.

The MFH 2 is another version of MFH 1.

MFV 1 is the typical Orbaalese/Ivinian able-bodied warrior (almost all males fall under this category) who are the main bulk of the warriors in the Viking Society. They are more skilled than their counterparts in more “civilized” kingdoms. Some are berserks.

LFV 1 is another version then MFV 1. The LFV 1 is the regular unit of Orbaal.

# NON PLAYER CHARACTERS

SINDARIN RANGER		SR 1					STR	12
ARMOUR CLASS		LIGHT B					DEX	16
WEAPON	ML	WQ	A/D	B	E	P	AGI	16
UNARMED	62	-	v	v	-	-	DGE	90
HARTBOW (100) *	87	14	-	-	-	-	CON	75
BROADSWORD *	85	15	3/2	3	5	3	INI	90
LONGKNIFE *	80	14	2/2	1	3	5	MOB	95
							SPI	56
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

SINDARIN KNIGHT		SK 1					STR	13
ARMOUR CLASS		HEAVY C *					DEX	15
WEAPON	ML	WQ	A/D	B	E	P	AGI	15
UNARMED	59	-	v	v	-	-	DGE	85
LANCE *	83	14	5/1	4	-	9	CON	85
KNIGHTSHIELD *	87	17	1/H	2	-	-	INI	85
BROADSWORD *	92	15	3/2	4	6	4	MOB	90
LONGKNIFE *	73	14	2/2	1	3	5	SPI	56
							ENC	8 (4)
							FR	4 (2)
TEAM INITIATIVE		91 (101)					RIDING ML	95

HEAVY FOOT KHUZDUL		HFK 1					STR	17
ARMOUR CLASS		HEAVY E *					DEX	13
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	66	-	v	v	-	-	DGE	65
BATTLEAXE *	92	15	4/2	6	9	6	CON	95
ROUNDSHIELD *	85	17	1/R	2	-	3	INI	85
BROADSWORD *	80	16	3/2	5	7	5	MOB	65
DAGGER *	75	15	1/1	1	2	4	SPI	41
							ENC	8
							FR	4
TEAM INITIATIVE		-					RIDING ML	-

MEDIUM FOOT KHUZDUL		MFK 1					STR	15
ARMOUR CLASS		MEDIUM F *					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	61	-	v	v	-	-	DGE	65
SPEAR *	79	14	4/2	5	-	7	CON	85
ROUNDSHIELD *	75	17	1/R	2	-	3	INI	80
BROADSWORD *	75	15	3/2	4	6	4	MOB	65
SHORTBOW (80) *	64	13	-	-	-	-	SPI	41
DAGGER *	70	14	1/1	1	2	4	ENC	8
							FR	4
TEAM INITIATIVE		-					RIDING ML	-

\* Superior Weapon

The Sindarin Ranger is the regular trooper of the Sindarin "Army". The Hartbow is very powerful composite shortbow of superior quality and range. The reason the Sindar has no standing army is because Shava Forrest, where they live, does not need regular troops to defend it. The ranger is best suited to fight in those woods than any other race (or unit).

\* Superior Weapon and Armour

The Sindarin Knight is a title bestowed upon worthy warriors. They are equipped as other knights on the island but wear superior and light armour. The Sindar Knight is a rare and fearless soldier.

\* Superior Weapon and Armour

The Heavy Foot units of the Khuzdul are members of clan Hurenfal and are named the High Guard. They are an elite body of warriors and the equivalent of a feudal knight since the Khuzdul does not ride. They are the probably the most powerful fighting unit on Harn.

\* Superior Weapon and Armour

The Medium Foot units of the Khuzdul are members of clan Kuhrdin and are named the Low Guard. They comprise the bulk of the Khuzan army and outnumber the High Guard three to one. Compared to other units across Harn they are elite warriors. Clansmen (including females) of the Khuzdul are trained in arms and use light or medium armours. Their MLs are probably ten (10) less than the MFK 1.

# NON PLAYER CHARACTERS

TOWN MILITIA		TM 1					STR	11
ARMOUR CLASS		LIGHT A					DEX	10
WEAPON	ML	WQ	A/D	B	E	P	AGI	10
UNARMED	38	-	v	v	-	-	DGE	55
SPEAR	49	11	4/2	4	-	6	CON	50
ROUNDSHIELD	50	13	1/R	2	-	-	INI	45
STICK	55	8	2/1	3	-	-	MOB	55
							SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

RURAL MILITIA		RM 1					STR	10
ARMOUR CLASS		UNARMoured B					DEX	10
WEAPON	ML	WQ	A/D	B	E	P	AGI	10
UNARMED	35	-	v	v	-	-	DGE	55
SPEAR	40	11	4/2	4	-	6	CON	45
SHORTBOW (60)	35	10	-	-	-	-	INI	45
DAGGER	40	11	1/1	1	2	4	MOB	55
							SPI	38
							ENC	2
							FR	1
TEAM INITIATIVE		-					RIDING ML	-

LIA-KAVAIR THUG		L-K 1					STR	13
ARMOUR CLASS		LIGHT C					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	58	-	v	v	-	-	DGE	65
CLUB	65	9	3/1	4	-	-	CON	65
DAGGER	58	11	1/1	1	2	4	INI	60
BUCKLER	58	13	1/B	1	-	-	MOB	65
CROSSBOW (40) <input type="checkbox"/>	53	9	-	-	-	-	SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

LIA-KAVAIR THIEF		L-K 2					STR	10
ARMOUR CLASS		UNARMoured G					DEX	13
WEAPON	ML	WQ	A/D	B	E	P	AGI	13
UNARMED	57	-	v	v	-	-	DGE	70
DAGGER	57	11	1/1	1	2	4	CON	50
							INI	60
							MOB	70
							SPI	38
							ENC	2
							FR	1
TEAM INITIATIVE		-					RIDING ML	-

The Town Militia is the standard militia for cities, towns and castles. They consist of free men; guildsmen, labourers, farmers etc. who do service for the local lord in exchange for protection. Usually they train twice a year in the summer.

The Rural Militia is poorer and lighter equipped than the Town Militia. They consist of serfs of various rank and are the main bulk of the feudal defending army. Not many of the militia venture abroad on foreign campaigns. Usually they train once a year in the summer.

## ☐ Optional Weapon

The classical thug is a brute specialized in extortion and racketeering. They will do almost anything for money as long as it lies in their interest and isn't too dangerous. They are the foremost "troop" of the guild of the Lia-Kavair.

The Lia-Kavair or thief is not a combat unit but more specialized in stealth and mobility. A few of the thieves are trained as assassins. Increase each ML for dagger by fifteen (15) and ten (10) for the others when creating an assassin.

# NON PLAYER CHARACTERS

TRIBESMAN ☒		TRB 2					STR	11
ARMOUR CLASS		LIGHT B					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	43	-	v	v	-	-	DGE	60
SPEAR*	54	10	4/2				CON	60
HATCHET *	49	8	1/1	4	5	-	INI	60
SHORTBOW (40)	49	10	-	-	-	-	MOB	60
							SPI	38
							ENC	4
							FR	2
TEAM INITIATIVE		- RIDING ML						-

TRIBESMAN ☒		TRB 3					STR	11
ARMOUR CLASS		LIGHT B					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	43	-	v	v	-	-	DGE	60
HANDAXE *	54	10	2/1	4	6	4	CON	60
ROUNDSHIELD *	55	12	1/R	2	-	-	INI	60
JAVELIN *	49	9	3/1				MOB	60
							SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		- RIDING ML						-

LIGHT GLADIATOR		LGR 1					STR	12
ARMOUR CLASS		LIGHT K					DEX	13
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	70	-	v	v	-	-	DGE	65
TRIDENT	67	12	4/3	4	-	4	CON	70
BUCKLER	70	13	1/B	1	-	3	INI	70
SHORTSWORD	70	11	2/1	3	5	4	MOB	65
NET	54	9	4/0	2	-	-	SPI	38
DAGGER	65	11	1/1	1	2	4	ENC	8
							FR	4
TEAM INITIATIVE		- RIDING ML						-

MEDIUM GLADIATOR		MGR 1					STR	13
ARMOUR CLASS		MEDIUM B					DEX	14
WEAPON	ML	WQ	A/D	B	E	P	AGI	13
UNARMED	75	-	v	v	-	-	DGE	70
BATTLEAXE	72	11	4/2	5	8	5	CON	75
NET	62	9	4/0	2	-	-	INI	75
FALCHION	70	11	3/1	4	6	1	MOB	70
DAGGER	70	11	1/1	1	2	4	SPI	38
							ENC	8
							FR	4
TEAM INITIATIVE		- RIDING ML						-

- ☒ ANOA, PAGAE LIN and TAE L D A
- \* Inferior Weapon

Anoa and Taelda are more detailed in the Orbaal module.

Pagaelin is more detailed in the old Chybisa module.

- ☒ EQUANI, URDU and YMODI
- \* Inferior Weapon

Ymodi is more detailed in the Orbaal module.

Equani and Udru are more detailed in the Rethem module.

The Light Gladiator or common gladiator is a good warrior with skills in several “entertaining” combat techniques. They are not heavily armed and prefer to fight with more artistry than any other unit.

More detailed in the Pamesani Games article in the Tharda module.

The opposite of the light gladiator, the MGR 1 is a combat machine used mostly in slaughters on slaves and beasts on the Pamesani arenas. They will however from time to time be used in combat between nobles, mercantylers etc. who does not wish to fight for themselves but rather use a champion for their cause.

# NON PLAYER CHARACTERS

TRIBESMAN ☒		TRB 4					STR	12
ARMOUR CLASS		LIGHT B					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	43	-	v	v	-	-	DGE	60
SPEAR *	59	10	4/2	4	-	6	CON	65
HATCHET *	49	8	1/1	4	5	-	INI	60
SHORTBOW (60)	49	10	-	-	-	-	MOB	60
ROUNDSHIELD * ☐	54	12	1/R	2	-	-	SPI	38
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

TRIBESMAN ☒		TRB 5					STR	13
ARMOUR CLASS		LIGHT B					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	54	-	v	v	-	-	DGE	65
BATTLEAXE *	67	11	4/2	5	8	5	CON	75
HATCHET *	63	8	1/1	4	5	-	INI	70
SHORTSWORD ☐	58	11	2/1	3	5	4	MOB	65
							SPI	38
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

TRIBESMAN ☒		TRB 6					STR	12
ARMOUR CLASS		LIGHT B					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	46	-	v	v	-	-	DGE	65
HANDAXE	63	11	2/1	4	6	4	CON	65
ROUNDSHIELD	65	13	1/R	2	-	-	INI	65
DAGGER	58	11	1/1	1	2	4	MOB	65
JAVELIN	53	10	3/1	3	-	7	SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

HUNTER (FORRESTER)		HUN 1					STR	11
ARMOUR CLASS		LIGHT G					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	41	-	v	v	-	-	DGE	65
SHORTBOW (60)	63	10	-	-	-	-	CON	60
HANDAXE	58	11	2/1	4	6	4	INI	65
DAGGER	53	11	1/1	1	2	4	MOB	65
							SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

- ☒ TULWYN REGULAR
- \* Inferior Weapon
- ☐ Optional Weapon

More information in the Kaldor module.

- ☒ TULWYN TURENKEMRI
- \* Inferior Weapon
- ☐ Optional Weapon (loot)

More information in the Kaldor module.

- ☒ KUBORA

More information in the Rethem module.

The hunter is a very regular unit amongst the nobles who takes pleasure hunting in the wild woods of Harn. While there are a few unemployed hunters most of them are hired by nobles to whom they are a valuable aid.

The kings of the Feudal Kingdoms with Forest Laws have appointed guardians to keep watch over their forests and quarry. Many of the foresters are quite overzealous and use more force than necessary. They are greatly feared by poachers.

# NON PLAYER CHARACTERS

TOWN PERSON ☒		TWP 1						STR	10
ARMOUR CLASS		UNARMoured D						DEX	10
WEAPON	ML	WQ	A/D	B	E	P	AGI		
UNARMED	35	-	v	v	-	-	DGE	55	
STAFF	30	11	4/3	4	-	-	CON	45	
KNIFE	35	10	1/0	0	1	4	INI	45	
							MOB	55	
							SPI	38	
							ENC	2	
							FR	1	
TEAM INITIATIVE		-						RIDING ML	-

TOWN PERSON ☒		TWP 2						STR	11
ARMOUR CLASS		UNARMoured E						DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI		
UNARMED	38	-	v	v	-	-	DGE	60	
STICK	49	8	2/1	3	-	-	CON	50	
KNIFE	38	10	1/0	0	1	4	INI	50	
							MOB	60	
							SPI	38	
							ENC	2	
							FR	1	
TEAM INITIATIVE		-						RIDING ML	-

TOWN PERSON ☒		TWP 3						STR	12
ARMOUR CLASS		UNARMoured F						DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI		
UNARMED	41	-	v	v	-	-	DGE	65	
HATCHET	44	9	1/1	4	5	-	CON	55	
DAGGER	41	11	1/1	1	2	4	INI	55	
BROADSWORD ☐	46	12	3/2	3	5	3	MOB	65	
							SPI	38	
							ENC	2	
							FR	1	
TEAM INITIATIVE		-						RIDING ML	-

BEGGAR		BEG 1						STR	9
ARMOUR CLASS		UNARMoured A						DEX	9
WEAPON	ML	WQ	A/D	B	E	P	AGI		
UNARMED	32	-	v	v	-	-	DGE	50	
STICK	41	8	2/1	3	-	-	CON	40	
							INI	40	
							MOB	50	
							SPI	38	
							ENC	2	
							FR	1	
TEAM INITIATIVE		-						RIDING ML	-

- ☒ URBAN POOR, CLOTHIER, SCRIBE, LEXIGRAPHER etc.

Some of these can be involved in the Town Militia (and have those skills).

- ☒ HIDEWORKER, MILLER, INNKEEPER, LABOURER etc.

Some of these can be involved in the Town Militia (and have those skills).

- ☒ CHARCOALER, METALSMITH, WEAPONCRAFTER, MASON etc.  
☐ Optional Weapon (Weaponcrafter)

Some of these can be involved in the Town Militia (and have those skills).

The lowliest of the Urban Poor is the beggar. Beggars are a miserable lot often on the verge of starvation. A few however has managed to keep a good contact with the Lia-Kavair and are their “eyes”.

# NON PLAYER CHARACTERS

SEAMAN		SEA 1					STR	12
ARMOUR CLASS		LIGHT A					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	59	-	v	v	-	-	DGE	65
CLUB	70	9	3/1	4	-	-	CON	65
DAGGER	65	11	1/1	1	2	4	INI	60
							MOB	65
							SPI	38
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

The SEA 1 is an able-bodied seaman who has lived at sea for several years. They are quite adept and can if necessary fight. The rather high ML on the Unarmed skill is because of all those bar brawls...

TRAPPER		TRA 2					STR	10
ARMOUR CLASS		LIGHT B					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	38	-	v	v	-	-	DGE	60
STICK	65	8	2/1	3	-	-	CON	50
KNIFE	55	10	1/0	0	1	4	INI	55
							MOB	60
							SPI	38
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

The trapper is a solitary individual who preys on small ferrets, rabbits and the like in the woodlands across the island. The stick is used to kill the animal and the knife to work the hide/skin.

TRIBESMAN ✕		TWP 3					STR	11
ARMOUR CLASS		UNARMoured L					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	38	-	v	v	-	-	DGE	60
SPEAR *	54	10	4/2	4	-	6	CON	60
KNIFE *	49	9	1/0	0	1	4	INI	60
BUCKLER *	60	12	1/b	1	-	-	MOB	60
							SPI	38
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

✕ ADAENUM, KAMAKI and CHYMAK  
\* Inferior Weapon

Adaenum and Kamaki are more detailed in the Kanday module.

Chymak is more detailed in the Melderyn Module.

TRIBESMAN ✕		BEG 1					STR	11
ARMOUR CLASS		UNARMoured J					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	38	-	v	v	-	-	DGE	60
SHORTBOW (40)	54	10	-	-	-	-	CON	60
HATCHET *	49	8	1/1	4	5	-	INI	60
SPEAR *	54	10	4/2	4	-	6	MOB	60
							SPI	38
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

✕ BUJOC, GOZYDA, KABLOQUI, KATH and SOLORI  
\* Inferior Weapon

Bujoc is more detailed in the old Chybis module.

Gozyda is more detailed in the Tharda module.

Kath is more detailed in the Kaldor module.

Kabloqui is more detailed in the Rethem module (Equani).

Solori is more detailed in the Melderyn module.

# NON PLAYER CHARACTERS

GARGU-ARAK REGULAR		GRN 1					STR	9
ARMOUR CLASS		UNARMoured J					DEX	10
WEAPON	ML	WQ	A/D	B	E	P	AGI	10
UNARMED	32	-	v	v	-	-	DGE	55
SHORTBOW (40)	60	10	-	-	-	-	CON	50
MANKAR *	40	10	2/1	2	5	0	INI	60
BUCKLER *	40	12	1/B	1	-	-	MOB	65
							SPI	23
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

GARGU-ARAK ELITE		GRN 2					STR	10
ARMOUR CLASS		UNARMoured L					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	38	-	v	v	-	-	DGE	60
SPEAR *	50	10	4/2	4	-	6	CON	55
MANKAR *	40	10	2/1	2	5	0	INI	60
BUCKLER *	45	12	1/B	1	-	-	MOB	70
SHORTBOW (60)	50	10	-	-	-	-	SPI	23
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

GARGU-KYANI REGULAR		GRN 3					STR	10
ARMOUR CLASS		LIGHT B					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	38	-	v	v	-	-	DGE	60
MANKAR	45	11	2/1	2	5	0	CON	55
ROUNDSHIELD	40	13	1/R	2	-	-	INI	60
SLING	45	9	-	-	-	-	MOB	60
							SPI	23
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

GARGU-KYANI ELITE		GRN 4					STR	11
ARMOUR CLASS		LIGHT H					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	43	-	v	v	-	-	DGE	60
SPEAR	50	11	4/2	4	-	6	CON	60
ROUNDSHIELD	50	13	1/R	2	-	-	INI	65
MANKAR	40	11	2/1	2	5	0	MOB	65
JAVELIN	40	10	3/1	2	-	6	SPI	23
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

\* Inferior Weapon

Gargu-Arak is known as the small or streaked orc.

For more information see Nasty, Brutish and Short.

May lack protection on the legs (65%)

\* Inferior Weapon

Gargu-Arak is known as the small or streaked orc.

For more information see Nasty, Brutish and Short.

May lack protection on the legs (65%)

Gargu-Kyani is known as the white orc.

For more information see Nasty, Brutish and Short.

May lack protection on the legs (65%)

Gargu-Kyani is known as the white orc.

For more information see Nasty, Brutish and Short.

May lack protection on the legs (65%)

# NON PLAYER CHARACTERS

GARGU-HYEKA REGULAR		GRN 5					STR	11
ARMOUR CLASS		LIGHT A					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	38	-	v	v	-	-	DGE	60
MANKAR *	50	12	2/1	2	5	0	CON	60
ROUNDSHIELD *	50	14	1/R	2	-	-	INI	60
JAVELIN *	45	11	3/1	2	-	6	MOB	60
							SPI	23
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

GARGU-HYEKA ELITE		GRN 6					STR	12
ARMOUR CLASS		MEDIUM A					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	46	-	v	v	-	-	DGE	60
MANKAR *	60	12	4/2	4	-	6	CON	65
ROUNDSHIELD *	55	14	1/B	2	-	-	INI	65
DAGGER *	45	11	1/1	1	2	4	MOB	60
							SPI	23
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

GARGU-VIASAL REGULAR		GRN 7					STR	12
ARMOUR CLASS		LIGHT A					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	46	-	v	v	-	-	DGE	60
HANDAXE	55	11	2/1	4	6	4	CON	65
ROUNDSHIELD	55	13	1/R	2	-	-	INI	60
JAVELIN	50	10	3/1	3	-	7	MOB	60
							SPI	23
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

GARGU-VIASAL ELITE		GRN 8					STR	13
ARMOUR CLASS		MEDIUM B					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	49	-	v	v	-	-	DGE	65
SPEAR	65	11	4/2	4	-	6	CON	70
ROUNDSHIELD	60	13	1/R	2	-	-	INI	65
MANKAR	55	11	2/1	3	6	0	MOB	65
							SPI	23
							ENC	8
							FR	4
TEAM INITIATIVE		-					RIDING ML	-

\* Superior Weapon

Gargu-Hyeka is known as the common or brown orc.

For more information see Nasty, Brutish and Short.

May lack protection on the legs (65%)

\* Superior Weapon

Gargu-Hyeka is known as the common or brown orc.

For more information see Nasty, Brutish and Short.

Gargu-Viasal is known as the red orc.

For more information see Nasty, Brutish and Short.

Gargu-Viasal is known as the red orc.

For more information see Nasty, Brutish and Short.

# NON PLAYER CHARACTERS

GARGU-KHANU REGULAR		GRN 9					STR	14
ARMOUR CLASS		MEDIUM A					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	46	-	v	v	-	-	DGE	60
HANDAXE	60	11	2/1	4	6	4	CON	75
ROUNDSHIELD	65	14	1/R	2	-	3	INI	65
MANKAR	55	11	2/1	3	6	0	MOB	60
							SPI	23
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

GARGU-KHANU ELITE		GRN 10					STR	16
ARMOUR CLASS		MEDIUM C					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	51	-	v	v	-	-	DGE	65
MANG	75	10	3/2	4	6	0	CON	85
ROUNDSHIELD	65	14	1/R	2	-	3	INI	70
MANKAR	60	11	2/1	3	6	0	MOB	65
							SPI	23
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

SHEK-PVAR ☒		SP 1					STR	11
ARMOUR CLASS		LIGHT G					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	38	-	v	v	-	-	DGE	60
SHORTSWORD *	45	11	2/1	2	4	4	CON	55
KNIFE	40	10	1/0	0	1	4	INI	55
BROADSWORD ☐	49	12	3/2	3	5	3	MOB	60
							SPI	62
							ENC	4
							FR	2
TEAM INITIATIVE		-					RIDING ML	-

SHEK-PVAR ☒		SP 2					STR	10
ARMOUR CLASS		UNARMoured D					DEX	10
WEAPON	ML	WQ	A/D	B	E	P	AGI	10
UNARMED	35	-	v	v	-	-	DGE	55
STAFF	35	11	4/3	4	-	-	CON	45
KNIFE	40	10	1/0	0	1	4	INI	45
							MOB	55
							SPI	62
							ENC	2
							FR	1
TEAM INITIATIVE		-					RIDING ML	-

Gargu-Khanu is known as the great or black orc.

For more information see Nasty, Brutish and Short.

Gargu-Khanu is known as the great or black orc.

For more information see Nasty, Brutish and Short.

- ☒ PELEAHN and JMORVI
- ☐ Optional Weapon (PELEAHN)
- \* JMORVI Enchanted

The Secret order of the Shek-Pvar is a loose society of mages of the six convocations. Two are more combat inclined than the others, Peleahn and Jmorvi. The statistics to the left are for a Shenava.

Their average Spell ML is 60+1d20 for 1d10+10 convocation spells.

- ☒ LYAHVI, FYVRIA, ODIVSHE and SAVORIA

The Secret order of the Shek-Pvar is a loose society of mages of the six convocations. These are the other four (two above). The statistics to the left are for a Shenava.

Their average Spell ML is 60+1d20 for 1d10+10 convocation spells.

# NON PLAYER CHARACTERS

JARIN KNIGHT		JKT 1					STR	13
ARMOUR CLASS		MEDIUM D					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	41	-	v	v	-	-	DGE	65
LANCE	69	11	5/1	4	-	9	CON	75
ROUNDSHIELD	65	13	1/R	2	-	-	INI	75
BROADSWORD	65	12	3/2	4	6	4	MOB	65
DAGGER	60	11	1/1	1	2	4	SPI	38
							ENC	10 (5)
							FR	5 (3)
TEAM INITIATIVE		65 (75)		RIDING ML				71

The Jarin knight is a rare unit who lives near or in Jarin settlements usually as manorlords themselves. Only a handful of them could be found in any company of Jarin soldiers.

JARIN LIGHT FOOT		JLF 1					STR	12
ARMOUR CLASS		LIGHT E					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	38	-	v	v	-	-	DGE	60
SPEAR	59	11	4/2	4	-	6	CON	65
ROUNDSHIELD	60	13	1/R	2	-	-	INI	60
DAGGER	53	11	1/1	1	2	4	MOB	60
SHORTBOW (60)	54	10	-	-	-	-	SPI	38
							ENC	4
							FR	2
TEAM INITIATIVE		-		RIDING ML				-

The common Jarin fighter guarding the few Jarin held strongholds, is the only regular unit in Orbaal. They are rather well equipped but are slightly inferior to their Ivinian conquerors.

JARIN UNARMoured		JUA 1					STR	10
ARMOUR CLASS		UNARMoured B					DEX	10
WEAPON	ML	WQ	A/D	B	E	P	AGI	10
UNARMED	35	-	v	v	-	-	DGE	55
SPEAR	44	11	4/2	4	-	6	CON	45
STICK	45	8	2/1	3	-	-	INI	45
KNIFE	40	10	1/0	0	1	4	MOB	55
							SPI	38
							ENC	2
							FR	1
TEAM INITIATIVE		-		RIDING ML				-

The militia trained by some of the more Jarin friendly Ivinian overlords. The Jarin Unarmoured foot is also the main bulk of any Jarin "army".

JARIN REBELL		RBL 1					STR	12
ARMOUR CLASS		LIGHT H					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	41	-	v	v	-	-	DGE	65
BROADSWORD	65	12	3/2	3	5	3	CON	65
ROUNDSHIELD	58	13	1/R	2	-	-	INI	65
DAGGER	53	11	1/2	1	2	4	MOB	70
STAFF SLING	53	10	-	-	-	-	SPI	46 #
							ENC	6
							FR	3
TEAM INITIATIVE		-		RIDING ML				-

# Headquarters near Godstone (stimulates)

The Jarin Rebels near Gedan are mainly trained in hit and run tactics combined from time to time with the Light Foot Jarin soldier.

For more information see Gedan in the Orbaal module.

# NON PLAYER CHARACTERS

SAPPER		SAP 1					STR	11
ARMOUR CLASS		LIGHT I					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	13
UNARMED	41	-	v	v	-	-	DGE	70
SHORTSWORD	53	11	2/1	2	4	4	CON	60
BUCKLER	53	13	1/B	1	-	-	INI	65
DAGGER	46	11	1/1	1	2	4	MOB	70
							SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

HERDSMAN		HRD 1					STR	10
ARMOUR CLASS		UNARMoured C					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	10
UNARMED	38	-	v	v	-	-	DGE	55
STAFF	49	11	4/3	4	-	-	CON	45
SLING	43	9	-	-	-	-	INI	50
KNIFE	38	10	1/0	0	1	4	MOB	55
							SPI	38
							ENC	2
							FR	1
TEAM INITIATIVE		-					RIDING ML	-

SWORDMASTER <input type="checkbox"/>		SWM 1					STR	13
ARMOUR CLASS		MEDIUM C *					DEX	15
WEAPON	ML	WQ	A/D	B	E	P	AGI	14
UNARMED	35	-	v	v	-	-	DGE	75
BROADSWORD *	85	15	3/2	4	6	4	CON	75
ROUNDSHIELD *	80	16	1/R	2	-	3	INI	90
KELTAN *	70	14	1/2	2	0	3	MOB	80
							SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

MARKSMAN <input type="checkbox"/>		MRK 1					STR	12
ARMOUR CLASS		LIGHT G					DEX	15
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	41	-	v	v	-	-	DGE	65
LONGBOW (100) *	85	15	-	-	-	-	CON	65
BROADSWORD	65	12	3/2	3	5	3	INI	75
DAGGER	60	11	1/1	1	2	4	MOB	65
							SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

The Sapper is not a soldier but must still know how to fight if necessary. The sapper is specialized in digging tunnels and destroying buildings and walls in the time of war. They are a very valuable aid during sieges.

The Herdsman is either free or serf. The staff and sling is used to defend the herds from wolves, foxes and the like.

☐ Optional CHARACTER  
\* Superior Weapon and Armour

A Swordmaster is an exceptional fighter who has earned the respect of Kings and greater lords. They are allowed to carry chivalric weapons and armour. The Swordmaster can usually be found as bodyguards to rich nobles or guildsmen.

Some may use bows but this is rare.

☐ Optional CHARACTER  
\* Superior Weapon

The Marksman is a usually a yeoman who has shown impressive skill with the longbow. They are usually in the employ of nobles fond of the archery competition.

# NON PLAYER CHARACTERS

TEAMSTER		TEA 1					STR	11
ARMOUR CLASS		LIGHT B					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	10
UNARMED	41	-	v	v	-	-	DGE	55
SPEAR	54	11	4/2	4	-	6	CON	55
ROUNDSHIELD	51	13	1/R	2	-	-	INI	50
WHIP	53	9	5/1	2	2	-	MOB	55
KNIFE	39	10	1/0	0	1	4	SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	59

BOUNTY HUNTER <input type="checkbox"/>		BH 1					STR	12
ARMOUR CLASS		LIGHT J					DEX	14
WEAPON	ML	WQ	A/D	B	E	P	AGI	13
UNARMED	68	-	V	v	-	-	DGE	70
SPEAR	72	11	4/2	4	-	6	CON	65
BUCKLER	75	13	1/B	1	-	-	INI	75
NET	62	9	4/0	2	-	-	MOB	70
SHORTSWORD	70	11	2/1	3	5	4	SPI	38
DAGGER	62	11	1/1	1	2	4	ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

CARAVAN MASTER		CMSR 1					STR	14
ARMOUR CLASS		MEDIUM F					DEX	13
WEAPON	ML	WQ	A/D	B	E	P	AGI	12
UNARMED	65	-	v	v	-	-	DGE	65
FALCHION	75	11	3/1	4	6	1	CON	75
BUCKLER	70	13	1/B	1	-	-	INI	75
DAGGER	60	11	1/1	1	2	4	MOB	65
WHIP	59	9	5/1	2	2	-	SPI	38
							ENC	10 (5)
							FR	5 (3)
TEAM INITIATIVE		70					RIDING ML	65

CARAVAN GUARD <input type="checkbox"/>		CGRD 1					STR	13
ARMOUR CLASS		MEDIUM C					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	41	-	v	v	-	-	DGE	60
LONGBOW (100)	74	11	-	-	-	-	CON	70
SHORTSWORD	69	11	2/1	3	5	4	INI	70
BUCKLER	69	13	1/B	1	-	-	MOB	60
DAGGER	58	11	1/1	1	2	4	SPI	38
							ENC	8
							FR	4
TEAM INITIATIVE		-					RIDING ML	-

The teamster is a regular sight on the roads on Harn. They are not soldiers but are quite adept fighters when defending their goods. Teamsters can be found in all kingdoms and in many caravans.

## ☐ Optional CHARACTER

The Bounty Hunter is a rare occupation only for those with high skills in both tracking and intrigue. Many are former mercenaries who find the “collecting” more rewarding than the average soldiers pay. Many Bounty Hunters have made themselves quite the name and are eagerly sought after (by the rich, authorities etc.).

The Caravan Master is often an experienced soldier who has been presented with the opportunity to guide and lead the various caravans crossing the murky roads of Harn. They are rough and stern, a must if the goods are to be delivered. They are fully aware of the threats living or lurking near the trails and roads.

## ☐ Optional CHARACTER

Some of the more experienced Caravan masters has deemed it wise to hire a few Caravan Guards that are better experienced and equipped than the average soldier. Many of the Caravan Guards on Harn hail from Shorkyne and the Karethan Plains. The reason they left the army is because this job pays more and takes them to places they have never seen before. There are never a more than one or two handful of these in any caravan.

# NON PLAYER CHARACTERS

UNARMoured PEASANT		UP 1					STR	9
ARMOUR CLASS		UNARMoured A					DEX	9
WEAPON	ML	WQ	A/D	B	E	P	AGI	9
UNARMED	32	-	v	v	-	-	DGE	50
KNIFE	32	10	1/0	0	1	4	CON	40
							INI	40
							MOB	50
							SPI	38
							ENC	2
							FR	1
TEAM INITIATIVE		- RIDING ML						-

UNARMoured PEASANT		UP 2					STR	10
ARMOUR CLASS		UNARMoured C					DEX	10
WEAPON	ML	WQ	A/D	B	E	P	AGI	10
UNARMED	35	-	v	v	-	-	DGE	55
KNIFE	35	10	1/0	0	1	4	CON	45
							INI	45
							MOB	55
							SPI	38
							ENC	2
							FR	1
TEAM INITIATIVE		- RIDING ML						-

TOWN GUARD		TWNG 1					STR	11
ARMOUR CLASS		LIGHT C					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	48	-	v	v	-	-	DGE	60
SPEAR	59	11	4/2	4	-	6	CON	60
STICK	60	8	2/1	3	-	-	INI	60
KNIFE	49	10	1	0	1	4	MOB	60
ROUNDSHIELD <input type="checkbox"/>	54	13	1/R	2	-	-	SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		- RIDING ML						

TOWN GUARD OFFICER		TWNG 2					STR	12
ARMOUR CLASS		LIGHT H					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	55	-	v	v	-	-	DGE	60
FALCHION	60	11	3/1	4	6	1	CON	65
DAGGER	54	11	1/1	1	2	4	INI	65
ROUNDSHIELD <input type="checkbox"/>	59	13	1/R	2	-	-	MOB	60
							SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		- RIDING ML						-

The most usual person in the medieval society is the rural peasant. They are usually unarmed but do carry smaller pieces of weapons such as the knife. Some carry sticks instead. When in the militia, use the RM 1 instead.

UP is another version of the rural peasant.

## ☐ Optional Weapon

The standard guard patrolling the streets of towns and cities is the town guard. Most these are not expert soldiers but they can fight when necessary. Most of the town guards are only allowed to patrol the streets leaving the wall and castle to professional soldiers. Many of these town guards are corrupt and takes bribes from the local thieves guild (or worse...).

## ☐ Optional Weapon

The officer of the town guard usually commands a manus (five) of soldiers patrolling the nights and days on the streets. Many are crime lords...

# NON PLAYER CHARACTERS

MERCANTYLER		MRCT 1					STR	12
ARMOUR CLASS		UNARMoured I					DEX	11
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	41	-	v	v	-	-	DGE	60
SHORTSWORD	55	11	2/1	3	5	4	CON	55
KNIFE	49	10	1/0	0	1	4	INI	50
							MOB	60
							SPI	38
							ENC	2
							FR	1
TEAM INITIATIVE		-					RIDING ML	59

As a tradition of the Mercantylers' Guild all apprentices are learned the prominence of at least one weapon.

LIGHT MAN-AT-ARM		M-A-A 1					STR	12
ARMOUR CLASS		LIGHT J					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	46	-	v	v	-	-	DGE	60
SPEAR	65	11	4/2	4	-	6	CON	65
ROUNDSHIELD	63	13	1/R	2	-	-	INI	65
BROADSWORD	63	12	3/2	3	5	3	MOB	60
DAGGER	55	11	1/1	1	2	4	SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

Men-at-Arms are the lord's trusty friends and followers, ready to fight beside their lord to the death if need be. In feudal kingdoms, men-at-arms are granted a temporary license of arms by their lord that permits them to carry chivalric weapons and wear his colours. Men-at-arms traditionally live in the manorhouse and eat at the lord's table. They may serve as guards, but they are far more than simple soldiers.

MEDIUM MAN-AT-ARM		M-A-A 2					STR	13
ARMOUR CLASS		MEDIUM C					DEX	12
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	49	-	v	v	-	-	DGE	60
SPEAR	69	11	4/2	4	-	6	CON	70
ROUNDSHIELD	67	13	1/R	2	-	-	INI	65
BROADSWORD	67	12	13	4	6	4	MOB	60
DAGGER	60	11	11	1	2	4	SPI	38
							ENC	8
							FR	4
TEAM INITIATIVE		60					RIDING ML	60

Another version of M-A-A 1.

LONGBOW MAN-AT-ARM		M-A-A 3					STR	12
ARMOUR CLASS		LIGHT J					DEX	13
WEAPON	ML	WQ	A/D	B	E	P	AGI	11
UNARMED	46	-	v	v	-	-	DGE	60
LONGBOW (80)	69	11	-	-	-	-	CON	65
BROADSWORD	65	12	3/2	3	5	3	INI	70
DAGGER	60	11	1/1	1	2	4	MOB	60
							SPI	38
							ENC	6
							FR	3
TEAM INITIATIVE		-					RIDING ML	-

Another version of M-A-A 1.