

## WEAPONCRAFT HOUSE RULE

The price per each extra WQ is 50% more (and not 100% as noted in HMC). Weaponcrafters usually only make better weapons for the nobility, who would not want commoners using more dangerous weapons against them.

Use the regular Weaponcraft rules in HMC but with one minor adjustment; a marginal success roll for an 11 SI weaponcrafter should read **3** and not **2**.

- ☐ Any bow of better quality may increase range depending on WQ:

WQ + 2      + **05 Hexes**

WQ + 4      + **10 Hexes**

## ARMOUR QUALITY

Maximum Armour Qualities for different Armour are not satisfactory with the basic rules. Use the table below for a more practical Armour Quality.

Cloth	+ 1	(EML -20)
Leather & Quilt	+ 2	(EML -15)
Scale & Ring	+ 3	(EML -10)
Mail & Plate	+ 4	(EML + 0)

Khuzdul weaponcrafters automatically add + 1 on all aspects of AQ on metal armours. Rethem leather is usually up to + 2 sometimes + 3.

- ☐ Sindarin and Khuzdul (metal only) can make lighter armours (20% lighter roughly). This cost as much as + 1 AQ.

## WEAPON QUALITY

When a block occurs roll 3d6 against WQ as usual. If the roll is higher than WQ reduce the aspect with (WQ - Roll). This means that if a weapon has a WQ of 13 and a roll of 15 is made, reduce the WQ with (13 - 15), in this case 2. Note that a roll of 18 always breaks the weapon (if there is a weapon with a WQ that exceeds 18 another roll is made against half WQ, reduce as normal).

- ☐ Maximum WQ is 17.

A Weaponcrafter can repair damaged or broken weapons: to determine the price, calculate the damage as a percentage of the whole. New WQ applies and may lower the original WQ.

## STRENGTH HOUSE RULE

Using only the original 1.25% or 0.75% heavy or light weapon is not appropriate if strength is to be fully maximized. All weapons are maximized with the following bonuses (normal crossbows only need Strength 10 to be pulled):

STRENGTH	WEAPON IMPACT
<b>1-3</b>	<b>As 7-9 with -2d6</b>
<b>4-6</b>	<b>As 7-9 with -1d6</b>
<b>7-9</b>	<b>Light weapon x 0.75</b>
<b>10-13</b>	<b>Average weapon 1.00</b>
<b>14-18</b>	<b>Heavy weapon 1.25</b>
<b>19+</b>	<b>Massive weapon 1.40</b>

A weapon, two steps above STR values on the table can not be used by the wielder and will be deemed too heavy. The maximum weapon impact will be as much as the STR allows.

***Example:** Rogus the Yeoman is weakened by a drug and has only a temporary STR of 11. He is able to wield average weapons and heavy weapons (only one step above) but at 1.00 weapon impact.*

Only a STR of 19+ will increase a light weapon's impact one step to 1.00 because of the sheer power and strength of the wielder.

***Example:** Rogus has regained his STR of 19 and is able to wield heavy weapons at an impact of 1.25, massive weapons at 1.40, and average and light weapons at 1.00.*

The other rules applies as usual except unarmed where a STR of 14+ will add + 1 on impact, and a STR of 19+ will add + 2 on impact.

***Example:** Rogus who has a STR of 19 had some really string punches and kicks. When he kicks he does + 3B impact and when he punches he does + 2B impact.*

Note that maximum impact of a weapon can never exceed 12 on B/E/P in any weapon category.

# ARMOURS 2

## UNARMoured

1

Cloth Tunic (Ua Sh Tx Ab Gr Hp)  
 Cloth Leggings (Gr Hp Th Kn Ca Ft)  
 Leather Shoes (Ft)

## UNARMoured

2

Cloth Hood (Sk Ears Nk)  
 Cloth Tunic/Ls (Fo El Ua Sh Tx Ab Gr Hp)  
 Leather Vest (Sh Tx Ab)  
 Cloth Leggings (Gr Hp Th Kn Ca Ft)  
 Leather Shoes (Ft)

LOCATION	B	E	P	F
SKULL	0	0	0	0
FACE	0	0	0	0
NECK	0	0	0	0
SHOULDER	1	1	1	1
UPPER ARM	1	1	1	1
ELBOW	0	0	0	0
FOREARM	0	0	0	0
HAND	0	0	0	0
THORAX	1	1	1	1
ABDOMEN	1	1	1	1
GROIN	2	2	2	2
HIP	2	2	2	2
THIGH	1	1	1	1
KNEE	1	1	1	1
CALF	1	1	1	1
FOOT	3	5	4	4

LOCATION	B	E	P	F
SKULL	1	1	1	1
FACE	1*	1*	1*	1*
NECK	1	1	1	1
SHOULDER	3	5	4	4
UPPER ARM	1	1	1	1
ELBOW	1	1	1	1
FOREARM	1	1	1	1
HAND	0	0	0	0
THORAX	3	5	4	4
ABDOMEN	3	5	4	4
GROIN	2	2	2	2
HIP	2	2	2	2
THIGH	1	1	1	1
KNEE	1	1	1	1
CALF	1	1	1	1
FOOT	3	5	4	4

\* Ears only

WEIGHT: 10 lbs.  
 PRICE: 200d

WEIGHT: 17.1 lbs.  
 PRICE: 343d

# ARMOURS 3

## UNARMoured

3

Quilt Arming Cap (Sk)  
 Cloth Hood (Sk Ears Nk)  
 Cloth Tunic/Lg (Fo El Ua Sh Tx Ab Gr Hp Th)  
 Leather Tunic (Ua Sh Tx Ab Gr Hp)  
 Cloth Leggings (Gr Hp Th Kn Ca Ft)  
 Leather Calf Boots (Ca Ft)

## UNARMoured

4

Cloth Hood (Sk Ears Nk)  
 Cloth Tunic (Ua Sh Tx Ab Gr Hp)  
 Cloth Leggings (Gr Hp Th Kn Ca Ft)  
 Cloth Robe (Fo El Ua Sh Tx Ab Gr Hp Th Kn Ca)  
 Leather Shoes (Ft)

LOCATION	B	E	P	F
SKULL	6	4	3	5
FACE	1*	1*	1*	1*
NECK	1	1	1	1
SHOULDER	3	5	4	4
UPPER ARM	3	5	4	4
ELBOW	1	1	1	1
FOREARM	1	1	1	1
HAND	0	0	0	0
THORAX	3	5	4	4
ABDOMEN	3	5	4	4
GROIN	4	6	5	5
HIP	4	6	5	5
THIGH	2	2	2	2
KNEE	1	1	1	1
CALF	3	5	4	4
FOOT	3	5	4	4

\* Ears Only

WEIGHT: 25 lbs.  
 PRICE: 493d

LOCATION	B	E	P	F
SKULL	1	1	1	1
FACE	1*	1*	1*	1*
NECK	1	1	1	1
SHOULDER	2	2	2	2
UPPER ARM	2	2	2	2
ELBOW	1	1	1	1
FOREARM	1	1	1	1
HAND	0	0	0	0
THORAX	2	2	2	2
ABDOMEN	2	2	2	2
GROIN	3	3	3	3
HIP	3	3	3	3
THIGH	2	2	2	2
KNEE	2	2	2	2
CALF	2	2	2	2
FOOT	4	6	5	5

\* Ears Only

WEIGHT: 18.7 lbs.  
 PRICE: 375d

# ARMOURS 4

## LIGHT

1

Leather Hat (Sk)  
 Cloth Tunic/Ls (Fo El Ua Sh Tx Ab Gr Hp)  
 Leather Vest (Sh Tx Ab)  
 Leather Leggings (Gr Hp Th Kn Ca Ft)  
 Leather Shoes (Ft)

## LIGHT

2

Leather Cap (Sk)  
 Cloth Hood (Sk Ears Nk)  
 Cloth Tunic/Lg (Fo El Ua Sh Tx Ab Gr HP Th)  
 Leather Tunic/Ls (Fo El Ua Sh Tx Ab Gr Hp)  
 Leather Leggings (Gr Hp Th Kn Ca Ft)  
 Leather Calf Boots (Ca Ft)

LOCATION	B	E	P	F
SKULL	2	4	3	3
FACE	0	0	0	0
NECK	0	0	0	0
SHOULDER	3	5	4	4
UPPER ARM	1	1	1	1
ELBOW	1	1	1	1
FOREARM	1	1	1	1
HAND	0	0	0	0
THORAX	3	5	4	4
ABDOMEN	3	5	4	4
GROIN	3	5	4	4
HIP	3	5	4	4
THIGH	2	4	3	3
KNEE	2	4	3	3
CALF	2	4	3	3
FOOT	4	8	6	6

LOCATION	B	E	P	F
SKULL	3	5	4	4
FACE	1*	1*	1*	1*
NECK	1	1	1	1
SHOULDER	3	5	4	4
UPPER ARM	3	5	4	4
ELBOW	3	5	4	4
FOREARM	3	5	4	4
HAND	0	0	0	0
THORAX	3	5	4	4
ABDOMEN	3	5	4	4
GROIN	5	9	7	7
HIP	5	9	7	7
THIGH	3	5	4	4
KNEE	2	4	3	3
CALF	4	8	6	6
FOOT	4	8	6	6

\* Ears Only

WEIGHT: 21.5 lbs.  
 PRICE: 430d

WEIGHT: 29 lbs.  
 PRICE: 609d

# ARMOURS 5

## LIGHT

3

Plate Half-Helm (Sk)  
 Leather Hood (Sk Ears Nk)  
 Cloth Tunic/Lg (Fo El Ua Sh Tx Ab Gr Hp Th)  
 Leather Hauberk (Fo El Ua Sh Tx Ab Gr Hp Th)  
 Leather Leggings (Gr Hp Th Kn Ca Ft)  
 Leather Calf Boots (Ca Ft)

LOCATION	B	E	P	F
SKULL	8	14	9	5
FACE	2*	4*	3*	3*
NECK	2	4	3	3
SHOULDER	3	5	4	4
UPPER ARM	3	5	4	4
ELBOW	3	5	4	4
FOREARM	3	5	4	4
HAND	0	0	0	0
THORAX	3	5	4	4
ABDOMEN	3	5	4	4
GROIN	5	9	7	7
HIP	5	9	7	7
THIGH	5	9	7	7
KNEE	2	4	3	3
CALF	4	8	6	6
FOOT	4	8	6	6

\* Ears Only

WEIGHT: 36.7 lbs.  
 PRICE: 769d

## LIGHT

4

Plate Half-Helm (Sk)  
 Cloth Hood (Sk Ears Nk)  
 Quilt Cowl (Sk Ears Jaw Nk)  
 Cloth Tunic/Lg (Fo El Ua Sh Tx Ab Gr Hp Th)  
 Quilt Tunic (Ua Sh Tx Ab Gr Hp)  
 Leather Gauntlets (*not archers*) (Ha)  
 Leather Leggings (Gr Hp Th Kn Ca Ft)  
 Leather Calf Boots (Ca Ft)  
 Cloth Surcoat (Sh Tx Ab Gr Hp Th)

LOCATION	B	E	P	F
SKULL	12	14	9	7
FACE	*	*	*	*
NECK	6	4	3	5
SHOULDER	7	5	4	6
UPPER ARM	6	4	3	5
ELBOW	1	1	1	1
FOREARM	1	1	1	1
HAND	2	4	3	3
THORAX	7	5	4	6
ABDOMEN	7	5	4	6
GROIN	9	9	7	9
HIP	9	9	7	9
THIGH	4	6	5	5
KNEE	2	4	3	3
CALF	4	8	6	6
FOOT	4	8	6	6

\* Ears B:6 / E:4 / P:3 / F:5

\* Jaw B:5 / E:3 / P:2 / F:4

WEIGHT: 44.5 lbs.  
 PRICE: 822d

# ARMOURS 6

## MEDIUM

1

Plate Half-Helm (Sk)  
 Cloth Hood (Sk Ears Nk)  
 Leather Hood (Sk Ears Nk)  
 Cloth Tunic/Ls (Fo El Ua Sh Tx Ab Gr Hp)  
 Ring Byrnie (Ua Sh Tx Ab Gr Hp)  
 Leather Gauntlets (*not archers*) (Ha)  
 Leather Leggings (Gr Hp Th Kn Ca Ft)  
 Leather Calf Boots (Ca Ft)  
 Cloth Surcoat (Sh Tx Ab Gr Hp Th)

LOCATION	B	E	P	F
SKULL	9	15	10	6
FACE	3*	5*	4*	4*
NECK	3	5	4	4
SHOULDER	5	8	6	5
UPPER ARM	4	7	5	4
ELBOW	1	1	1	1
FOREARM	1	1	1	1
HAND	2	4	3	3
THORAX	5	8	6	5
ABDOMEN	5	8	6	5
GROIN	7	12	9	8
HIP	7	12	9	8
THIGH	3	5	4	4
KNEE	2	4	3	3
CALF	4	8	6	6
FOOT	4	8	6	6

\* Ears Only

WEIGHT: 46.5 lbs.  
 PRICE: 922d

## MEDIUM

2

Plate Half-Helm (Sk)  
 Cloth Hood (Sk Ears Nk)  
 Leather Hood (Sk Ears Nk)  
 Cloth Tunic/Lg (Fo El Ua Sh Tx Ab Gr Hp Th)  
 Ring Hauberk (Fo El Ua Sh Tx Ab Gr Hp Th)  
 Leather Gauntlets (*not archers*) (Ha)  
 Leather Leggings (Gr Hp Th Kn Ca Ft)  
 Leather Knee Boots (Kn Ca Ft)  
 Cloth Surcoat (Sh Th Ab Gr Hp Th)

LOCATION	B	E	P	F
SKULL	9	15	10	6
FACE	3*	5*	4*	4*
NECK	3	5	4	4
SHOULDER	5	8	6	5
UPPER ARM	4	7	5	4
ELBOW	4	7	5	4
FOREARM	4	7	5	4
HAND	2	4	3	3
THORAX	5	8	6	5
ABDOMEN	5	8	6	5
GROIN	7	12	9	8
HIP	7	12	9	8
THIGH	7	12	9	8
KNEE	4	8	6	6
CALF	4	8	6	6
FOOT	4	8	6	6

\* Ears Only

WEIGHT: 57.4 lbs.  
 PRICE: 1118d

# ARMOURS 7

## MEDIUM

3

Plate Half-Helm (Sk)  
 Cloth Hood (Sk Ears nk)  
 Scale Coif (Sk Ears Jaw Nk)  
 Cloth Tunic/Lg (Fo El Ua Sh Tx Ab Gr Hp Th)  
 Scale Hauberk/Ss (Ua Sh Tx Ab Gr Hp Th)  
 Plate Vambraces (Fo)  
 Leather Gauntlets (*not archers*) (Ha)  
 Leather Leggings (Gr Hp Th Kn Ca Ft)  
 Leather Knee Boots (Kn Ca Ft)  
 Cloth Surcoat (Sh Tx Ab Gr Hp Th)

LOCATION	B	E	P	F
SKULL	12	20	11	8
FACE	*	*	*	*
NECK	6	10	5	6
SHOULDER	7	11	6	7
UPPER ARM	6	10	5	6
ELBOW	1	1	1	1
FOREARM	7	11	7	3
HAND	2	4	3	3
THORAX	7	11	6	7
ABDOMEN	7	11	6	7
GROIN	9	15	9	10
HIP	9	15	9	10
THIGH	9	15	9	10
KNEE	4	8	6	6
CALF	4	8	6	6
FOOT	4	8	6	6

\* Ears B:6 / E:10 / P:5 / F:6

\* Jaw B:5 / E:9 / P:4 / F:5

WEIGHT: 80.7 lbs.

PRICE: 1426d

## MEDIUM

4

Plate Half-Helm (Sk)  
 Cloth Hood (Sk Ears Nk)  
 Quilt Cowl (Sk Ears Jaw Nk)  
 Cloth Tunic/Lg (Fo El Ua Sh Tx Ab Gr Hp Th)  
 Quilt Gambeson (Fo El Ua Sh Tx Ab Gr Hp Th)  
 Leather Hauberk (Fo El Ua Sh Tx Ab Gr Hp Th)  
 Leather Gauntlets (*not archers*) (Ha)  
 Leather Leggings (Gr Hp Th Kn Ca Ft)  
 Leather Calf Boots (Ca Ft)

LOCATION	B	E	P	F
SKULL	12	14	9	7
FACE	*	*	*	*
NECK	6	4	3	5
SHOULDER	8	8	6	8
UPPER ARM	8	8	6	8
ELBOW	8	8	6	8
FOREARM	8	8	6	8
HAND	2	4	3	3
THORAX	8	8	6	8
ABDOMEN	8	8	6	8
GROIN	10	12	9	11
HIP	10	12	9	11
THIGH	10	12	9	11
KNEE	2	4	3	3
CALF	4	8	6	6
FOOT	4	8	6	6

\* Ears B:6 / E:4 / P:3 / F:5

\* Jaw B:5 / E:3 / P:2 / F:4

WEIGHT: 59 lbs.

PRICE: 1068d

# ARMOURS 8

## HEAVY

1

Plate Nasal Helm (Sk Nose)  
 Quilt Cowl (Sk Ears Jaw Nk)  
 Mail Coif (Sk Ears Jaw Nk)  
 Cloth Tunic/Lg (Fo El Ua Sh Tx Ab Gr Hp Th)  
 Quilt Gambeson (Fo El Ua Sh Tx Ab Gr Hp Th)  
 Mail Hauberk (Fo El Ua Sh Tx Ab Gr Hp Th)  
 Quilt Mittens (Ha)  
 Mail Mittens (Ha)  
 Leather Leggings (Gr Hp Th Kn Ca Ft)  
 Leather Knee Boots (Kn Ca Ft)  
 Cloth Surcoat (Sh Tx Ab Gr Hp Th)

LOCATION	B	E	P	F
SKULL	13	21	13	7
FACE	*	*	*	*
NECK	7	11	7	5
SHOULDER	9	13	9	7
UPPER ARM	8	12	8	6
ELBOW	8	12	8	6
FOREARM	8	12	8	6
HAND	7	11	7	5
THORAX	9	13	9	7
ABDOMEN	9	13	9	7
GROIN	11	17	12	10
HIP	11	17	12	10
THIGH	11	17	12	10
KNEE	4	8	6	6
CALF	4	8	6	6
FOOT	4	8	6	6

\* Ears and Jaw B:7 / E:11 / P:7 / F:5

\* Nose B:6 / E:10 / P:6 / F:2

WEIGHT: 91.1 lbs.

PRICE: 2097d

## HEAVY

2

Nasal Helm (Sk Nose Nk)  
 Cloth Hood (Sk Ears Nk)  
 Quilt Cowl (Sk Ears Jaw Nk)  
 Mail Coif (Sk Ears Jaw Nk)  
 Cloth Tunic/Lg (Fo El Ua Sh Tx Ab Gr Hp Th)  
 Quilt Gambeson (Fo El Ua Sh TX Ab Gr Hp Th)  
 Mail Hauberk/Lg (Fo El Ua Sh Tx Ab Gr Hp Th Kn)  
 Quilt Mittens (Ha)  
 Mail Mittens (Ha)  
 Quilt Leggings (Gr Hp Th Kn Ca Ft)  
 Leather Knee Boots (Kn Ca Ft)  
 Cloth Surcoat (Sh Th Ab Gr Hp Th)

LOCATION	B	E	P	F
SKULL	14	22	14	8
FACE	*	*	*	*
NECK	8	12	8	6
SHOULDER	9	13	9	7
UPPER ARM	8	12	8	6
ELBOW	8	12	8	6
FOREARM	8	12	8	6
HAND	7	11	7	5
THORAX	9	13	9	7
ABDOMEN	9	13	9	7
GROIN	14	16	11	11
HIP	14	16	11	11
THIGH	14	16	11	11
KNEE	9	15	10	8
CALF	7	7	5	7
FOOT	7	7	5	7

\* Ears B:8 / E:12 / P:8 / F:6

\* Jaw B:7 / E:11 / P:7 / F:5

\* Nose B:6 / E:10 / P:6 / F:2

WEIGHT: 101.8 lbs.

PRICE: 2448d



## INTRODUCTION

During play, the GM does not have time to roll up an NPC using the Harnmaster rules. Therefore, in the event of a random encounter, with say a band of eight brigands, the following pages were developed to allow you, the GM, to quickly generate whatever NPCs are needed at the moment. The following pages contain over 60 of the most common NPC's that a character is likely to encounter on his travels anywhere on Harn.

## SKILLS AND MASTERY LEVELS

Most mastery levels (ML) have been calculated using the Harn Master Core occupation tables. Some have been developed using the authors experience (and bias) with the system. As with all role playing materials you are encouraged to keep what you like and get rid of the rest. The specialization has been incorporated in the MLs listed.

## VETERANS AND ROOKIES

Some NPCs have seen action on the battlefield, fighting barbarians or attending tourneys so they will be more skilled than others. To create an expert or veteran NPC, add the appropriate amount to ALL MLs using the table to the right. Rookies and old or weak NPCs have also been detailed. All charts included in this package are meant for combat so most of the time no craft/lore skills, etc. are included. It is up to you to generate these skills if they are necessary for a specific NPC.

## WEAPONS AND ARMOURS

Depending on their wealth, culture, opportunities and experience some NPCs will have weapons and armour that are either better or worse than normal. The easiest way to determine if a NPC has a superior or inferior weapon is up to GM discretion. However a few guidelines have been included here on the table to the right.

The elder races usually have much higher WQ (including Edge (E) and Point (P) aspects of the weapon) and Armour Quality (AQ). Most Sindarin are equipped as wealthy and the Khuzdul as wealthy with 1 more point on WQ, E, P, and AQ. Most knights are equipped as veterans or wealthy depending on status.

More information can be found on Armours page 1.

### THE NPC TABLES

ARMOUR  
STRENGTH  
DEXTERITY  
AGILITY  
ENDURANCE (TAKEN FROM CONDITION)  
MOVE  
DODGE  
INITIATIVE  
INITIATIVE WITH STEED  
STEED INITIATIVE  
ENCUMBRANCE  
PHYSICAL PENALTY (WITH STEED)  
AML  
DML  
WQ  
IMPACT

EXPERIENCE	ML/END BONUS
EXPERT	+ 10/+ 1
VETERAN	+ 20/+ 2
ROOKIE	- 10/- 1
OLD or WEAK	- 20/- 2
MERCENARY	+ 5/+ 1

NPC	WQ	E	P	AQ
EXPERT	+ 1	+ 1	+ 0	+ 1/2
VETERAN*	+ 2	+ 2	+ 0	+ 2/3
ROOKIE#	+ 0	0	0	- 1
POOR	- 1	0	0	- 1
WEALTHY*	+ 3	+ 2	+ 1	+ 3/4

- # Some Squires use their master's older weapons and armour.
- \* If there is a skilled enough weapon-crafter in their region (otherwise treat as expert).
- AQ Add the number to the base value as a total bonus (not per layer).

### UNARMED

Most NPCs have about 40-70 on the unarmed skill.

# CHARACTERS 2

## THE FEUDAL KNIGHT

HEAVY HORSE 1			ARMOUR: HEAVY 1		
STRENGTH	13	MOVE	13	STEED INI	60
DEXTERITY	13	DODGE	70	ENC	7
AGILITY	13	INITIATIVE	83	PP	35
ENDURANCE	14	INITIATIVE H	72	PP (STEED)	20

WEAPON	AML	DML	WQ	B	E	P
LANCE	108	88	11	4	-	8
BROADSWORD	98	93	13	4	6	4
KNIGHTSHIELD	88	103	13	2	-	-
MACE	98	88	11	6	-	-
DAGGER	75	75	11	1	2	4

HEAVY HORSE 2			ARMOUR: HEAVY 1		
STRENGTH	14	MOVE	14	STEED INI	65
DEXTERITY	14	DODGE	75	ENC	7
AGILITY	14	INITIATIVE	89	PP	35
ENDURANCE	15	INITIATIVE H	77	PP (STEED)	20

WEAPON	AML	DML	WQ	B	E	P
LANCE	114	94	11	5	-	10
BROADSWORD	104	99	13	5	8	5
KNIGHTSHIELD	109	94	13	3	-	-
MACE	104	94	11	7	-	-
DAGGER	80	80	11	1	3	5

HEAVY HORSE 3			ARMOUR: HEAVY 2		
STRENGTH	15	MOVE	15	STEED INI	70
DEXTERITY	15	DODGE	80	ENC	7
AGILITY	15	INITIATIVE	95	PP	35
ENDURANCE	16	INITIATIVE H	83	PP (STEED)	20

WEAPON	AML	DML	WQ	B	E	P
LANCE	120	100	11	5	-	10
BASTARDSWORD	115	105	13	6	9	6
KITESHIELD	100	120	14	4	-	-
MACE	110	100	11	7	-	-
DAGGER	85	85	11	1	3	5



### NOTES

Knights are counted as **Wealthy** NPCs unless the knight has recently been squired or is landless (and poor...).

The knights above are located in feudal kingdoms as Manorlords, Knight-Batchelors, Barons, Earls etc. They are probably the most dangerous human fighting unit.

Knights in **Tharda** are normally not more skilled and equipped than Heavy Horse 1 (much due to the fact that Tharda lacks regular tourneys). The same goes for the **Jarin** Knights and Squires.

Most noble members of fighting orders are of the type Knight 2 unit.

# CHARACTERS 3

## THE MEDIUM FOOT

MEDIUM FOOT 1				ARMOUR: MEDIUM 1			
STRENGTH	12	MOVE	11	STEED INI	---		
DEXTERITY	11	DODGE	60	ENC	5		
AGILITY	11	INITIATIVE	60	PP	25		
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---		
WEAPON	AML	DML	WQ	B	E	P	
SPEAR	97	87	11	4	-	7	
ROUNDSHIELD	76	91	13	2	-	-	
SHORTSWORD	81	76	12	2	4	4	
DAGGER	65	65	11	1	2	4	

MEDIUM FOOT 2				ARMOUR: MEDIUM 2			
STRENGTH	12	MOVE	12	STEED INI	---		
DEXTERITY	12	DODGE	65	ENC	6		
AGILITY	12	INITIATIVE	65	PP	30		
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---		
WEAPON	AML	DML	WQ	B	E	P	
SPEAR	97	87	11	4	-	7	
ROUNDSHIELD	82	97	13	2	-	-	
FALCHION	87	82	11	4	6	1	
DAGGER	70	70	11	1	2	4	

MEDIUM FOOT 3				ARMOUR: MEDIUM 3			
STRENGTH	13	MOVE	12	STEED INI	50		
DEXTERITY	12	DODGE	65	ENC	5		
AGILITY	12	INITIATIVE	70	PP	25		
ENDURANCE	14	INITIATIVE H	60	PP (STEED)	15		
WEAPON	AML	DML	WQ	B	E	P	
SPEAR	108	98	11	4	-	7	
ROUNDSHIELD	87	102	13	2	-	-	
FALCHION	87	82	11	4	6	1	
DAGGER	70	70	11	1	2	4	



### NOTES

The Medium Foot is a typical yeoman in the feudal society who owes his lord two to three months of service in exchange of 21-30 (HarnManor) acres of land. They are not as common as the Light Foot but they are better equipped and often more skilled. Most Yeomen are Medium Foot 1 and 2.

Medium Foot Guardsmen serve their lords and masters on manors, keeps and castles. They are often better equipped than the Yeomen and also have far better social advantages. They are allowed to ride the lord's warhorses. Most Medium Foot Guardsmen are Medium Foot 3.

# CHARACTERS 4

## THE LIGHT FOOT

LIGHT FOOT 1			ARMOUR: LIGHT 2		
STRENGTH	11	MOVE	11	STEED INI	---
DEXTERITY	11	DODGE	60	ENC	4
AGILITY	11	INITIATIVE	60	PP	20
ENDURANCE	12	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
SPEAR	91	81	11	4	-	7
ROUNDSHIELD	76	91	13	2	-	-
SHORTSWORD	81	76	12	2	4	4
DAGGER	65	65	11	1	2	4

LIGHT FOOT 2			ARMOUR: LIGHT 3		
STRENGTH	12	MOVE	11	STEED INI	---
DEXTERITY	11	DODGE	60	ENC	4
AGILITY	11	INITIATIVE	60	PP	20
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
SPEAR	97	87	11	4	-	7
ROUNDSHIELD	76	91	13	2	-	-
FALCHION	81	76	11	4	6	1
DAGGER	65	65	11	1	2	4

LIGHT FOOT 3			ARMOUR: LIGHT 4		
STRENGTH	12	MOVE	12	STEED INI	50
DEXTERITY	12	DODGE	65	ENC	5
AGILITY	12	INITIATIVE	70	PP	25
ENDURANCE	13	INITIATIVE H	60	PP (STEED)	15

WEAPON	AML	DML	WQ	B	E	P
SPEAR	102	92	11	4	-	7
ROUNDSHIELD	87	97	13	2	-	-
FALCHION	87	82	11	4	6	1
DAGGER	70	70	11	1	2	4

## NOTES

The Light Foot is the most common yeoman in the feudal society who owes his lord two to three months of service in exchange of 11-20 (HarnManor) acres of land. They are more common than the medium foot but not as equipped or skilled. Most yeomen are Light Foot 1 and 2.

Light Foot Guardsmen serve the lords and masters on manors, keeps and castles. They are often better equipped than the yeomen and also have far better social advantages. They are allowed to ride the lord's palfreys. Light Foot 3 Guardsmen are more common than the Medium Foot Guardsmen.

## THE SHOTBOW

SHORTBOW 1				ARMOUR: UNARMoured 3			
STRENGTH	11	MOVE	11	STEED INI	---		
DEXTERITY	12	DODGE	60	ENC	3		
AGILITY	11	INITIATIVE	60	PP	15		
ENDURANCE	12	INITIATIVE H	---	PP (STEED)	---		

WEAPON	AML	DML	WQ	B	E	P
SHORTBOW	77	---	10	-	-	-
DAGGER	70	70	11	1	2	4

SHORTBOW 2				ARMOUR: LIGHT 3			
STRENGTH	11	MOVE	12	STEED INI	---		
DEXTERITY	12	DODGE	65	ENC	4		
AGILITY	12	INITIATIVE	65	PP	20		
ENDURANCE	12	INITIATIVE H	---	PP (STEED)	---		

WEAPON	AML	DML	WQ	B	E	P
SHORTBOW	77	---	10	-	-	-
SHORTSWORD	87	82	12	2	4	4
BUCKLER	78	88	12	1	-	-
DAGGER	70	70	11	1	2	4

SHORTBOW 3				ARMOUR: LIGHT 4			
STRENGTH	12	MOVE	12	STEED INI	---		
DEXTERITY	13	DODGE	65	ENC	5		
AGILITY	12	INITIATIVE	70	PP	25		
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---		

WEAPON	AML	DML	WQ	B	E	P
SHORTBOW	88	---	10	-	-	-
FALCHION	93	88	11	4	6	1
ROUNDSHIELD	88	103	13	2	-	-
DAGGER	75	75	11	1	2	4



### NOTES

The regular archer on castles, manors and feudal armies, is usually the Shortbow. The Shortbow 1 and 2 owes his lord two to three months of service in exchange of 31-40 acres of land.

Shortbow Guardsmen are often stationed on castle walls and as backup units for Light Foot and Medium Foot. Shortbow Guardsmen are almost always Shortbow 3.

# CHARACTERS 6

## THE LONGBOW

LONGBOW 1			ARMOUR: LIGHT 1		
STRENGTH	11	MOVE	11	STEED INI	---
DEXTERITY	12	DODGE	60	ENC	3
AGILITY	11	INITIATIVE	60	PP	15
ENDURANCE	12	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
LONGBOW	77	---	11	-	-	-
SHORTSWORD	87	82	12	2	4	4
DAGGER	60	60	11	1	2	4

LONGBOW 2			ARMOUR: LIGHT 3		
STRENGTH	11	MOVE	12	STEED INI	---
DEXTERITY	12	DODGE	65	ENC	5
AGILITY	12	INITIATIVE	65	PP	25
ENDURANCE	12	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
LONGBOW	77	---	11	-	-	-
FALCHION	87	82	11	4	6	1
ROUNDSHIELD	82	97	13	2	-	-
DAGGER	70	70	11	1	2	4

LONGBOW 3			ARMOUR: MEDIUM 1		
STRENGTH	12	MOVE	12	STEED INI	---
DEXTERITY	13	DODGE	65	ENC	5
AGILITY	12	INITIATIVE	70	PP	25
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
LONGBOW	88	---	11	-	-	-
FALCHION	93	88	11	4	6	1
ROUNDSHIELD	88	103	13	2	-	-
DAGGER	75	75	11	1	2	4

### NOTES

Much like the knight, the longbow of the Feudal Armies is perhaps the single most important unit (although this is something a knight would never admit). The Longbow 1 and 2 owes his lord two to three months of service in exchange of 41-51 acres of land.

Longbow Guardsmen are often stationed as a backup unit to the knights to pluck enemy archers that might pose a threat to the lords. Longbow Guardsmen are almost always Longbow 3.

# CHARACTERS 7

## THE MILITIA

MILITIA 1		ARMOUR: UNARMoured 1			
STRENGTH	10	MOVE	10	STEED INI	---
DEXTERITY	10	DODGE	55	ENC	2
AGILITY	10	INITIATIVE	45	PP	10
ENDURANCE	11	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
SPEAR	65	55	11	4	-	7
DAGGER	45	45	11	1	2	4
☐ SHORTBOW	45	---	10	-	-	-

MILITIA 2		ARMOUR: UNARMoured 2			
STRENGTH	10	MOVE	10	STEED INI	---
DEXTERITY	10	DODGE	55	ENC	3
AGILITY	10	INITIATIVE	45	PP	15
ENDURANCE	11	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
SPEAR	65	55	11	4	-	7
ROUNDSHIELD	50	65	13	2	-	-
DAGGER	50	50	11	1	2	4
☐ SHORTBOW	45	---	10	-	-	-

MILITIA 3		ARMOUR: UNARMoured 3			
STRENGTH	11	MOVE	11	STEED INI	---
DEXTERITY	11	DODGE	60	ENC	4
AGILITY	11	INITIATIVE	49	PP	20
ENDURANCE	12	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
SPEAR	69	59	11	4	-	7
ROUNDSHIELD	54	69	13	2	-	-
CLUB	64	54	9	4	-	-
☐ SHORTBOW	49	---	10	-	-	-

### NOTES

The Town Militia is the standard militia for cities, towns and castles. They consist of free men such as guildsmen, laborers, farmers' etc. who do service for the local lord in exchange for protection. Usually they train twice a year in the summer. Most of these are classed as Militia 2 and 3.

The Rural Militia is poorer and lighter equipped than the Town Militia. They consist of serfs of various ranks 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. Most of the rural militia is normally of class Militia 1.

☐ SHORTBOW is an optional weapon.

# CHARACTERS 8

## THE TOWN GUARD

TOWN GUARD 1			ARMOUR: LIGHT 1		
STRENGTH	11	MOVE	11	STEED INI	---
DEXTERITY	11	DODGE	60	ENC	4
AGILITY	11	INITIATIVE	60	PP	20
ENDURANCE	12	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
SPEAR	80	70	11	4	-	7
<input type="checkbox"/> BUCKLER	65	75	12	1	-	-
CLUB	75	65	9	4	-	-
DAGGER	54	54	11	1	2	4

TOWN GUARD 2			ARMOUR: LIGHT 3		
STRENGTH	12	MOVE	11	STEED INI	---
DEXTERITY	11	DODGE	60	ENC	4
AGILITY	11	INITIATIVE	60	PP	20
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
SPEAR	85	75	11	4	-	7
<input type="checkbox"/> ROUNDSHIELD	65	80	13	2	-	-
CLUB	75	65	9	4	-	-
DAGGER	54	54	11	1	2	4

TOWN GUARD 3			ARMOUR: MEDIUM 1		
STRENGTH	13	MOVE	11	STEED INI	---
DEXTERITY	11	DODGE	60	ENC	4
AGILITY	11	INITIATIVE	65	PP	20
ENDURANCE	14	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
FALCHION	87	82	11	4	6	1
<input type="checkbox"/> ROUNDSHIELD	70	85	13	2	-	-
CLUB	75	65	9	4	-	-
DAGGER	54	54	11	1	2	4

### NOTES

The standard guard patrolling the streets of free-towns and -cities is the town guard. Most of these are not expert soldiers but they can fight when necessary. A few of these town guards are corrupt and takes bribes from the local thieves guild (or worse...). Town guards are always Town Guard 1 and 2.

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...

Town guard officer is always Town Guard 3.

☐ BUCKLER is an optional weapon

☐ ROUNDSHIELD is an optional weapon



# CHARACTERS 9

## THE THARDIC LEGION

LEGIONNAIRE 1				ARMOUR: LIGHT 3		
STRENGTH	12	MOVE	11	STEED INI	---	
DEXTERITY	11	DODGE	60	ENC	5	
AGILITY	11	INITIATIVE	60	PP	25	
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---	

WEAPON	AML	DML	WQ	B	E	P
SPEAR	97	87	11	4	-	7
TOWERSHIELD	76	96	13	3	-	-
SHORTSWORD	81	76	12	2	4	4
DAGGER	65	65	11	1	2	4
SHORTBOW	65	---	10	-	-	-

LEGIONNAIRE 2				ARMOUR: MEDIUM 2		
STRENGTH	13	MOVE	12	STEED INI	---	
DEXTERITY	12	DODGE	65	ENC	5	
AGILITY	12	INITIATIVE	70	PP	25	
ENDURANCE	14	INITIATIVE H	---	PP (STEED)	---	

WEAPON	AML	DML	WQ	B	E	P
SPEAR	108	98	11	4	-	7
TOWERSHIELD	87	107	13	2	-	-
SHORTSWORD	87	81	12	2	4	4
DAGGER	70	70	11	1	2	4

LEGIONNAIRE 3				ARMOUR: LIGHT 2		
STRENGTH	12	MOVE	12	STEED INI	55	
DEXTERITY	12	DODGE	65	ENC	4	
AGILITY	12	INITIATIVE	65	PP	20	
ENDURANCE	13	INITIATIVE H	60	PP (STEED)	10	

WEAPON	AML	DML	WQ	B	E	P
SPEAR	85	75	11	4	-	7
ROUNDSHIELD	70	85	13	2	-	-
SHORTSWORD	75	70	12	2	4	4
DAGGER	58	58	11	1	2	4
☐ SHORTBOW	63	---	10	-	-	-

### NOTES

The core, pride and regular unit of the legion is the Legionnaire 2 who are sometimes stationed as guards to the officers or as veterans and even members of the famous Red Guard (with ML bonuses). The Legionnaire 2 is however mostly used as shock troops, with the aid of the cavalry.

Legionnaire 1 is primary used to harass the enemy with bow fire much like the Legionnaire 3. They are however quite adept fighters in combat and are more common than the Legionnaire 2.

The scout (Legionnaire 3) 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 Legionnaire 3 is often used as a messenger.

☐ **SHORTBOW** is an optional weapon and only regularly used by the light horse in the legion.

# CHARACTERS 10

## THE ORBAALESE VIKING

### VIKING 1 ARMOUR: LIGHT 2

STRENGTH	12	MOVE	11	STEED INI	---
DEXTERITY	11	DODGE	60	ENC	4
AGILITY	11	INITIATIVE	60	PP	20
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
SPEAR	85	70	11	4	-	7
ROUNDSHIELD	65	80	13	2	-	-
HANDAXE	75	70	11	4	6	-
DAGGER	54	54	11	1	2	4
SHORTBOW	60	---	10	-	-	-

### VIKING 2 ARMOUR: LIGHT 3

STRENGTH	13	MOVE	12	STEED INI	---
DEXTERITY	12	DODGE	65	ENC	4
AGILITY	12	INITIATIVE	65	PP	20
ENDURANCE	14	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
SPEAR	103	93	11	4	-	7
ROUNDSHIELD	82	97	13	2	-	-
BROADSWORD	80	75	13	4	6	4
DAGGER	70	70	11	1	2	4
JAVELIN	80	70	10	2	-	6

### VIKING 3 ARMOUR: MEDIUM 2

STRENGTH	14	MOVE	13	STEED INI	50
DEXTERITY	13	DODGE	65	ENC	6
AGILITY	13	INITIATIVE	83	PP	30
ENDURANCE	15	INITIATIVE H	67	PP (STEED)	15

WEAPON	AML	DML	WQ	B	E	P
BATTLEAXE	109	99	12	8	10	-
ROUNDSHIELD	88	103	13	2	-	-
BROADSWORD	98	93	13	5	8	5
DAGGER	75	75	11	1	2	5
SHORTBOW	70	---	10	-	-	-



### NOTES

In Orbaal (and Ivinia) the best males trained in arms are named huscarls (Viking 3) and they are the equivalent of the Feudal Knight.

Viking 1 and 2 are the regular orbaalese warriors who can be found in any village as fishermen, whalers etc.

# CHARACTERS 11

## THE JARIN

JARIN 1		ARMOUR: UNARMoured 2			
STRENGTH	10	MOVE	10	STEED INI	---
DEXTERITY	10	DODGE	55	ENC	3
AGILITY	10	INITIATIVE	45	PP	15
ENDURANCE	11	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
SPEAR	65	55	11	4	-	7
DAGGER	50	50	11	1	2	4
SHORTBOW	45	---	10	-	-	-

JARIN 2		ARMOUR: LIGHT 3			
STRENGTH	11	MOVE	11	STEED INI	---
DEXTERITY	11	DODGE	60	ENC	5
AGILITY	11	INITIATIVE	49	PP	25
ENDURANCE	12	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
SPEAR	96	86	11	4	-	7
ROUNDSHIELD	75	91	13	2	-	-
DAGGER	65	65	11	1	2	4
SHORTBOW	60	---	10	-	-	-

JARIN 3		ARMOUR: LIGHT 2			
STRENGTH	12	MOVE	13	STEED INI	---
DEXTERITY	12	DODGE	70	ENC	3
AGILITY	13	INITIATIVE	70	PP	15
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
BROADSWORD	92	87	13	4	6	4
BUCKLER	82	92	12	1	-	-
DAGGER	70	70	11	1	2	4
SHORTBOW	60	---	10	-	-	-

### NOTES

The common Jarin fighter (Jarin 2) 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.

The militia trained by some of the more Jarin friendly Ivinian overlords is the Jarin 1 unit. The Jarin 1 is also the main bulk of any Jarin "army".

The Jarin Rebels (Jarin 3) near Gedan are mainly trained in hit and run tactics combined from time to time with the Light Foot Jarin soldier.

# CHARACTERS 12

## THE BRIGAND

BRIGAND 1		ARMOUR: UNARMoured 2			
STRENGTH	10	MOVE	10	STEED INI	---
DEXTERITY	10	DODGE	55	ENC	3
AGILITY	10	INITIATIVE	45	PP	15
ENDURANCE	11	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
CLUB	60	50	9	4	-	-
DAGGER	50	50	11	1	2	4
SHORTBOW	45	---	10	-	-	-

BRIGAND 2		ARMOUR: LIGHT 2			
STRENGTH	12	MOVE	11	STEED INI	---
DEXTERITY	11	DODGE	60	ENC	3
AGILITY	11	INITIATIVE	60	PP	15
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
SPEAR	85	75	11	4	-	7
CLUB	75	65	9	4	-	-
DAGGER	54	54	11	1	2	4
SHORTBOW	60	---	10	-	-	-

BRIGAND 3		ARMOUR: LIGHT 4			
STRENGTH	13	MOVE	12	STEED INI	---
DEXTERITY	12	DODGE	65	ENC	4
AGILITY	12	INITIATIVE	65	PP	20
ENDURANCE	14	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
HANDAXE	93	88	11	4	6	-
ROUNDSHIELD	82	97	13	2	-	-
SHORTSWORD	75	70	12	2	4	4
DAGGER	70	70	11	1	2	4



### NOTES

The Brigand 3 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 Brigand 3 is a typical brigand leader.

The typical brigand any unwary traveler might encounter on the various high-ways in the kingdoms is the Brigand 2. They are rather skilled with weapon but prefer to use the bow when preying on victims to rob (and sometimes kill...).

The Brigand 1 is often a peasant forced to flee civilization after failed crops, famine etc. They can be found under the leadership of a Brigand 3.

# CHARACTERS 13

## THE LIA-KAVAIR

LIA-KAVAIR 1		ARMOUR: UNARMoured 1			
STRENGTH	10	MOVE	10	STEED INI	---
DEXTERITY	10	DODGE	55	ENC	1
AGILITY	10	INITIATIVE	45	PP	5
ENDURANCE	11	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
KNIFE	54	49	10	0	1	4

LIA-KAVAIR 2		ARMOUR: UNARMoured 2			
STRENGTH	10	MOVE	13	STEED INI	---
DEXTERITY	13	DODGE	70	ENC	2
AGILITY	13	INITIATIVE	57	PP	10
ENDURANCE	11	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
DAGGER	70	70	11	1	2	4
TABURI	70	65	10	0	-	4

LIA-KAVAIR 3		ARMOUR: LIGHT 2			
STRENGTH	13	MOVE	11	STEED INI	---
DEXTERITY	11	DODGE	60	ENC	3
AGILITY	11	INITIATIVE	54	PP	15
ENDURANCE	14	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
CLUB	80	70	9	4	-	-
DAGGER	70	70	11	1	2	4

### NOTES

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. Almost all thugs are Lia-Kavair 3.

The 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 MLs when creating an assassin. Most thieves are Lia-Kavair 2.

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". Most beggars are Lia-Kavair 1 (even if they do not belong to that criminal guild).

# CHARACTERS 14

## THE PRIEST

PRIEST 1		ARMOUR: UNARMoured 4 *			
STRENGTH	12	MOVE	11	STEED INI	55
DEXTERITY	12	DODGE	60	ENC	2
AGILITY	11	INITIATIVE	60	PP	10
ENDURANCE	13	INITIATIVE H	58	PP (STEED)	5

WEAPON	AML	DML	WQ	B	E	P
BROADSWORD	80	75	13	4	6	4
KNIGHTSHIELD	70	85	13	2	-	-
DAGGER	70	70	11	1	2	4
☐ SICKLE	70	70	9	1	4	3
☐ MACE	80	70	11	6	-	-

PRIEST 2		ARMOUR: UNARMoured 4			
STRENGTH	10	MOVE	11	STEED INI	---
DEXTERITY	11	DODGE	60	ENC	2
AGILITY	11	INITIATIVE	49	PP	10
ENDURANCE	11	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
STAFF	58	48	11	4	-	-

PRIEST 3		ARMOUR: UNARMoured 2			
STRENGTH	12	MOVE	16	STEED INI	---
DEXTERITY	14	DODGE	90	ENC	2
AGILITY	16	INITIATIVE	101	PP	10
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
DAGGER	94	94	11	1	2	4

## NOTES

\* When on the road replace the armour noted with Medium 1 (ENC= 5).

The Priest 1 is usually a Heruchai of the Agrikan church or a Matakea of the Laranian faith.

☐ When using the Priest 1 unit as an Agrikan Heruchai, remove the broadsword and dagger (and vice versa when creating a Matakea).

The Priest 2 unit is normally a Peoni friar who can be found in almost all Hârníc villages. Other priests fall under the various Town Person categories (see below).

The Priest 3 is usually a Sungai of the Naveh church. They are the most prominent assassins on Hârn and widely feared.

See *HârnMaster Religion* for invocations.

## THE TOWNFOLK AND VILLAGER

TOWNFOLK 1				ARMOUR: UNARMoured 1			
STRENGTH	10	MOVE	10	STEED INI	---		
DEXTERITY	10	DODGE	55	ENC	1		
AGILITY	10	INITIATIVE	45	PP	5		
ENDURANCE	11	INITIATIVE H	---	PP (STEED)	---		
WEAPON	AML	DML	WQ	B	E	P	
STICK	40	40	9	2	-	-	

TOWNFOLK 2				ARMOUR: UNARMoured 2			
STRENGTH	11	MOVE	10	STEED INI	---		
DEXTERITY	10	DODGE	55	ENC	2		
AGILITY	10	INITIATIVE	45	PP	10		
ENDURANCE	12	INITIATIVE H	---	PP (STEED)	---		
WEAPON	AML	DML	WQ	B	E	P	
KNIFE	50	45	10	0	1	4	

TOWNFOLK 3				ARMOUR: LIGHT 1			
STRENGTH	12	MOVE	11	STEED INI	---		
DEXTERITY	11	DODGE	60	ENC	2		
AGILITY	11	INITIATIVE	49	PP	10		
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---		
WEAPON	AML	DML	WQ	B	E	P	
DAGGER	54	54	11	1	2	4	



### NOTES

Townfolk1 is the urban poor, any serf, a clothier, a scribe, a lexigrapher etc.

Townfolk 2 is a hideworker, miller, inn-keeper, laborer, freehold farmer etc.

Townfolk 3 is a charcoaler, metalsmith, miner etc.

These tables are also used for the village peasants.

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

# CHARACTERS 16

## THE PAMESANI GAMES

SLAVER 1			ARMOUR: LIGHT 2		
STRENGTH	13	MOVE	10	STEED INI	---
DEXTERITY	12	DODGE	55	ENC	3
AGILITY	10	INITIATIVE	55	PP	15
ENDURANCE	14	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
WHIP	75	55	9	2	1	-
FALCHION	80	70	11	4	6	1
DAGGER	55	55	11	1	2	4

GLADIATOR 1			ARMOUR: LIGHT 3		
STRENGTH	12	MOVE	13	STEED INI	---
DEXTERITY	13	DODGE	70	ENC	4
AGILITY	13	INITIATIVE	83	PP	20
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
TRIDENT	103	98	12	4	-	5
NET	77	57	9	2	-	-
SHORTSWORD	93	88	12	2	4	4
❑ BUCKLER	62	72	12	1	-	2

GLADIATOR 2			ARMOUR: MEDIUM 3		
STRENGTH	14	MOVE	12	STEED INI	---
DEXTERITY	13	DODGE	65	ENC	6
AGILITY	12	INITIATIVE	82	PP	30
ENDURANCE	15	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
BATTLEAXE	109	99	11	8	10	6
ROUNDSHIELD	88	103	13	3	-	4
FALCHION	98	88	11	5	8	1

### NOTES

The Gladiator 1 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.

❑ **BUCKLER** is an optional weapon.

The opposite of the common gladiator, the Gladiator 2 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.

Slaver 1 are most often retired gladiators or “failed” mercantylers who has been taught combat skills. They are mainly occupied by guarding and inspecting slaves used in the Pamesani Games. Some however are more skilled and even guard gladiators.



# CHARACTERS 17

## THE SINDARIN

SINDARIN 1				ARMOUR: LIGHT 3		
STRENGTH	12	MOVE	14	STEED INI	---	
DEXTERITY	14	DODGE	80	ENC	3	
AGILITY	14	INITIATIVE	80	PP	15	
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---	

WEAPON	AML	DML	WQ	B	E	P
SPEAR	116	106	11	4	-	7
KNIGHTSHIELD	94	109	13	2	-	-
LONGKNIFE	99	104	13	1	3	5

SINDARIN 2				ARMOUR: HEAVY 1		
STRENGTH	14	MOVE	15	STEED INI	75	
DEXTERITY	15	DODGE	85	ENC	6	
AGILITY	15	INITIATIVE	105	PP	30	
ENDURANCE	15	INITIATIVE H	90	PP (STEED)	15	

WEAPON	AML	DML	WQ	B	E	P
LANCE	125	105	11	5	-	10
KNIGHTSHIELD	105	120	13	3	-	-
BROADSWORD	115	110	13	5	8	5
LONGKNIFE	95	100	12	1	4	6

SINDARIN 3				ARMOUR: UNARMoured 2		
STRENGTH	12	MOVE	16	STEED INI	---	
DEXTERITY	16	DODGE	80	ENC	2	
AGILITY	16	INITIATIVE	95	PP	10	
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---	

WEAPON	AML	DML	WQ	B	E	P
HARTBOW	101	---	13	-	-	-
LONGKNIFE	111	116	12	1	3	5

### NOTES

The Sindarin 1 are mighty warriors often stationed as guards in villages and the two main towns of Evael. A few patrol the mighty Shava Forest aided by the Sindarin Ranger.

The Sindarin knight (Sindarin 2) is a title bestowed upon worthy warriors. They are equipped as other knights on the island but wear superior and lighter armour. The Sindar Knight is a rare and fearless soldier.

The Sindarin 3 is a ranger that patrols the Shava Forest where they act as guardians. Their main weapon Hartbow, is very powerful composite shortbow of superior quality and range. The ranger is best suited to fight in those the Shava Forest than any other race (or unit).

# CHARACTERS 18

## THE KHUZDUL

KHUZDUL 1			ARMOUR: LIGHT 3		
STRENGTH	13	MOVE	10	STEED INI	---
DEXTERITY	12	DODGE	60	ENC	3
AGILITY	10	INITIATIVE	65	PP	15
ENDURANCE	14	INITIATIVE H	---	PP (STEED)	---
WEAPON	AML	DML	WQ	B	E P
HANDAXE	98	93	10	4	6 4
KNIGHTSHIELD	87	102	13	2	- 3
DAGGER	75	75	11	1	2 4
COMPOSITE BOW	75	---	11	-	- -

KHUZDUL 2			ARMOUR: MEDIUM 2		
STRENGTH	15	MOVE	11	STEED INI	---
DEXTERITY	13	DODGE	65	ENC	4
AGILITY	11	INITIATIVE	70	PP	20
ENDURANCE	16	INITIATIVE H	---	PP (STEED)	---
WEAPON	AML	DML	WQ	B	E P
SPEAR	114	104	11	5	- 9
KNIGHTSHIELD	93	108	13	3	- 4
HANDAXE	110	105	10	5	8 5
DAGGER	85	85	11	1	3 5

KHUZDUL 3			ARMOUR: HEAVY 1		
STRENGTH	16	MOVE	12	STEED INI	---
DEXTERITY	14	DODGE	70	ENC	6
AGILITY	12	INITIATIVE	82	PP	30
ENDURANCE	17	INITIATIVE H	---	PP (STEED)	---
WEAPON	AML	DML	WQ	B	E P
BATTLEAXE	120	110	11	8	10 6
KNIGHTSHIELD	99	114	13	3	- 4
BROADSWORD	109	104	13	5	8 5
DAGGER	99	99	11	1	3 5

## NOTES

The medium foot (Khuzdul 2) and archer (Khuzdul 1) 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 twenty (20) less than the Khuzdul 1 and 2.

The heavy foot (Khuzdul 3) 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. The High Guard wear both superior and lighter armour.

# CHARACTERS 19

## THE MISCELLANEOUS 1

TRAPPER 1				ARMOUR: LIGHT 2		
STRENGTH	11	MOVE	11	STEED INI	---	
DEXTERITY	12	DODGE	60	ENC	3	
AGILITY	11	INITIATIVE	49	PP	15	
ENDURANCE	12	INITIATIVE H	---	PP (STEED)	---	

WEAPON	AML	DML	WQ	B	E	P
CLUB	75	70	9	4	-	-
KNIFE	58	53	10	0	1	4

HUNTER 1				ARMOUR: LIGHT 2		
STRENGTH	11	MOVE	12	STEED INI	---	
DEXTERITY	12	DODGE	65	ENC	3	
AGILITY	12	INITIATIVE	53	PP	15	
ENDURANCE	12	INITIATIVE H	---	PP (STEED)	---	

WEAPON	AML	DML	WQ	B	E	P
SHORTBOW	65	---	10	-	-	-
HANDAXE	70	65	11	4	6	-
DAGGER	58	58	11	1	2	4

FORESTER 1				ARMOUR: LIGHT 3		
STRENGTH	12	MOVE	12	STEED INI	---	
DEXTERITY	11	DODGE	65	ENC	3	
AGILITY	12	INITIATIVE	65	PP	15	
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---	

WEAPON	AML	DML	WQ	B	E	P
SHORTBOW	66	---	10	-	-	-
SHORTSWORD	76	71	12	2	4	4
DAGGER	64	64	11	1	2	4

### NOTES

The Trapper 1 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.

The Hunter 1 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 Forester 1 units are quite overzealous and use more force than necessary. They are greatly feared by poachers.

# CHARACTERS 20

## THE MISCELLANEOUS 2

SEAMAN 1		ARMOUR: UNARMoured 2			
STRENGTH	12	MOVE	12	STEED INI	---
DEXTERITY	12	DODGE	65	ENC	2
AGILITY	12	INITIATIVE	53	PP	10
ENDURANCE	12	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
CLUB	80	75	9	4	-	-
DAGGER	70	70	11	1	2	4

MERCANTYLER 1		ARMOUR: LIGHT 1			
STRENGTH	11	MOVE	11	STEED INI	---
DEXTERITY	12	DODGE	60	ENC	2
AGILITY	11	INITIATIVE	49	PP	10
ENDURANCE	11	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
STAFF	61	51	12	2	4	4

WEAPONCRAFTER 1		ARMOUR: LIGHT 4			
STRENGTH	13	MOVE	11	STEED INI	---
DEXTERITY	12	DODGE	60	ENC	4
AGILITY	11	INITIATIVE	49	PP	20
ENDURANCE	13	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
BROADSWORD	68	63	13	4	6	4
ROUNDSHIELD	58	73	13	2	-	-



### NOTES

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

As a tradition of the Mercantylers' Guild all apprentices are learned the proficient in at least one weapon. The Mercantylers 1 is a master guildsman.

A Weaponcrafter 1 is probably the only person who is allowed to carry chivalric arms except for man-at-arms. The nobles do seldom interfere in their favorite guildsman's business...

## THE MISCELLANEOUS 3

TEAMSTER 1				ARMOUR: LIGHT 1		
STRENGTH	11	MOVE	12	STEED INI	---	
DEXTERITY	11	DODGE	65	ENC	3	
AGILITY	12	INITIATIVE	53	PP	15	
ENDURANCE	11	INITIATIVE H	---	PP (STEED)	---	

WEAPON	AML	DML	WQ	B	E	P
WHIP	74	69	9	2	1	-
SPEAR	64	54	11	4	-	7
DAGGER	49	49	11	1	2	4

HERDSMAN 1				ARMOUR: UNARMoured 2		
STRENGTH	10	MOVE	11	STEED INI	---	
DEXTERITY	12	DODGE	55	ENC	2	
AGILITY	11	INITIATIVE	49	PP	10	
ENDURANCE	10	INITIATIVE H	---	PP (STEED)	---	

WEAPON	AML	DML	WQ	B	E	P
SLING	51	---	9	-	-	-
KNIFE	52	47	10	0	1	4

SHEK-PVAR 1				ARMOUR: LIGHT 1		
STRENGTH	10	MOVE	11	STEED INI	---	
DEXTERITY	11	DODGE	55	ENC	3	
AGILITY	11	INITIATIVE	49	PP	15	
ENDURANCE	10	INITIATIVE H	---	PP (STEED)	---	

WEAPON	AML	DML	WQ	B	E	P
STAFF	69	64	11	4	-	-
KNIFE	54	54	10	0	1	4



The Teamster 1 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.

The Herdsman 1 is either free or serf. The knife and sling is used to defend the herds from wolves, foxes and the like.

The Secret order of the Shek-Pvar is a loose society of mages of the six convocations. The Shek-Pvar 1 shown is a Shenava (master).

See *HarnMaster Magic* for spells.

# CHARACTERS 22

## THE TRIBES

TRIBESMAN 1			ARMOUR: LIGHT 2		
STRENGTH	11	MOVE	11	STEED INI	55
DEXTERITY	12	DODGE	65	ENC	4
AGILITY	12	INITIATIVE	70	PP	20
ENDURANCE	11	INITIATIVE H	63	PP (STEED)	10

WEAPON	AML	DML	WQ	B	E	P
SPEAR	85	75	11	4	-	7
LEATHER SHIELD	70	85	12	2	-	-
SHORTBOW	65	---	10	-	-	-
SHORSSWORD	75	70	11	2	4	4
DAGGER	58	58	10	1	2	4

TRIBESMAN 2			ARMOUR: LIGHT 2		
STRENGTH	12	MOVE	11	STEED INI	---
DEXTERITY	11	DODGE	60	ENC	4
AGILITY	11	INITIATIVE	65	PP	20
ENDURANCE	12	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
SPEAR	85	75	11	4	-	7
LEATHERSHIELD	75	90	12	2	-	-
SHORTBOW	60	---	10	-	-	-
HANDAXE	70	65	10	4	6	-
DAGGER	54	54	10	1	2	4

TRIBESMAN 3			ARMOUR: LIGHT 2		
STRENGTH	11	MOVE	11	STEED IN	---
DEXTERITY	11	DODGE	60	ENC	4
AGILITY	11	INITIATIVE	49	PP	20
ENDURANCE	11	INITIATIVE H	---	PP (STEED)	---

WEAPON	AML	DML	WQ	B	E	P
SPEAR	75	65	11	4	-	7
LEATHER SHIELD	60	75	12	2	-	-
SHORTBOW	60	---	10	-	-	-
HANDAXE	65	60	10	4	6	-
DAGGER	54	54	10	1	2	4



Tribesman 1 is Chelni and Hodiri.

Tribesman 2 is Kubora, Tulwyn (Turenkemri Battleaxe 90) and Ymodi.

Tribesman 3 is the rest of Hårn's tribesmen.

Due to the close release of HårnMaster Barbarians only the most regular weapons are listed. A few tribesmen use javelins instead of shortbows etc. Some weapons are made of bronze, stone etc. so GMs must use discretion.

See *HårnMaster Barbarians* for more detail (furs etc.).