

HÂRNMASTER GOLD CHARACTER PROFILE - MANUAL

By Bill Gant, July 2006

Thank you for downloading the HârnMaster Gold (HMg) Character Profile! I hope you will find it a useful tool for keeping track of your character. If you use a computer during gameplay, you will find that the HMg Character Profile will take all the bother out of maintaining your character's stats, skills, equipment, injuries, and weapons and armour, to name just a few things. That means more time to focus on roleplaying and rolling dice! And if your character has horses, the HMg Character Profile will keep track of them too. Furthermore, if your character is a priest or a Shek-Pvâr, here you will find convenient sheets for maintaining your lists of invocations or spells.

Don't use a computer at the gaming table? No worries! The HMg Character Profile is designed to be printed in colour so you can keep hardcopies in front of you while gaming.

The HMg Character Profile has a few special features that might not be immediately obvious the first time you use it, so please read through this document to get the most out of this utility.

WHAT IS HMg?	2
OVERVIEW	2
BEFORE YOU BEGIN... ..	2
ENABLE MACROS!	2
USING THE HMg CHARACTER PROFILE	3
CLEARING PROFILES	3
1. CHARACTER PROFILE	4
2. COMBAT PROFILE	11
3. ARMOUR PROFILE	18
4. STEEDS PROFILE	22
5. INVOCATION PROFILE.....	27
6. SPELL PROFILE.....	30
TWEAKING THE HMg CHARACTER PROFILE.....	32
PROTECTED PROFILES	32
HIDDEN COLUMNS/ROWS	32
DATA SHEETS	32
VISUAL BASIC PROGRAMS	33

WHAT IS HMg?

While several editions of HârnMaster have been published over the past twenty years, as of this date, the Gold edition (HMg) is the only one officially approved by the author, N. Robin Crossby.

HMg is available for purchase from Keléstia Productions (<http://www.kelestia.com/>).

OVERVIEW

There are six Profiles in the HMg Character Profile:

- | | |
|-----------------------|---|
| 1. Character Profile | Maintains the character's attributes and skills. |
| 2. Combat Profile | Keeps track of your character's equipment load, injuries, penalties and weapons. |
| 3. Armour Profile | Keeps track of your character's armour. |
| 4. Steeds Profile | Keeps track of your character's steeds. Currently, this Profile can keep track of horses only. |
| 5. Invocation Profile | For priest characters, maintains a list of invocations. This Profile also includes space for a religious calendar so your character should never miss mass again! |
| 6. Spell Profile | For Shek-Pvâr characters, maintains a list of spells of all convocations. |

Each Profile takes up only one page when printed. For best results, please print on good quality A4 paper in colour.

There are also seven worksheets with red tabs. These worksheets contain most of the data required by the Profiles. It is generally best to leave these worksheets alone. If you want to make changes to them, first see the section below entitled "Tweaking the HMg Character Profile."

BEFORE YOU BEGIN...

The HMg Character Profile requires Microsoft Excel 2002 or later to work properly. Earlier versions of Excel will work to some extent, but there will be some loss of functionality (e.g. Clear Profile macro, tab colours).

ENABLE MACROS!

The HMg Character Profile uses macros. Therefore, please ensure that your Macro Security Setting is set to no higher than "Medium". To change your Security Setting, follow these steps:

1. On the Menu bar, click on *Tools*.
2. From the menu, click on *Macro*.
3. From the sub-menu that appears next, click on *Security...*
4. Under the *Security Level* tab, ensure the radio button next to Medium is filled.

When you next open the HMg Character Profile, a security warning will appear in Excel and you will be asked whether to enable or disable macros. Please select “Enable Macros”.

Note that there is no need to enable macros if all you plan to do is print the Profiles.

USING THE HMg CHARACTER PROFILE

As a general rule, you can only input data in uncoloured (white) cells in the Profiles. Trying to delete or overwrite values or formulas in a coloured cell will cause a warning message to appear (unless you have *Unprotected* the Profile – see “Tweaking the HMg Character Profile” below).

The following describes the input areas for each Profile. The input cell reference is shown in square brackets.

CLEARING PROFILES

Each of the Profiles features a “Clear Profile” button at the top of the sheet that allows you to clear the Profile so you can start with a fresh sheet. A message will appear when you click on the button asking you to confirm that you really do want to clear the sheet – you cannot Undo this action.

Depending on the contents of the Profile, it can take up to about 10 seconds to clear. Please be patient!

Note that *Locked* cells – generally, any data in coloured cells – will not be cleared. Note also that clearing one Profile will not clear other Profiles.

1. CHARACTER PROFILE

HÄRNMASTER GOLD		Clear Profile
CHARACTER PROFILE		
Player Name:	NPC	
Character Name:	LERUDUS ASH-K'VEEN	
Office / Title / Status:	Savoryan Satia Mavar	

BIRTH/FAMILY		APPEARANCE		PHYSICAL		PERSONALITY	
SPECIES Human	SEX Male	HEIGHT 63"	FRAME Light	WEIGHT 120 lbs	STRENGTH 10	INTELLIGENCE 14 Clever	AURA 16
BIRTHDATE 9 Savôr 694	SUNSIGN Tai	SIZE 5	COMELINESS 10 Average	ENDURANCE 12	DEXTERITY 14	WILL 13	MORALITY 14 Principled
BIRTHPLACE Yael, Melderyn	CULTURE Feudal	SIZE FACTOR 0.9	HANDEDNESS Right Handed	AGILITY 09	SPEED 10	PSYCHE Autophobia: aversion to solitude (Moderate: WIL x 3)	
SIBLING RANK 5 of 6	FILIATION Offspring	COMPLEXION Medium	OTHER	EYESIGHT 12	HEARING 11	DEITY/RELIGION Peóni	PIETY 51
PARENT OCC. Innkeeper	ESTRANGEMENT 42 Average	HAIR COLOUR Black	EYE COLOUR Brown	SMELL/TASTE 10	TOUCH 11	NOTES Lerudus is intelligent, friendly, helpful and quite personable.	
CLANHEAD Father		MEDICAL Small birthmark, Left Cheek. Weight Gain / Loss (%) +0%		VOICE 12 Average			

[illegible]

PLAYER NAME

Your name. If the character is a Non-Player Character, enter “NPC” here. Whether the character is a PC or NPC will affect the interpretation of his or her Intelligence attribute.

CHARACTER NAME

The character’s name. Generally looks best in uppercase.

OCCUPATION/TITLE/STATUS

The character’s job or role. If the character has a title, enter it here as well.

BLANK BOX

Feel free to put in whatever you wish in the blank box in the top right corner of the Character Profile. Examples include a short bio of the character, a descriptive list of the character’s companions (and their players), image or a description of the character’s heraldic arms. To enter a carriage return, press ALT+ENTER. Note that to insert an image, you will first need to *Unprotect* the sheet (see “Tweaking the HMg Character Profile” below).

BIRTH/FAMILY ATTRIBUTES

Species

The character’s species. Click on this cell and a list appears – Human, Sindârin, Khúzdul or the various Gârgûn species. Actually, you can type in whatever species the GM allows (e.g. Sidhé, Ívashù) as it doesn’t affect the rest of the HMg Character Profile.

Sex

The character’s gender. Click on this cell and a list appears – Male or Female. If this character is an Ívashù, enter “None” or “Neuter” here. Gender affects the description for high Comeliness, and also the GAC Image on the Armour Profile.

Birthdate

This is actually 3 cells, to capture the day, month and year of birth. It is essential that the day and month are correct; otherwise the Profile cannot determine the correct Sunsign and subsequent Skill Base bonuses. For this reason, both the day and month cells have drop-lists to select from – entering an invalid day or month will result in an error message.

Sunsign

The character’s Sunsign is automatically generated according to his or her Birthdate.

Birthplace

Where the character was born. If it’s not important (or known), leave this box blank. Otherwise, the typical format for feudal characters is to name the manor/village, hundred, shire and then the kingdom.

Culture

The culture in which the character was raised. Click on this cell and a list appears – Feudal, Feudal/Imperial, Imperial, Tribal, Viking, Sindârin and Khúzan. If the culture you want is not listed, simply type it in manually or leave this cell blank.

Social Class

The character's class as defined by his or her culture. Click on this cell and a list appears – Unfree, Freeman, Guildsman, Military, Priestly and Nobility. Or, type in some other social class that is relevant to the character.

Parent Occ.

The parent's (usually father's) occupation. Bastards or Fostered characters might need to generate the occupation of their biological father as well.

Sibling Rank

The character's birth rank relative to his or her siblings. Enter the character's rank and the total (e.g. 2 of 4).

Estrangement

The character's standing in the eyes of his or her father or clanhead. Enter only the value (e.g. 80) – the description is automatically generated in the cell next to it (e.g. Popular). You can also enter any additional notes relating to Estrangement in cell below the value.

Clanhead

The current head of the character's clan, if needed. Otherwise, leave this blank.

APPEARANCE ATTRIBUTES**Height**

The character's height in inches. Click on this cell and a list of values (in inches) appears. Entering a height outside this range will result in an error message.

Frame

The character's build. Click on this cell and a list appears – Scant, Light, Medium, Heavy and Massive. Entering any other description will result in an error message.

Weight

The character's weight in pounds is automatically generated according to his or her Height and Frame. It is also modified by any weight gain or loss determined in the Medical profile (see below).

Size

This is a measure of the character's size. This value is used to determine the weight and price of clothing and armour. It is automatically generated according to Weight.

Comeliness

The general attractiveness of the character. Enter only the value – the description (e.g. Attractive) is automatically generated in the cell next to it.

Size Factor

This is the multiplier used to modify the weight of clothing and armour worn by the character. This is automatically generated according to Size.

Handedness

The character's dominant hand/limb. Click on this cell and a drop-list appears – the character can be Right Handed, Left Handed or Ambidextrous.

Complexion

The character's complexion. Click on this cell and a list appears – Pallid, Fair, Medium, Dark and Black. Either select from the list or type in a more appropriate complexion.

Hair Colour

The colour of the character's hair. Click on this cell and a list appears – Black, Brown, Red, Auburn, Dark Blonde, Blonde, White/Grey and Tawny. Either select from the list or type in a more descriptive colour (e.g. Golden brown).

Eye Colour

The colour of the character's eyes. Click on this cell and a list appears – Brown, Hazel, Blue, Grey, Green, Violet and Yellow. Either select from the list or type in a more descriptive colour (e.g. Bright blue).

Other

Enter any other appearance notes here (e.g. shoulder-length curly hair).

Medical

The character's medical condition, as determined through character generation or gameplay (e.g. physical impairments).

Weight Gain/Loss (%)

If the character's weight is above or below optimal (e.g. due to obesity or starvation), enter the adjustment as a percentage here (record weight loss as a negative value), or leave it blank if there is no adjustment.

PHYSICAL ATTRIBUTES**Strength**

The character's Strength (STR) key attribute.

Endurance

The character's Endurance (END) key attribute.

Dexterity

The character's Dexterity (DEX) key attribute.

Agility

The character's Agility (AGL) key attribute.

Speed

The character's ability to run when unencumbered.

Eyesight

How well the character can see in daylight.

Hearing

How well the character can hear under optimal conditions.

Smell/Taste

The character's sense of taste and smell.

Touch

The character's sensitivity to pressure, texture, heat and cold.

Voice

The character's voice quality. Enter only the value; a description is automatically generated in the cell next to it (e.g. Pleasant).

PERSONALITY ATTRIBUTES**Intelligence**

The character's Intelligence (INT) key attribute. Enter only the value; a description is automatically generated in the cell next to it (e.g. Average).

Aura

The character's Aura (AUR) key attribute.

Will

The character's Will (WIL) key attribute.

Morality

The character's ethical tendency. Enter only the value; a description is automatically generated in the cell next to it (e.g. Principled).

Psyche

The character's mental disorders, if any (e.g. phobias), as determined through character generation or gameplay. If severity is known, record this here as well.

Deity/Religion

The character's deity or religion. Click on this cell and a list appears, showing the ten major deities and also the Hârnîc tribal religions. If the desired religion is not listed, select Other (or add it to the Ritual list in the Data sheet – see "Tweaking the HMg Character Profile" below for more details). If the character worships no god, then select None.

Piety

The current number of Piety Points.

Notes

Enter any personality notes here.

SKILLS

The skill name, Skill Base (SB) and Mastery Level (ML) are listed in these tables. SB is automatically calculated according to the character's attributes and Sunsign. All skills have a development limit equal to 100+SB. If the ML is greater than this limit, the value will appear in red italics.

Physical

Automatic Physical skills are already listed. Clicking on a blank Skill cell will reveal a list that shows other Physical skills. Enter the current ML for each open skill.

Combat

Automatic Combat skills are already listed. Clicking on a blank Skill cell will reveal a list that shows other weapon skills. Enter the current ML for each open skill.

Communication

Automatic Communication skills are already listed. Clicking on a blank Skill cell will reveal a list that shows other Communication skills except Languages and Scripts, which have their own table. Enter the current ML for each open skill.

The Ritual skill can be set to general (default), or deity-specific (optional rule). If the optional rule is used, check the tick box; Ritual SB will then be adjusted for the specific deity worshipped.

Languages/Scripts

Clicking on a blank Skill cell will reveal a list showing the most common Languages (e.g. Spk Hârníc) and Scripts (e.g. Rd Lakíse) for western Lýthia. Enter the current ML for each open skill.

Craft/Lore

Clicking on a blank Skill cell will reveal a list of all Craft and Lore skills. Enter the current ML for each open skill.

Psionics

If the character has psionic talents (and he or she is aware of them), record them here. Clicking on a blank Talent cell will reveal a list of all Psionic talents. Enter the current ML for each open skill.

Shek-Pvâr

If the character is a Shek-Pvâr, check the tick box; otherwise, leave this table blank. When ticked, a list of convocations appears below. Then, click the radio button in the column marked "Pr" that corresponds with the character's primary convocation (e.g. Lyáhvi). SBs are automatically generated. Note that some convocations will show no SB, denoting that the character cannot cast spells of that convocation.

Specialties

List all Specialties here. Clicking on a blank Specialty cell will show a long (but not exhaustive) list of the most common Specialties available. More specialties can be added in the Data sheet (see "Tweaking the HMg Character Profile" below for more details). Specialties are listed in

the format “[Skill] Specialty” to clearly show to which skill the Specialty belongs. Enter the current ML for each open Specialty. Note that a Specialty can only be opened when the basic skill reaches or exceeds ML 40.

2. COMBAT PROFILE

HÄRNMASTER GOLD Clear Profile
COMBAT PROFILE Character Name: LERUDUS ASH-K'VEEN

LOAD SUMMARY			COMBAT STATS		INJURY PENALTY		
ITEM (☑ = Carried)	WEIGHT	NOTES	INITIATIVE ML	56	LOCATION / INJURY	HR	IP
WEAPONS (TOTAL) ☑	9.0 lbs		CONDITION EML	56	Right Knee, Bruise	H6	4
ARMOUR (TOTAL) ☑	20.8 lbs		DODGE EML	35			
Letter ☑	0.0 lbs	A letter of introduction from the sybil Seryel of Mèlderýn	MOBILITY EML	40			
Map ☑	0.1 lbs	A poetic map of Hårbáal and points east	STR 10	DEX 14			
Travel pack ☐	15.0 lbs	Backpack, blanket, eating utensils, razor, sack	END 12	AGL 9			
Miscellaneous ☑	1.5 lbs	Leather scabbard & sheath, belt, purse	FATIGUE RATE	3			
Wineskin ☑	5.0 lbs	Half-full of cheap wine	FP RECOVERY	2			
Flute ☐	1.0 lbs	Weight includes leather cover	SPECIAL PENALTIES				
180d ☑	0.7 lbs	Mèlderýni coinage			BLOODLOSS	H6	
LOAD (lbs.)		37.1 lbs			PENALTY SUMMARY		
			INJURY PENALTY		4	PHYSICAL PENALTY	
			FATIGUE PENALTY			PHYS. PEN. + ENC.	
			☑ ENCUMBRANCE		FRx2 6	10	

COMBAT NOTES	Lerudus will only enter combat as a last resort. Although he is a competent Savoryan Shek-Pvar, his fighting skills are mediocre at best.
--------------	---

SET	WEAPON	TYPE	WGT	☑	STR	WQ	A / D	Pr	Se	B	E	P	EML	NOTES
	Spear	IV	4.0	☑	10	11	4 / 2	10	20	4	-	6	47	No Pr penalty in mtd charge. Missile wpn.
	Shortsword	II	2.0	☑	6	11	2 / 1	-	10	2	4	4	54	
	Kéltan	II	2.0	☑	3	12	1 / 2	-	05	2	0	3	51	
	Dagger	I	1.0	☑	3	11	1 / 1	-	05	1	2	4	51	For eating with (not for combat!)
				☐										
				☐										
				☐										
			9.0											

MISSILE WEAPON	TYPE	4/Less EML / Imp	8/Less EML / Imp	16/Less EML / Imp	32/Less EML / Imp	64/Less EML / Imp	128/Less EML / Imp	256/Less EML / Imp	AMMUNITION
Spear	IV	-5 / 6p	-10 / 3p	-20 / 3p	-40 / 3p	- / -	- / -	- / -	1
		/	/	/	/	/	/	/	
		/	/	/	/	/	/	/	
		/	/	/	/	/	/	/	

CHARACTER NAME

If the character's name has been defined in the Character Profile, it will automatically appear on this Profile.

LOAD SUMMARY

The Load list shows what the character has in his or her possession, whether the items are carried/worn, how much they weigh and any descriptive notes. Check the tick boxes to show which items are being carried or worn – checked items will be factored into Encumbrance (if applicable) and Fatigue Rate.

Weapons (Total)

Check the tick box and the mass of the character's carried weapons will be automatically added to Load.

Armour (Total)

Check the tick box and the mass of the character's worn armour/clothing will be automatically added to Load. The armour and clothing details are contained in the Armour Profile.

Load (lbs.)

The Load carried or worn by the character, in pounds. This mass is used to determine Encumbrance (if applicable) and Fatigue Rate, and is calculated automatically.

COMBAT STATS

The Combat Stats area does not have any input cells. It automatically lists certain skills and attributes contained in the Character Profile.

Initiative ML

The character's Initiative ML, repeated here from the Character Profile for ease of reference.

Condition EML

The character's effective Condition skill. The EML is equal to the character's Condition ML, reduced by Physical Penalty (only). Normally, EML has an upper limit of 95 but higher numbers can appear here to accommodate special penalties.

Dodge EML

The character's effective Dodge skill. The EML is equal to the character's Dodge ML, reduced by Physical Penalty and Encumbrance (if applicable). Normally, EML has an upper limit of 95 but higher numbers can appear here to accommodate special penalties.

Mobility EML

The character's effective Mobility skill. The EML is equal to the character's Mobility ML, reduced by Physical Penalty and Encumbrance (if applicable). Normally, EML has an upper limit of 95 but higher numbers can appear here to accommodate special penalties.

STR

The character's Strength attribute, repeated here from the Character Profile for ease of reference.

END

The character's Endurance attribute, repeated here from the Character Profile for ease of reference.

DEX

The character's Dexterity attribute, repeated here from the Character Profile for ease of reference.

AGL

The character's Agility attribute, repeated here from the Character Profile for ease of reference.

Fatigue Rate

Fatigue Rate (FR) is a measure of how quickly the character tires when performing strenuous activity (such as fighting in battle). It indicates the number of Fatigue Points the character accumulates per minute (6 rounds) of strenuous activity. Characters with low END and high Load will find themselves becoming fatigued very quickly. The formula:

$$\text{FR} = (\text{Load} / \text{END})$$

The minimum FR is 1.

FP Recovery

FP Recovery is a measure of how many Fatigue Points are removed for each full minute of rest. Characters with high END will recover quickly. The formula:

$$\text{FP Recovery} = (\text{END} / 6)$$

The minimum FP Recovery rate is 1 Fatigue Point per minute.

SPECIAL PENALTIES

The Special Penalties box is used to record any situational penalties that are not related to Injury, Fatigue or Encumbrance. Examples may include a penalty for being drunk, entangled, or half-blinded. Special Penalties are usually temporary.

INJURY PENALTY

Record wounds and Bloodloss in this table. The sum of all current Injury and Bloodloss Points equals the Injury Penalty.

Location / Injury

For each injury, record its location, severity and type (e.g. R. Hand, Serious Bruise).

HR

Once a wound has been treated (or left without treatment for some time), enter the Healing Rate (HR) here.

IP

Enter the current Injury Points and/or Bloodloss Points as appropriate. Record Bloodloss Points as a single value.

PENALTY SUMMARY

The Penalty Summary shows the relevant penalties to be applied to certain (mainly physical) skills.

Injury Penalty

The total number of Injury Points and Bloodloss Points accumulated is automatically calculated and shown here.

Fatigue Penalty

Enter the total number of Fatigue Points accumulated here.

Encumbrance

If the Encumbrance optional rule is in play, tick the check box and enter the appropriate FR multiple (2, 3, 4 or 5) in the blank box. When the check box has been ticked, a box appears to the right showing the Encumbrance value. Also, a new box appears further to the right which shows the sum of Physical Penalty and Encumbrance.

The character's Encumbrance is calculated as follows:

$$\text{ENC} = \text{FR} \times n$$

The value n is an integer between 2 and 5, at GM discretion.

Encumbrance, combined with Physical Penalty, has a detrimental effect on combat skills.

PHYSICAL PENALTY

The character's Physical Penalty. It is the sum of the Injury Penalty and Fatigue Penalty. If Physical Penalty exceeds Condition ML, the character is Exhausted and this value will be highlighted in red italics.

PHYS. PEN. + ENC.

The sum of the character's Physical Penalty and Encumbrance. This box only appears if the Encumbrance rule is in play (i.e. the Encumbrance check box has been ticked).

COMBAT NOTES

Enter any pertinent combat-related notes for the character here.

WEAPON DATA

This section details the weapons in the character's inventory.

Set

Once a weapon and Type have been selected, click this button to populate the row to the right with the default values and notes for that weapon. The values can then be overwritten to customise each weapon (e.g. to record a different WQ). Note that clicking the button will overwrite any existing data – this cannot be undone!

Weapon

The weapon in the character's possession (e.g. Broadsword). Clicking on a blank cell will reveal a list of all available weapons, including natural weapons.

Type

The weapon's weight class. Clicking on a cell will reveal a list of all available weight classes (in Roman numerals) for the selected weapon. If no weapon has been selected, no weight classes will be shown.

WGT

The weight of the weapon in pounds. Weight varies according to the Type selected above. The default value for the selected weapon and Type is automatically entered into this cell if the Set button is clicked. The total carried weight is shown at the foot of the column.



The check boxes denote whether the weapon is being carried and therefore should count towards the character's Load. Dropped or thrown a weapon? Clear this check box and the weight of that weapon will be instantly removed from the total.

STR

The STR requirement to wield this weapon. The default value is automatically entered into this cell if the Set button is clicked. If this requirement exceeds the character's STR, the value will appear in red italics.

WQ

The current Weapon Quality (WQ) of the selected weapon. The default value for the selected weapon and Type is automatically entered into this cell if the Set button is clicked.

A / D

The Attack and Defence Classes of the selected weapon. This is cross-referenced against the opposing weapon on the Weapon Comparison Table to determine whether the character receives a bonus during a particular attack or defence manoeuvre. The default values for the selected weapon and Type are automatically entered into these cells if the Set button is clicked.

Pr

The penalty to ML for using this weapon in the primary hand instead of two-handed. For right-handed characters, the primary hand is the right hand. The default value for the selected weapon and Type is automatically entered into this cell if the Set button is clicked.

Se

The penalty to ML for using this weapon in the secondary hand. All weapons except Shields have a secondary hand penalty. The default value for the selected weapon and Type is automatically entered into this cell if the Set button is clicked.

B

The base Blunt impact of the selected weapon. The default value for the selected weapon and Type is automatically entered into this cell if the Set button is clicked. If this cell features a dash, then this weapon cannot strike with this aspect. For dedicated missile weapons such as bows, refer to the Missile Data table for impact ratings according to range.

E

The base Edge impact of the selected weapon. The default value for the selected weapon and Type is automatically entered into this cell if the Set button is clicked. If this cell features a dash, then this weapon cannot strike with this aspect. For dedicated missile weapons such as bows, refer to the Missile Data table for impact ratings according to range.

P

The base Point impact of the selected weapon. The default value for the selected weapon and Type is automatically entered into this cell if the Set button is clicked. If this cell features a dash, then this weapon cannot strike with this aspect. For dedicated missile weapons such as bows, refer to the Missile Data table for impact ratings according to range.

EML

If the character possesses the skill to wield the selected weapon, his or her ML will automatically be listed here and modified by Physical Penalty (and Encumbrance, if applicable). Note that weapon ML will be the higher of the basic skill's ML and a relevant Specialty ML. Normally, EML has an upper limit of 95 but higher numbers can appear here to accommodate special penalties, etc.

Notes

Enter any notes about the selected weapon here, such as whether the weapon is chivalric or a long-range melee weapon. The default notes (if any) for the selected weapon and Type are automatically entered into this cell if the Set button is clicked.

Price [Hidden]

When the price of each weapon is required, *Unhide* column [BW] to see the default value. Actual prices may vary by vendor, so use these prices as a guide only.

MISSILE DATA

This section lists the ranges and ammunition quantities for selected missile weapons.

Missile Weapon

The missile weapon to be referenced. Clicking in a cell will reveal a list of available missile weapons.

Type

The weight class or draw weight of the selected missile weapon. Clicking in a cell will reveal a list of available Types. If no missile weapon has been selected, no Types will be shown.

4/Less ... 256/Less

The EML and modifiers and effective base Impact (and aspect) according to each range category (in 5-foot hexes) are automatically listed in this area for each chosen missile weapon. If the missile cannot reach a particular range, a dash (-) will be shown.

Ammunition

The quantity of ammunition can be entered here. Arrows and the like generally weigh 0.1 pounds each – be sure to reflect the ammunition weight in the Load Summary.

ARMOUR PROFILE

[Clear Profile](#)

Total WT	20.8
----------	------

Thighs	6	3	2	6	1	5
Knees	1	2	1	3	-	2
Calves	1	2	1	3	-	2
Feet	2	4	2	6	-	4



CHARACTER NAME

If the character's name has been defined in the Character Profile, it will automatically appear on this Profile.

ARMOUR TABLE

The Armour Table keeps track of the colour, type, quality, thickness, weight and coverage of the character's armour and clothing. This table in turn helps to determine the Armour Protective Values (APVs) in each location.

Armour / Clothing

The actual garment or item of armour. Click on the list box and a list of clothing and armour will appear, arranged by material. (*Note*: "l-s" means long-sleeved.) At the bottom of the list are three types of armour without backing: +Kûrbûl Scale, +Ring and +Scale. To be worn, these armour types must have a backing; they are typically sewn on to a Leather backing, but you can choose more exotic combinations such as Ring on Quilt (for consistency, be sure to choose the same garment as the backing, such as Hauberk).

AQ

The Armour Quality of the selected armour or clothing. The default is +0. Click on the list box and a list of possible values appears. The highest AQ values are only achievable through a combination of masterful craftsmanship and the intrinsic properties of the material itself (e.g. Mýthral). Armour Quality does have limits – the APV of a material cannot exceed double its original APV, so Cloth +5 will have the same protective values as Cloth +1, for example.

Higher AQ values increase the value of the garment; lower AQ values reduce the value. The actual modifiers can be found in the *ArmourData* sheet, in the table labelled "AQ".

* EQ

The Enchantment Quality of the selected armour or clothing. The default value is +0 (unenchanting). Click on the list box and a list of possible values appears. Armour with a negative EQ is cursed. Unlike AQ, EQ is without limits – the APV of enchanted armour can easily exceed double its original APV.

By default, there is no price adjustment for different EQ values, as there is no reliable market for enchanted armour or clothing. However, a modifier can be applied at GM discretion, by changing the values in the table labelled "EQ" in the *ArmourData* sheet.

SIZE

The Size Factor of the selected armour or clothing. Normally, this would match the character's own Size Factor, but looted or found armour may be smaller or larger than ideal. A one-size difference in flexible armour *may* be overcome by lacing the garment more or less tightly, but greater size differences may be impossible to wear or cause a special Encumbrance penalty.

TH

The Thickness of the selected armour or clothing. The default value is +0%. Armour – usually metallic armour – can be made up to 30% thinner or thicker. Thinner armour is lighter and therefore costs more – there is also a possibility that AQ will be reduced. The opposite is true

for thicker armour. Note that attempting to enter a value beyond $\pm 30\%$ will result in an error message.

WT

The Weight of the selected armour or clothing. This is generated automatically and takes into account the garment's Size Factor.

Worn ☒

Each check box indicates whether the armour is currently worn. If the character removes a garment, uncheck the box. Total WT (and therefore Fatigue Rate, and Encumbrance if applicable) will be adjusted accordingly.

Coverage

The body locations covered by the selected armour or clothing are automatically determined. Certain kinds of headwear cover parts of the Face – the specific sub-locations protected will be shown. Full-face helmets provide limited protection to the Eyes; although they can defend against Blunt and Edge strikes, they are still vulnerable to Point and Fire/Frost strikes.

Price [*Hidden*]

When the price of each item of clothing or armour is required, *Unhide* column [HU] to see the default value. Actual prices may vary by vendor so use these prices only as a guide.

Total WT

The total weight in pounds of the clothing and armour that are worn. This value feeds into the Load Summary on the Combat Profile.

APV TABLES

The Armour Protective Value (APV) Tables show the level of protection against each of the six impact aspects (Blunt, Edge, Point, Fire/Frost, Squeeze and Tear) in each location. The values are automatically calculated using the data in the Armour Table – the higher the value, the more protected the location.

GAC Image

According to the weighted average APV (the weighting is by location size – armour covering the Thighs will have a greater weighting than armour covering the Knees), a generic image representing the character's General Armour Class (GAC) will appear. This image helps to quickly determine whether the character is classed as wearing Light Armour, Medium Armour, etc. The image also reflects the character's gender, as determined on the Character Profile.

Note that the GAC is an arbitrary classification and only intended to show a general indication of how well (or poorly) armoured is the character.

NOTES

Enter any relevant notes here about the character's armour, heraldic devices, etc. To enter a carriage return, press ALT+ENTER.

PROFILE PRESETS [*Sidebar*]

On the right-hand edge of Excel's window is a button entitled *HMg Armour Profiles*. Clicking on this button will reveal a list of 36 preset armour profiles, ranging from simple clothing to heavy armour. Clicking on a profile will automatically populate the Armour Table and APV Tables, overwriting any existing data. Note that this action cannot be undone! Preset profiles can then be customised.

4. STEEDS PROFILE

HÄRNMASTER GOLD Clear Profile
STEEDS PROFILE Character Name: LERUDUS ASH-K'VEEN

STEEDS	TEAM INITIATIVE	<input type="radio"/> Least of Rider INI, Steed INI & Riding ML <input checked="" type="radio"/> Average of Rider INI, Steed INI & Riding ML
---------------	------------------------	---

NAME	TANTIVYR																																																																							
SET	BREED/TYPE	STR	END	AGL	EYE	HRG	SMT	INT	AUR	WIL	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 2px;">INI</td> <td style="padding: 2px;">CON</td> <td style="padding: 2px;">MOB</td> <td style="padding: 2px;">DGE</td> </tr> <tr> <td style="text-align: center; padding: 2px;">27</td> <td style="text-align: center; padding: 2px;">65</td> <td style="text-align: center; padding: 2px;">80</td> <td style="text-align: center; padding: 2px;">40</td> </tr> <tr> <td colspan="4" style="text-align: center; padding: 2px;">EFFECTIVE</td> </tr> <tr> <td style="text-align: center; padding: 2px;">65</td> <td style="text-align: center; padding: 2px;">80</td> <td style="text-align: center; padding: 2px;">40</td> <td></td> </tr> </table>	INI	CON	MOB	DGE	27	65	80	40	EFFECTIVE				65	80	40		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="3" style="text-align: center; padding: 2px;">ARMOUR</td> </tr> <tr> <td style="text-align: center; padding: 2px;">B4</td> <td style="text-align: center; padding: 2px;">E3</td> <td style="text-align: center; padding: 2px;">P1</td> </tr> <tr> <td style="text-align: center; padding: 2px;">F3</td> <td style="text-align: center; padding: 2px;">S1</td> <td style="text-align: center; padding: 2px;">T3</td> </tr> </table>	ARMOUR			B4	E3	P1	F3	S1	T3																																			
INI	CON	MOB	DGE																																																																					
27	65	80	40																																																																					
EFFECTIVE																																																																								
65	80	40																																																																						
ARMOUR																																																																								
B4	E3	P1																																																																						
F3	S1	T3																																																																						
	Palfrey	21	16	9	11	13	13	-	5	9																																																														
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%; padding: 2px;">LOAD (☑ = Carried)</td> <td style="width: 20%; padding: 2px;">WEIGHT</td> <td style="width: 60%; padding: 2px;">LOAD NOTES</td> </tr> <tr> <td style="padding: 2px;">Rider <input checked="" type="checkbox"/></td> <td style="text-align: center; padding: 2px;">157.1 lbs</td> <td></td> </tr> <tr> <td style="padding: 2px;">Riding gear <input checked="" type="checkbox"/></td> <td style="text-align: center; padding: 2px;">40.0 lbs</td> <td style="font-size: x-small;">Riding saddle, bridle & bit, blanket, saddlebags</td> </tr> <tr> <td style="padding: 2px;">Other equipment <input checked="" type="checkbox"/></td> <td style="text-align: center; padding: 2px;">16.0 lbs</td> <td style="font-size: x-small;">Travel pack, flute</td> </tr> <tr> <td style="text-align: center; padding: 2px;">LOAD (lbs.)</td> <td style="text-align: center; padding: 2px;">213.1 lbs</td> <td style="padding: 2px;"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 2px;">LOAD RATING</td> <td style="text-align: center; padding: 2px;">220 lbs</td> </tr> </table> </td> </tr> </table>		LOAD (☑ = Carried)	WEIGHT	LOAD NOTES	Rider <input checked="" type="checkbox"/>	157.1 lbs		Riding gear <input checked="" type="checkbox"/>	40.0 lbs	Riding saddle, bridle & bit, blanket, saddlebags	Other equipment <input checked="" type="checkbox"/>	16.0 lbs	Travel pack, flute	LOAD (lbs.)	213.1 lbs	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 2px;">LOAD RATING</td> <td style="text-align: center; padding: 2px;">220 lbs</td> </tr> </table>	LOAD RATING	220 lbs	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 60%; padding: 2px;">LOCATION / INJURY</td> <td style="width: 10%; padding: 2px;">HR</td> <td style="width: 10%; padding: 2px;">IP</td> </tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr> <td style="padding: 2px;">BLOODLOSS</td> <td style="text-align: center; padding: 2px;">H6</td> <td></td> </tr> </table>		LOCATION / INJURY	HR	IP																												BLOODLOSS	H6		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="3" style="padding: 2px;">INJURY PENALTY</td> </tr> <tr> <td style="padding: 2px;">FATIGUE</td> <td style="text-align: center; padding: 2px;">FR</td> <td style="text-align: center; padding: 2px;">1</td> </tr> <tr> <td colspan="3" style="padding: 2px;">EXCESS LOAD PENALTY</td> </tr> <tr> <td colspan="3" style="padding: 2px;">TOTAL PENALTY</td> </tr> <tr> <td colspan="3" style="padding: 2px;">SKILLS (ML)</td> </tr> <tr> <td colspan="3" style="font-size: x-small; padding: 2px;">Hooves 40/5b, Bite 30/2t, Gore 25/3p, Trample 30/5b</td> </tr> </table>	INJURY PENALTY			FATIGUE	FR	1	EXCESS LOAD PENALTY			TOTAL PENALTY			SKILLS (ML)			Hooves 40/5b, Bite 30/2t, Gore 25/3p, Trample 30/5b		
LOAD (☑ = Carried)	WEIGHT	LOAD NOTES																																																																						
Rider <input checked="" type="checkbox"/>	157.1 lbs																																																																							
Riding gear <input checked="" type="checkbox"/>	40.0 lbs	Riding saddle, bridle & bit, blanket, saddlebags																																																																						
Other equipment <input checked="" type="checkbox"/>	16.0 lbs	Travel pack, flute																																																																						
LOAD (lbs.)	213.1 lbs	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 2px;">LOAD RATING</td> <td style="text-align: center; padding: 2px;">220 lbs</td> </tr> </table>	LOAD RATING	220 lbs																																																																				
LOAD RATING	220 lbs																																																																							
LOCATION / INJURY	HR	IP																																																																						
BLOODLOSS	H6																																																																							
INJURY PENALTY																																																																								
FATIGUE	FR	1																																																																						
EXCESS LOAD PENALTY																																																																								
TOTAL PENALTY																																																																								
SKILLS (ML)																																																																								
Hooves 40/5b, Bite 30/2t, Gore 25/3p, Trample 30/5b																																																																								
NOTES	Tantivyr is a typical riding horse. He is not trained for combat.																																																																							

NAME																																																																								
SET	BREED/TYPE	STR	END	AGL	EYE	HRG	SMT	INT	AUR	WIL	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 2px;">INI</td> <td style="padding: 2px;">CON</td> <td style="padding: 2px;">MOB</td> <td style="padding: 2px;">DGE</td> </tr> <tr><td style="height: 15px;"></td><td></td><td></td><td></td></tr> <tr> <td colspan="4" style="text-align: center; padding: 2px;">EFFECTIVE</td> </tr> <tr><td style="height: 15px;"></td><td></td><td></td><td></td></tr> </table>	INI	CON	MOB	DGE					EFFECTIVE								<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="3" style="text-align: center; padding: 2px;">ARMOUR</td> </tr> <tr> <td style="text-align: center; padding: 2px;"></td> <td style="text-align: center; padding: 2px;"></td> <td style="text-align: center; padding: 2px;"></td> </tr> <tr> <td style="text-align: center; padding: 2px;"></td> <td style="text-align: center; padding: 2px;"></td> <td style="text-align: center; padding: 2px;"></td> </tr> </table>	ARMOUR																																											
INI	CON	MOB	DGE																																																																					
EFFECTIVE																																																																								
ARMOUR																																																																								
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%; padding: 2px;">LOAD (☑ = Carried)</td> <td style="width: 20%; padding: 2px;">WEIGHT</td> <td style="width: 60%; padding: 2px;">LOAD NOTES</td> </tr> <tr> <td style="padding: 2px;">Rider <input type="checkbox"/></td> <td style="text-align: center; padding: 2px;"></td> <td></td> </tr> <tr> <td style="padding: 2px;"><input type="checkbox"/></td> <td style="text-align: center; padding: 2px;"></td> <td></td> </tr> <tr> <td style="padding: 2px;"><input type="checkbox"/></td> <td style="text-align: center; padding: 2px;"></td> <td></td> </tr> <tr> <td style="text-align: center; padding: 2px;">LOAD (lbs.)</td> <td style="text-align: center; padding: 2px;"></td> <td style="padding: 2px;"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 2px;">LOAD RATING</td> <td style="text-align: center; padding: 2px;"></td> </tr> </table> </td> </tr> </table>		LOAD (☑ = Carried)	WEIGHT	LOAD NOTES	Rider <input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>			LOAD (lbs.)		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 2px;">LOAD RATING</td> <td style="text-align: center; padding: 2px;"></td> </tr> </table>	LOAD RATING		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 60%; padding: 2px;">LOCATION / INJURY</td> <td style="width: 10%; padding: 2px;">HR</td> <td style="width: 10%; padding: 2px;">IP</td> </tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr> <td style="padding: 2px;">BLOODLOSS</td> <td style="text-align: center; padding: 2px;">H6</td> <td></td> </tr> </table>		LOCATION / INJURY	HR	IP																												BLOODLOSS	H6		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="3" style="padding: 2px;">INJURY PENALTY</td> </tr> <tr> <td style="padding: 2px;">FATIGUE</td> <td style="text-align: center; padding: 2px;">FR</td> <td style="text-align: center; padding: 2px;"></td> </tr> <tr> <td colspan="3" style="padding: 2px;">EXCESS LOAD PENALTY</td> </tr> <tr> <td colspan="3" style="padding: 2px;">TOTAL PENALTY</td> </tr> <tr> <td colspan="3" style="padding: 2px;">SKILLS (ML)</td> </tr> <tr><td colspan="3" style="height: 40px;"></td></tr> </table>	INJURY PENALTY			FATIGUE	FR		EXCESS LOAD PENALTY			TOTAL PENALTY			SKILLS (ML)					
LOAD (☑ = Carried)	WEIGHT	LOAD NOTES																																																																						
Rider <input type="checkbox"/>																																																																								
<input type="checkbox"/>																																																																								
<input type="checkbox"/>																																																																								
LOAD (lbs.)		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 2px;">LOAD RATING</td> <td style="text-align: center; padding: 2px;"></td> </tr> </table>	LOAD RATING																																																																					
LOAD RATING																																																																								
LOCATION / INJURY	HR	IP																																																																						
BLOODLOSS	H6																																																																							
INJURY PENALTY																																																																								
FATIGUE	FR																																																																							
EXCESS LOAD PENALTY																																																																								
TOTAL PENALTY																																																																								
SKILLS (ML)																																																																								
NOTES																																																																								

NAME																																																																								
SET	BREED/TYPE	STR	END	AGL	EYE	HRG	SMT	INT	AUR	WIL	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 2px;">INI</td> <td style="padding: 2px;">CON</td> <td style="padding: 2px;">MOB</td> <td style="padding: 2px;">DGE</td> </tr> <tr><td style="height: 15px;"></td><td></td><td></td><td></td></tr> <tr> <td colspan="4" style="text-align: center; padding: 2px;">EFFECTIVE</td> </tr> <tr><td style="height: 15px;"></td><td></td><td></td><td></td></tr> </table>	INI	CON	MOB	DGE					EFFECTIVE								<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="3" style="text-align: center; padding: 2px;">ARMOUR</td> </tr> <tr> <td style="text-align: center; padding: 2px;"></td> <td style="text-align: center; padding: 2px;"></td> <td style="text-align: center; padding: 2px;"></td> </tr> <tr> <td style="text-align: center; padding: 2px;"></td> <td style="text-align: center; padding: 2px;"></td> <td style="text-align: center; padding: 2px;"></td> </tr> </table>	ARMOUR																																											
INI	CON	MOB	DGE																																																																					
EFFECTIVE																																																																								
ARMOUR																																																																								
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%; padding: 2px;">LOAD (☑ = Carried)</td> <td style="width: 20%; padding: 2px;">WEIGHT</td> <td style="width: 60%; padding: 2px;">LOAD NOTES</td> </tr> <tr> <td style="padding: 2px;">Rider <input type="checkbox"/></td> <td style="text-align: center; padding: 2px;"></td> <td></td> </tr> <tr> <td style="padding: 2px;"><input type="checkbox"/></td> <td style="text-align: center; padding: 2px;"></td> <td></td> </tr> <tr> <td style="padding: 2px;"><input type="checkbox"/></td> <td style="text-align: center; padding: 2px;"></td> <td></td> </tr> <tr> <td style="text-align: center; padding: 2px;">LOAD (lbs.)</td> <td style="text-align: center; padding: 2px;"></td> <td style="padding: 2px;"> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 2px;">LOAD RATING</td> <td style="text-align: center; padding: 2px;"></td> </tr> </table> </td> </tr> </table>		LOAD (☑ = Carried)	WEIGHT	LOAD NOTES	Rider <input type="checkbox"/>			<input type="checkbox"/>			<input type="checkbox"/>			LOAD (lbs.)		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 2px;">LOAD RATING</td> <td style="text-align: center; padding: 2px;"></td> </tr> </table>	LOAD RATING		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 60%; padding: 2px;">LOCATION / INJURY</td> <td style="width: 10%; padding: 2px;">HR</td> <td style="width: 10%; padding: 2px;">IP</td> </tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr><td style="height: 15px;"></td><td></td><td></td></tr> <tr> <td style="padding: 2px;">BLOODLOSS</td> <td style="text-align: center; padding: 2px;">H6</td> <td></td> </tr> </table>		LOCATION / INJURY	HR	IP																												BLOODLOSS	H6		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="3" style="padding: 2px;">INJURY PENALTY</td> </tr> <tr> <td style="padding: 2px;">FATIGUE</td> <td style="text-align: center; padding: 2px;">FR</td> <td style="text-align: center; padding: 2px;"></td> </tr> <tr> <td colspan="3" style="padding: 2px;">EXCESS LOAD PENALTY</td> </tr> <tr> <td colspan="3" style="padding: 2px;">TOTAL PENALTY</td> </tr> <tr> <td colspan="3" style="padding: 2px;">SKILLS (ML)</td> </tr> <tr><td colspan="3" style="height: 40px;"></td></tr> </table>	INJURY PENALTY			FATIGUE	FR		EXCESS LOAD PENALTY			TOTAL PENALTY			SKILLS (ML)					
LOAD (☑ = Carried)	WEIGHT	LOAD NOTES																																																																						
Rider <input type="checkbox"/>																																																																								
<input type="checkbox"/>																																																																								
<input type="checkbox"/>																																																																								
LOAD (lbs.)		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 2px;">LOAD RATING</td> <td style="text-align: center; padding: 2px;"></td> </tr> </table>	LOAD RATING																																																																					
LOAD RATING																																																																								
LOCATION / INJURY	HR	IP																																																																						
BLOODLOSS	H6																																																																							
INJURY PENALTY																																																																								
FATIGUE	FR																																																																							
EXCESS LOAD PENALTY																																																																								
TOTAL PENALTY																																																																								
SKILLS (ML)																																																																								
NOTES																																																																								

CHARACTER NAME

If the character's name has been defined in the Character Profile, it will automatically appear on this Profile.

TEAM INITIATIVE

Team Initiative is a combined skill which is important for mounted combat and Steed Command Checks. The default method of calculating Team Initiative is to use the least of Rider Initiative, Steed Initiative and Riding ML, but there is an optional rule available where these three skills are averaged. Select the method used in your game by clicking on the appropriate radio button.

STEEDS

Three separate profiles are available for the character's horses.

Name

Enter the name of the animal here.

ATTRIBUTES

Set

Once a Breed/Type of animal has been selected (see below), click this button to populate the profile with the default attributes and skills for that animal. The values can be overwritten to customise each beast. Note that clicking the button will overwrite any existing data – this cannot be undone!

Breed/Type

The specific breed or type of animal. Clicking on these cells will reveal a list of available animals – either select from the list or type in the Breed/Type. Note that invalid entries are not permitted.

STR

The Strength attribute of the animal. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked.

END

The Endurance attribute of the animal. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked.

AGL

The Agility attribute of the animal. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked.

EYE

The Eyesight attribute of the animal. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked.

HRG

The Hearing attribute of the animal. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked.

SML

The Smell attribute of the animal. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked.

INT

The Intelligence attribute of the animal. Note that this is a measure of animal intelligence and is not comparable with human intelligence. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked.

AUR

The Aura attribute of the animal. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked.

WIL

The Will attribute of the animal. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked.

INI

The Initiative ML of the animal. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked.

CON

The Condition ML of the animal. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked. Condition EML is automatically generated underneath this stat, which is CON less Physical Penalty (Injury Penalty plus Fatigue Penalty).

MOB

The base Mobility ML of the animal, in feet per round. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked. Effective MOB is automatically generated beneath this stat, which is MOB less Total Penalty (Physical Penalty plus Excess Load Penalty).

DGE

The Dodge ML of the animal. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked. Dodge EML is automatically generated underneath this stat, which is DGE less Total Penalty (Physical Penalty plus Excess Load Penalty).

Team INI

Team Initiative is an automatically generated score; if the steed is ridden, the character's ability to ride it is equal to Team Initiative (defined above).. This assumes that the character and the animal have some degree of familiarity; otherwise, the GM may impose a -10 Special Penalty (or more).

Armour

The Armour Protective Values for each of the six impact aspects. The eyes usually have no natural protection. The default values for the selected Breed/Type are automatically entered into this cell if the Set button is clicked.

LOAD TABLE**Load**

Any equipment assigned to the animal is listed here.

Rider

The total weight of the rider and his or her Load, in pounds. This is automatically generated from the Character Profile and Combat Profile.

(☒ = Carried)

The check boxes, if selected, will add the Weight of the rider and/or equipment to Load.

Weight

The weight of the equipment assigned to the animal, in pounds.

Load Notes

Any notes relating to Load (such as a description of what is being carried) should be entered here.

Load (lbs.)

The total weight of all carried items.

LOAD RATING

The weight in pounds the animal may carry without incurring an Encumbrance Penalty. This is automatically taken into account when calculating an Excess Load Penalty.

NOTES

Enter any general notes about the animal here.

INJURY PENALTY TABLE

Record injuries and Bloodloss in this table. The sum of the Injury Points and Bloodloss Points equals the Injury Penalty.

Location / Injury

For each injury, record its location, severity and type (e.g. Skull, Minor Cut).

HR

Once a wound has been treated (or left without treatment for some time), enter the Healing Rate here.

IP

Enter the current Injury Points and/or Bloodloss Points as appropriate. Record Bloodloss Points as a single value.

PENALTY TABLE

The Penalty Table shows the Total Penalty that is applied to the animal's skills, and the values that are used to derive them.

Injury Penalty

The sum of the animal's current Injury Points and/or Bloodloss Points. This value is automatically calculated from the Injury Penalty Table.

Fatigue

The animal's Fatigue Points accumulation. There are two boxes here: the box to the left automatically records the animal's Fatigue Rate (FR). Enter Fatigue Points in the input box to the right.

Excess Load Penalty

If the animal's current Load exceeds its Load Rating, an Excess Load Penalty is automatically calculated here. This value is determined by dividing the excess load by the animal's END, and then multiplying by whatever multiplier was chosen for calculating Encumbrance in the Combat Profile (or 1 if the Encumbrance rule is not in play).

Total Penalty

The animal's Physical Penalty plus Excess Load Penalty.

SKILLS (ML)

Enter any relevant skills and Mastery Levels here. Default (average) skills and MLs for the selected Breed/Type are automatically entered into this cell if the Set button is clicked.

5. INVOCATION PROFILE

HÂRNMASTER GOLD

Clear Profile

INVOCATION PROFILE

Character Name: LERUDUS ASH-K'VEEN

DEITY / RELIGION	PEÓNÍ	RITUAL ML	13	PIETY POINTS	51	PIETY ADJ.	<input checked="" type="checkbox"/>
------------------	-------	-----------	----	--------------	----	------------	-------------------------------------

[illegible][illegible]

QUESTS / PILGRIMAGES

OTHER NOTES	

CHARACTER NAME

If the character's name has been defined in the Character Profile, it will automatically appear on this Profile.

DEITY / RELIGION

The character's deity or religion will automatically appear on this Profile, if one has been selected in the Character Profile.

RITUAL ML

The character's Ritual ML will automatically appear on this Profile if it has been determined in the Character Profile.

PIETY POINTS

The character's current tally of Piety Points will automatically appear on this Profile if it has been generated in the Character Profile.

PIETY ADJ.

Adjust Piety Points from here instead of the Character Profile by entering the Piety Points modifier in the box to the right. Once entered, click on the button to the right to update the Piety Points total in both the Character Profile and the Invocation Profile.

INVOCATIONS

A table for recording the invocations known by the priest or shaman character.

Invocation

Enter the name of the invocation here. For convenience, common invocations can be distinguished from those specific to the deity or religion, by adding “(Common)” to the end of the invocation name.

Circle

Enter the Circle of the invocation as a Roman numeral (e.g. IV).

SB [*Hidden*]

The SB for each invocation, which is equal to Ritual SB. This column has been included to facilitate the Discrete Invocation Skills optional rule in HMg, where each invocation is treated as a separate skill. *Unhide* column [Z] to show the SBs for each invocation.

ML

The ML for each invocation is automatically generated by subtracting 5 times the Circle value from Ritual ML. For example, a Circle III invocation will have an ML equal to Ritual ML – 15.

If the Discrete Invocation Skills optional rule is in play, you will need to *Unlock* the cells in this column and clear the formulas. Then, manually input the individual MLs for the invocations.

RELIGIOUS CALENDAR

A table showing the religious events that are important to the adherent of the selected deity or religion. Lay adherents would generally record only the monthly low mass and annual feast mass. Clergy would also record high mass and other rituals that are only for the priesthood.

Day

Enter the day or days of a month for a particular religious event.

Month

Enter the month during which a particular religious event occurs. If the activity is performed every month, type in "Monthly".

Event

Enter the name of the religious event here.

Description

Enter a brief description of the religious event here.

QUESTS/PILGRIMAGES

Enter any notes about holy quests or pilgrimages here.

OTHER NOTES

Enter any other religious notes here, such as observations of divine intervention, sins committed, penance to be served, blessings, curses, etc.

6. SPELL PROFILE

HÂRNMASTER GOLD

SPELL PROFILE

Character Name: LERUDUS ASH-K'VEEN

Clear Profile

PRIMARY CONVOCATION

SÀVÔRYA

SPELL NAME	CL	SB	ML
Alvid's Mote	I	17	42
Roanda's Glamour	I	17	51
Violet Eye	I	17	93
Galra's Enhancement	II	16	73
Talesien's Eye	II	16	52
Loth's Key	III	15	67
Ordeal of Frida	III	15	47
Wisdom of Usela	III	15	81
Spirit Block	IV	14	55
Jerila's Zone	V	13	26

[illegible][illegible]

ODÍVSHÈ

[illegible]

NEUTRAL

[illegible]

LYÁHVI

[illegible]

FÝVRIA

[illegible]

JMÔRVI

[illegible]

PÈLEÁHN

[illegible]

CHARACTER NAME

If the character's name has been defined in the Character Profile, it will automatically appear on this Profile.

PRIMARY CONVOCATION

The Shek-Pvâr's primary convocation and colour will automatically appear here, as selected in the Character Profile.

Spell Name

Enter the name of each spell here.

CL

Enter the Complexity Level (CL) of each spell here, in Roman numerals (e.g. III).

SB

The SB of each spell is automatically calculated by subtracting the CL from the SB listed in the Character Profile.

ML

Enter the ML of each spell here. In HMg, each spell has its own ML and is developed separately.

NEUTRAL CONVOCATION

The Shek-Pvâr's Neutral convocation and colour will automatically appear in the middle table. If the character is a Gray Mage, then this middle table is occupied by the Lyáhvi convocation.

SECONDARY CONVOCATIONS

The Shek-Pvâr's secondary convocations and colours will automatically appear according to the primary convocation selected.

TERTIARY CONVOCATIONS

The Shek-Pvâr's tertiary convocations and colours will automatically appear according to the primary convocation selected.

DIAMETRIC CONVOCATION

The Shek-Pvâr's diametric convocation and colour will automatically appear according to the primary convocation selected. Note that most Shek-Pvâr are not talented enough to be able to cast diametrically opposed spells.

TWEAKING THE HMg CHARACTER PROFILE

I recognise that not everyone uses the same HårnMaster rules, so you may wish to tinker with the HMg Character Profile to better suit your system. In fact I encourage this! You may have noticed that I have already taken some liberties on certain rules which are not clear in the HMg rulebook, such as the calculation of an Excess Load Penalty for steeds and a method for determining GAC.

However, do bear in mind that if you make changes in one part of the HMg Character Profile's mechanics, they can impact other parts.

PROTECTED PROFILES

If you do intend to make a change to the design of a Profile, you will first need to *Unprotect* it. The Profiles are *Protected* (without a password) mainly to prevent text and formulas in coloured cells (which are *Locked*) from being accidentally overwritten, but in some instances also to improve macro speed.

To *Unprotect* a Profile, follow these steps:

1. On the Menu bar, click on *Tools*.
2. From the menu, click on *Protection*.
3. From the sub-menu that appears next, click on *Unprotect Sheet...*
4. The active Profile can now be fully edited.

To *Protect* the Profile again, follow the above steps and click on *Protect Sheet...* on the sub-menu.

HIDDEN COLUMNS/ROWS

Every Profile contains *Hidden* columns or rows containing formulas and data. The *Hidden* data is not needed in the normal course of play, but might be useful under certain circumstances, such as if you want to know how much your character's weapons and armour are worth. Before making any changes to a Profile, be sure to *Unhide* all columns and rows. To do this, select all columns or rows, right-click anywhere in the selected area, and click on *Unhide*.

DATA SHEETS

The data sheets contain database tables that are shaded grey in every other row. These tables are designed to be modified to suit your particular rules, and should be reasonably self-explanatory. Tweaking the values in these tables will for the most part not have an adverse effect on the functionality of the HMg Character Profile.

However, take care when adding new skills to the Skill Base Table on the *Data* sheet. While it is fairly easy to add extra specialties, adding a new skill requires referencing to the Sunsign List on the same sheet, which may seem a little complicated. If adding a new skill, consider copying the formula of an existing skill (one where the Sunsign bonuses are similar).

The other tables in the data sheets mainly contain formulas that reference the database tables. Take extra care when making changes to these tables as they can impact the functionality of the HMg Character Profile.

VISUAL BASIC PROGRAMS

Advanced Excel users may also wish to make changes to the custom macros that were written in Visual Basic. You will need to use the Visual Basic Editor and at least a basic understanding of VB.

It should go without saying that making changes to the programming can wreak havoc on the functionality of the HMg Character Profile!