

# COMBAT TABLES 1

## MELEE ATTACK

DEF	BLOCK				COUNTERSTRIKE				DODGE				IGNORE
ATT	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll
CF	BF4	AF3	AF4	AF5	BF4	AF4	D+2	D+3	BS3	AF3	DTA	DTA	DTA
MF	DF3	Block	●	AF3	A+1	●	D+1	D+2	DS3	●	●	DTA	A+1
MS	A+2	A+1	Block	●	A+3	A+2	B+1	D+1	A+2	A+1	●	●	A+3
CS	A+3	A+2	A+1	Block	A+4	A+3	A+1	B+1	A+3	A+2	A+1	●	A+4

## PRESS (PUSH/TEST OF STRENGTH, ML = 5 X STRENGTH)

DEF	COUNTERPRESS				COUNTERSTRIKE				DODGE				IGNORE
ATT	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll
CF	BS3	AS3	AS3	AS4	BS3	AS3	D+2	D+3	BS3	DTA	DTA	DTA	DTA
MF	DS3	BS3	AS3	AS3	DS3	BS3	AS3	D+2	DS3	BS3	DTA	DTA	DS3
MS	DS3	DS3	BS3	AS3	DS4	DS3	BS3	D+1	DS3	DS3	●	DTA	DS4
CS	DS4	DS3	DS3	BS3	DS5	DS4	DS3	BS3	DS4	DS3	DS3	●	DS5

## MISSILE ATTACK

DEF	BLOCK				DODGE				IGNORE
ATT	CF	MF	MS	CS	CF	MF	MS	CS	No Roll
CF	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild
MF	●	●	●	●	●	●	●	●	●
MS	A+2	A+1	Block	Block	A+2	A+1	●	●	A+2
CS	A+3	A+2	A+1	Block	A+3	A+2	A+1	●	A+3

### MISSILE EMLs

#### BLOCK

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

#### DODGE

LV: Full ML  
HV: Half ML

KEY	
A+	Attacker Strike
D+	Defender Strike
B+	Both Strike
AF	Attacker Fumble
DF	Defender Fumble
BF	Both Fumble
AS	Attacker Stumble
DS	Defender Stumble
BS	Both Stumble
Block	WQ Roll
●	Miss / Standoff
DTA	Defender TA
Wild	Random Hit

INFERIOR ARMOUR	B	E	P	F
* Cloth/Hair	0	1	0	1
* Leather/Hide	1	3	1	3
* Quilt/Fur	5	2	1	4
* Ring/Etc.	3	5	2	3
* Scale	4	7	3	7
Mail	2	6	3	2
Plate	6	8	6	5
AVERAGE ARMOUR	B	E	P	F
* Cloth/Hair	1	2	1	2
* Leather/Hide	2	4	3	4
* Quilt/Fur	6	3	2	5
* Ring/Etc.	3	6	4	4
* Scale	5	9	4	5
Mail	3	8	5	3
Plate	7	10	8	6
SUPERIOR ARMOUR	B	E	P	F
* Cloth/Hair	2	3	2	3
* Leather/Hide	3	5	4	5
* Quilt/Fur	7	4	3	6
* Ring/Etc.	4	8	6	5
* Scale	6	11	5	6
Mail	4	10	8	4
Plate	8	12	9	7

MISSILE WEAPON	SHORT Hexes/Imp EML +0	MEDIUM Hexes/Imp EML -20	LONG Hexes/Imp EML -40	EXTREME Hexes/Imp EML -80
* Shortbow	20/8	40/7	80/5	160/3
* Longbow	25/10	50/9	100/7	200/5
* Hartbow	30/11	60/10	120/8	240/6
* Crossbow	20/9	40/8	80/6	160/4
Blowgun	5/0	10/0	20/0	40/0
Sling	15/4	30/3	60/2	120/1
Staff-Sling	25/5	50/4	100/3	200/2
* Taburi	4/4	8/3	16/2	32/1
* Shorkana	3/5	6/4	12/3	24/2
* Javelin	8/6	16/5	32/4	64/3
* Spear	6/7	12/6	24/5	48/4
* Melee Weapon	2/100%	4/100%	8/50%	16/50%

\* Add Strength and/or Weapon Damage Bonus to the impact.

### \* FLAMMABLE ARMOUR

If a 16+ burn occurs the armour has ignited. Wearer acquires extra IPs each turn until the fire dies or is put out. Roll for the body parts the armour covers: Cloth +1d6 IPs/Turn for 2 turns, Leather +2d6 IPs/Turn for 4 turns, and Quilt +3d6 IPs/Turn for 6 turns.

# COMBAT TABLES 2

## STRIKE LOCATION TABLE

HUMANOID				QUADRUPED			AVIAN			SERPENTINE			Target Body Type
High -10	Arms -15	Mid +0	Legs -10	High -10	Mid +0	Low -10	High -10	Mid +0	Low -10	High -10	Mid +0	Low -10	Aiming Zone Aiming Modifier
—	—	—	—	01-15	01-10	01	01-15	01-10	01	01-15	01-10	01	Rider Legs (re-roll) †
01-16	01	01-02	—	16-20	11-12	02	16-20	11-12	02	16-20	11-12	02	Skull
17-27	02-05	03-05	—	21-35	13-20	03-04	21-35	13-20	03-04	21-35	13-20	03-04	Face/Eye *
28-43	06-07	07-08	—	36-55	21-35	05-06	36-55	21-35	05-06	36-60	21-35	05-06	Neck
44-75	08-21	09-16	—	56-70	36-65	07-10	—	—	—	—	—	—	Shoulder *
76-79	22-33	17-24	—	—	—	—	—	—	—	—	—	—	Upper Arm *
80-81	34-39	25-28	—	—	—	—	—	—	—	—	—	—	Elbow *
82-85	40-69	29-32	01-02	—	—	—	—	—	—	—	—	—	Forearm *
86-89	70-89	33-34	03-04	—	—	—	—	—	—	—	—	—	Hand/Wrist *
90-94	90-95	35-40	—	71-75	66-75	11-15	56-92	36-80	07-40	61-65	36-40	07-10	Wing * †
95-97	96-97	41-55	05-06	76-85	76-80	16-20	93-97	81-90	41-45	66-85	41-65	11-66	Thorax
98	98	56-68	07-11	86-90	81-90	21-24	98-99	91-95	46-48	86-99	66-85	67-75	Abdomen
99-00	99-00	69-84	12-25	91-95	91-95	25-29	00	96-97	49-55	—	86-89	76-79	Hip/Pelvis *
—	—	85	26-27	96	96	30	—	98-99	56-57	—	90	70	Groin
—	—	86-87	28-33	97	97-98	31-35	—	00	58-80	00	91-00	71-00	Tail †
—	—	88-95	34-63	98	99	36-60	—	—	81-90	—	—	—	Thigh *
—	—	96-97	64-75	99	00	66-80	—	—	91-92	—	—	—	Knee *
—	—	98-99	76-89	00	—	81-95	—	—	93-95	—	—	—	Calf *
—	—	—	90-95	—	—	96-00	—	—	96-00	—	—	—	Foot/Hoof *
—	—	00	96-00	—	—	—	—	—	—	—	—	—	Steed (re-roll) †

\* Odd number = left side; even number = right side..

† Re roll if the body part does not exist

FACE: 01-14 Jaw; 15-20 Eye\*; 21-66 Cheek\*; 67-78 Nose; 79-90 Ear\*; 91-00 Mouth.

HAND: 01-40 Finger; 41-55 Thumb; 56-70 Palm; 71-90 Knuckles; 91-00 Wrist.

QUADRUPED (1d2): 1 = foreleg; 2 = rear/hind leg

## INJURY TABLE

Aspect/Impact▶	B/S Blunt				E/T Edge				P Point				F Fire/Frost			
	Location ▼		1+	7+	13+	19+	5+	9+	13+	17+	5+	11+	16+	21+	1+	10+
SKULL	E3	E4	K3	B1 K5	E1	E3	K3	B1 K4	E1	E3	B1 K3	B1 K4	E1	E3	K3	
EYE	E2	E3	E5	B1 K4	E2	B1 E3	B1 E4	B2 K5	E3	B1 E4	B1 K4	B2 K5	E2	E4	E6	
FACE	E2	E3	E4	B1 K4	E	E2	B1 E3	B2 K4	E1	E3	B1 E5	B1 K4	E2	E4	E5	
NECK	E2	E3	K3	B2 K4	E	B1 E	B2 K4	B4 A4	E2	E4	B1 K3	B3 K4	E1	E3	K3	
SHOULDER	F2	F3	F5	B1 E4	F1	F3	B1 E3	B2 K3	F2	F3	F5 E2	B1 E3	E1	E2	E3	
UPPER	F3	F4	F6	B1 E3	F2	F4	B1 E4	B1 A5	F2	F3	F4 E2	B1 E3	F2 E2	F3 E3	E4	
ELBOW	F4	F5	E3	B1 E4	F3	F5 E2	B1 E4	B1 A5	F3	F5 E2	F6 E3	B1 E3	F3 E1	F4 E2	E3	
FOREARM	F3	F4	F6	B1 E3	F2	F4 E1	F6 E3	B1 A5	F2	F4 E1	F5 E2	B1 E3	F2 E2	F3 E3	E4	
HAND	F4	F5	E3	B1 E3	F3	F5 E1	F7 E3	B1 A6	F3	F5 E1	F6 E2	B1 E3	F3 E1	F4 E2	E3	
THORAX	E2	E3	E4	B1 K4	E2	E3	E4	B1 K3	E2	E3	B1 K3	B1 K4	E3	E4	K4	
ABDOMEN	E2	E3	B1 E4	B2 K3	E2	B1 E3	B2 E4	B3 K3	E2	B1 E3	B2 E5	B3 K3	E3	E4	E6	
HIP	S3 E1	S4 E2	S5 E3	B1 E4	S2 E1	S3 E2	S4 E4	B1 E5	S2	S3 E2	S3 E3	B1 E4	E2	E3	E4	
GROIN	S4 E3	S5 E4	E3	B1 E6	S4 E3	S5 E4	S6 E5	B2 A5	S4 E3	S5 E4	E5	B1 E6	E3	E4	E5	
THIGH	S3	S4	S6	B2 E3	S2	S3 E2	B1 E4	B2 A4	S2	S3	S4 E3	B1 E4	E2	E3	E4	
KNEE	S4	S6	E3	B2 E4	S3 E2	S4 E3	B1 E5	B2 A5	S3	S4	S5 E4	B1 E4	E1	E2	E3	
CALF	S3	S4	S6	B1 E3	S2	S3 E2	S5 E4	B1 A5	S3	S4	S5 E3	B1 E4	E2	E3	E4	
FOOT	S4	S5	E3	B1 E4	S2	S4 E2	S5 E4	B1 A5	S2	S3	E3	B1 E3	E1	E2	E3	
TAIL	S1	S2	S4	S5 E3	S2	S3	S4 E3	B1 A5	S2	S3	S4 E2	B1 E3	E1	E2	E3	
WING	S2	S3 E2	S4 E3	S5 E4	S3	S4	S5 B1	B2 A5	S2	S3	S4 E2	E3	E1	E2	E3	
1d10 IPs	Bruise/Minor Fracture				Minor Cut, Bite or Tear				Minor Stab				Minor Burn or Frost			
1d10+10 IPs	Fracture/Serious Bruise				Serious Cut, Bite or Tear				Serious Stab				Serious			
1d10+20 IPs	Crush				Grievous Cut, Bite or Tear				Grievous Stab				Grievous			
A Amputation Roll		B Bleeding Wound			E Shock Roll			F Fumble Roll			K Kill Roll			S Stumble Roll		

## INTRODUCTION

Every GameMaster or gaming group has different tastes and this applies to all rule systems that they will use; some will accept the rules others will not. *HårnMaster* 3<sup>rd</sup> edition can be a very complex gaming aid even without the additional optional rules for beginners. There will however always be those who prefer a more detailed system who find that there are a few nifty rules that has been left out from the basic system. The following pages include optional and new rules that will help and hopefully not hinder GameMasters and players. All have a ☐ (checkbox) in front of them that can be marked if they are in play. The rules to the right are those used by the writer.

## RULE MODIFICATIONS

A few of the rules in *HårnMaster* 3<sup>rd</sup> edition has been altered to fit the writer's style of play better and some has been totally rewritten. The optional rules marked as *Psyche* (CHA 11) also has one or more sub-optional rule marked with checkboxes as well. Those optional rules marked as *Weapon Damage* (COM 12) has been changed (as noted above).

## OTHER RULE ADD-ONS

It is not only the basic core rules of *HårnMaster* 3<sup>rd</sup> edition (HM3) that has been covered; *HårnMaster* Magic, Religion, and HårnManor are also detailed (with their optional rules). They are described on the next page.

## OTHER RULES

*Bill Gant's HårnMaster* House Rules version 3.2 includes the weapon and armour charts found in this article. Smashing Doors is taken from *HårnMaster* 1<sup>st</sup> edition.



## HM3 OPTIONAL RULES USED

- ☐ Other Appearance (CHA 6)
- ☐ Key Attributes (CHA 7)
- ☐ Medical Option (CHA 9)
- ☐ Psyche (CHA 11)
  - ☐ *GM Option One*
  - ☐ *GM Option Three*
- ☐ Sexuality (CHA 11)
- ☐ Godless Characters (CHA 12)
- ☐ Militia Skills (CHA 16)
- ☐ Activity Level (CHA 19)
- ☐ Veteran Warriors (CHA 19)
- ☐ Character Point System (CHA 23)
- ☐ Specialties (SKI 2)
- ☐ Skill Decline (SKI 7)
- ☐ SMP/WILL Variant (SKI 7)
- ☐ Condition (SKI 9)
- ☐ AML & Encumbrance (COM 2)
- ☐ Custom Weapons (COM 3)
- ☐ Armour Damage (COM 5)
- ☐ Movement Fatigue (COM 6)
- ☐ Reaction Zones (COM 6)
- ☐ Surprise (COM 7)
- ☐ Engage Initiative (COM 7)
- ☐ Tangle Attacks (COM 9)
- ☐ Striking Friends (COM 12)
- ☐ Weapon Damage (COM 12)
- ☐ Flammable Armour (COM 13)
- ☐ Graphic Injuries (COM 14)
- ☐ Knockbacks (COM 14)
- ☐ Limb Injuries (COM 14)
- ☐ Amputations (COM 14)
- ☐ Bleeders (COM 14)
- ☐ Encumbrance Option (COM 16)
- ☐ Restricted Missile Ranges (COM 16)
- ☐ Bows and Precipitation (COM 16)
- ☐ Bows and Air Temperature (COM 16)
- ☐ Body Blocks (COM 17)
- ☐ Wild Shot (COM 17)
- ☐ Zone Targeting (COM 17)
- ☐ Random Aspect (COM 17)
- ☐ Horsecraft (COM 20)
- ☐ STEED FATIGUE (COM 21)
- ☐ Momentum (COM 21)
- ☐ Strike Fumble (COM 22)
- ☐ Remote Command (COM 23)
- ☐ Polearm Defense (COM 23)
- ☐ Joust Tactics (COM 26)
- ☐ BLOODLOSS (PHY 2)
- ☐ DIAGNOSIS (PHY 2)
- ☐ Spreading Infections (PHY 4)
- ☐ PASSIVE TRIGGERING (PSI 4)
- ☐ JOINT INVOCATION (PSI 4)
- ☐ Multiple Attunements (TRE 12)
- ☐ Religious Artifacts (TRE 13)
  - ☐ Both

# HOUSE RULES 2

## HÂRNMASTER MAGIC

To prevent Shek-Pvars from fainting after a few spells has been cast, ignore the rule on SHEK-PVAR 9 that states that a mage who has accumulated three (3) Fatigue Levels (F3) or more must roll a Shock Roll. When CF is rolled a Shock Roll might be warranted.

Only 1<sup>st</sup>-4<sup>th</sup> level spells might be selected when creating a Shek-Pvar character in the beginning of play.

Common Shek-Pvars (Shenava) are usually familiar with at least 1d8+6 convocational as well as 1d6+2 Neutral spells. There is also fifty percent (50%) chance that the mage has attuned to a secondary convocation and has 1d4+2 spells from that part of the wheel. If the GM deem it wise, the mage might also have attuned (25%) to another secondary convocation and has learned 1d3+1 spells. CML is normally 1d20+60 for Convocation and 1d10+50 for Neutral.

## HÂRNMASTER RELIGION

For the sake of balance it is essential that the Optional Rule Invocation Piety Cost be in play. Otherwise the structure and the suspension of disbelief that dominates Hâr will be threatened by priests who can use powerful invocation without loosing any piety points (or gain fatigue as the mages do).

Circle and Invocation goes hand in hand. A priest may not learn any invocations that are above his Circle and ML. Most of Hâr priests are reluctant to teach other less ranked colleagues their secrets. Of course there will be those who will be taught higher Circles anyway, such as players, inquisitors and the odd monk. The followers of Mor-gath are not as strict much due to their chaos "theories".

Common Priests are usually familiar with at least 1d4+4 Invocations of their deity as well as 1d4+4 Common Invocations. RML is normally 1d20+50.

☐ Ritual ML and the rank in office are not connected. Ignore the rule in HMR that says otherwise (a bishop could have low RML and still be able to reach his rank due to connections etc.).

## HÂRNMANOR

Although no rule, it is best if the GameMasters who decide to run a HârManor campaign makes sure that the cash flow from the total year's surplus does not get ridiculously high (such as with Avonel). To prevent this it's better to stress the need for a higher political expense or a larger household. One great option is to treat all Privy Purse cash as goods (surplus grain, wool etc.). In this case to get cash the lord will have to sell some of the goods to get silver coins. A good rule is ½d silver for each 1d of goods. Another rule is to increase household cost with 50% for the individual person to reflect the salaries better

When a serf runs away (freeholders should be excluded from this rule) remove about a 100-200 labor days from that household for a certain amount of time (usually lasting 3-5 years).

## OTHER OPTIONAL RULES USED

- ☐ Ten-Second Spellfire (SHE 10)
- ☐ Variable Research Time (SHE 12)
- ☐ Maximum Practice CMLs (SHE 17)
- ☐ Cant (SHE 20)
- ☐ Gesture (SHE 20)
- ☐ Detection (SHE 20)
- ☐ Music and Dance (SHE 21)
- ☐ Noise (SHE 21)
- ☐ Enchantment Element (SHE 21)
- ☐ Convocation Scripts (SHE 22)
- ☐ Form Risk (SHE 22)
- ☐ Form Repair (SHE 22)
- ☐ Spellbinding (SHE 22)
- ☐ Written Foci (SHE 22)
- ☐ Memorization (SHE 23)
- ☐ Grimoires (SHE 23)
- ☐ Astrological Timing (SHE 23)
- ☐ Prayer (REL 6)
- ☐ Counseling (REL 7)
- ☐ Sermons (REL 7)
- ☐ SMPs (REL 7)
- ☐ Language and Scripts (REL 8)
- ☐ Temple Tongues (REL 8)
- ☐ Piety Accumulation (REL 11)
- ☐ Invocation Preparations (REL 12)
- ☐ Environment Modifier (REL 12)
- ☐ Invocation Morality (REL 12)
- ☐ Invocation Piety Cost (REL 12)
- ☐ Tenant Officer Skills (MAN 23)
- ☐ Seed Storage and Loss (MAN 24)
- ☐ Timberwrights and Assart (MAN 25)
- ☐ Crops (MAN 29)
- ☐ Livestock (Man 30)
- ☐ Topography (Man 31)

## ☐ VETERAN CHARACTERS

Veteran PCs and NPCs use the following formula when increasing skill ML:

Over ML 51-75, increase ½ SB

Over ML 76+, increase ¼ SB

If a PCs choose to increase a specialty skill the SB increase will be 50% more.

## ☐ KEY ATTRIBUTES

Instead of rolling 4d6 for the Key Attributes, roll 3d6 for all attributes and swap one of these once. The Medical and Psyche Options (bonus) may still apply.

## ☐ KNIGHT CHARACTERS

Human knights are better trained than average human characters, and get +1 on Strength, Stamina, Dexterity, and Will attributes. The Species Maximum still applies.

## SKILLS

### ❑ OPENING SKILLS (SKILLS 2)

For a newly created character, any skill increased with more than one SB (example: 3 OP for 2 SB), then the ML increase must be placed on a specialty in that skill. Any weapon skill that increases over ML70 (example: Spear/6 with SB12+) will be on a specialty skill (GMs may choose to include Craft & Lore skills) but half the exceeding ML only. These weapon skills may not be increased with OP (may be used on common skills as well). *Militia* skills may only be increased with one OP, and it must be opened as a specialty (if possible). Remember to use this formula when creating veteran characters. Look at the example to the right.

### ❑ SKILL VERSUS SKILL TEST (SKILLS 5)

When two characters (or NPCs) engage in a skill versus skill situation such as persuasion (rhetoric) they roll against their MLs and compare the result. If there is a tie (MS vs. MS or CS vs. CS) the character with the higher ML wins (or SB if the ML is the same). If both rolled MF or CF there is no winner (with CF someone might get mad...). Look at the example to the right.

### ❑ PHYSICAL PENALTY (SKILLS 6)

The HM3 system use Levels to describe injury and fatigue compared to HM1 and HMG. This is a streamlined format but unfortunately it often falls apart. Instead of using levels use points. One (1) level is the same as five (5) points no matter if it is Injury Levels (IL) or Fatigue Levels (FL).

The easiest way to deal with this is to use the following formulas:

- Convert all levels to points but always roll the first level with a 1d10 instead of adding just 5 points. Look at the example to the right.
- Instead of using IL on the old Combat Tables use Injury Points (IP) on the new Combat Table where either 1d10 IP (minor injury), 1d10+10 IP (serious injury), or 1d10+20 IP (grievous injury) are universal.
- Fatigue Points (FP) in combat are calculated by removing Encumbrance and using Fatigue instead. They are acquired each 6<sup>th</sup> round of fighting or swimming, every round of running, and for horses every round of canter or gallop. FPs are removed by resting; 1/6<sup>th</sup> of Endurance FPs are removed each minute of rest. Look at the example to the right.
- Blood Points (BP) are acquired each round instead of each minute. A character has BPs equal to his Endurance. When the BPs reach zero (0) the character falls unconscious and when the BP equals twice Endurance the character dies. BPs are added to the Physical Penalty.

### EXAMPLE...

*Alwyn the Knight has Sword skill SB18 and opens this skill to SB5. That would mean Sword Skill ML90. With the current rule he will only get Sword Skill SB70 and a specialty like Broadsword ML80 (half the exceeding ML value).*

*Because his ML is 10 percent higher than the ML70 cap already, Alwyn may not increase his Sword and Broadsword skill any further. This may also apply to common skills if the GM deems it necessary.*

### ❑ OPTIONAL FAMILY SKILLS

Instead of adding a whole SB to the skills from the family head, add only one half and remove one half from the skills not of the same occupation.

### EXAMPLE...

*Gurin the Mercantylar wants to buy ore for a much cheaper price from the miners' guild than they are willing to sell it for. He tries to persuade the guildmaster by rolling rhetoric against rhetoric. Gurin has 72 ML (ML 92-20 e.g. for a reduction in price of 10%) and the guildmaster 67. Both roll MS (the number is not essential). Gurin successfully manage to decrease the buying price because he had a higher ML.*

### EXAMPLE...

*Gurin the Mercantylar was attacked by an unknown force that made him acquire three Fatigue Levels (F3). Instead of using the F3 Gurin rolls 1d10+10 Fatigue Points. The first level is rolled with 1d10 and the other two levels are simply converted into points as the rule states.*

### EXAMPLE...

*Gurin the Mercantylar is running away from a bunch of thieves and has ran for 3 rounds when he enters a back alley with no means of escape. He has a Fatigue of 2 (the old system Encumbrance 2) and has acquired 6 FPs (2 x 3 rounds). Should the thieves catch up and fight occur Gurin would also acquire 2 FPs for each 6 rounds of fighting. His endurance is 12 so Gurin removes 2 FP (one 6<sup>th</sup>) each minute of complete rest.*

# HOUSE RULES 4

## ❑ PHYSICAL PENALTY CONTINUED (SKILLS 6)

The Physical Penalty (PP) is calculated by adding all IPs and FPs together. The total sum of points will affect EML as percentage but rounded down to the nearest ten. Look at the example to the right. The recovery from BPs and IPs etc. will be explained later on.

## ❑ PRODUCT QUALITY TABLE (SKILLS 7)

The table shows +2 on an MS Roll with a SI of 10. Change this to +3 because it makes more sense.

## ❑ SKILL DEVELOPMENT (SKILLS 7)

All skills must be protected with SMPs unless they have been used in actual game time like climbing over an obstacle in an adventure (or other odd situation). Primary language and other skills used daily (like fishing for a fisherman) are not included. Roll *all* development rolls at the end of each month.

To increase the use of SMPs the GM may award the character using the skill with SMPs according to the SMP table to the right.

There are limitations however. A character can gain a maximum of thirty (30) SMPs on each skill (Condition only 10) per day and a maximum eighty (80) SMPs per month per skill (Condition only 30).

A character with a weapons skill (and CML for Mages) that can only be developed by actual combat might use five (5) of his monthly SMPs (will x 4), if the weapon skill already has five (5), to increase it.

GMs who believes in "roleplaying ones character" might award an active or lucky character with a Gall Bonus (Skills page 8) each month as noted on the SMP table. Use GM discretion.

## ❑ FALLING (SKILLS 9)

When a character falls ten (10) feet or more the impact increases but the location where the damage occurs remains the same. This is highly unlikely because several locations will be affected by the fall. The table to the right deals with this problem. If three locations or more is generated one automatically hits Thorax. Halve the B protection value on armours as well.

## ❑ AWARENESS (SKILLS 12)

Awareness is often used in combat where engaged characters might not be aware of bowmen and other opponents sneaking up from behind. The table to the right shows how penalized a character might get if awareness is used in noisy or odd situations. It might also be used in other situations. Injury is determined by subtracting EML with the Universal Penalty. Look at the example to the right.

## EXAMPLE...

*Alwyn the Knight has acquired a total of 17 IPs and 12 FPs while fighting his foe. His current PP is 29 and would give him a penalty of -29 to his EML. However with the house rules his penalty is only 20.*

*This will also affect movement, which is reduced by one for each 10 points of Physical Penalty (use GM discretion especially with serious or grievous wounds).*

SMP TABLE

	SMPs
MF or MS (on used skill)	5
CF or CS (on used skill)	10
Per Opponent (Initiative)	5
Fair Roleplaying	10
Good Roleplaying	20
Great Roleplaying	30

FEET	IMPACT LOCATIONS
11-20	2
21-30	3
31-40	4
41-50	5
51-60	6
61-70	7

SITUATION	PENALTY
WEARING COWL	10
WEARING FULL HELM	20
SEVERAL OPPONENTS	10
ENGAGED IN COMBAT	10
INJURY	VARIES
DARKNESS	10-20

## EXAMPLE...

*A soldier who is wearing a cowl and is engaged in combat facing two opponents would have -30 (Cowl -10 + Engaged -10 + Two Opponents -10) on his awareness.*

## ❑ UNARMED COMBAT (SKILLS 19)

To increase martial arts unarmed combat above ML70 (separate skill) a character need to be trained by a martial arts teacher who has at least twenty (20) percent higher ML. If a character get a hold of a martial art book or something similar he can, all by himself, increase his ML even higher. There are limitations to this because the practitioner will learn much slower. To determine how many SMPs a character receives when studying through written work use the Employment rule (Skills 8) but double the time. ❑ The damage done when fighting with kicks, fists, elbows and head-butts is regularly only with d3/d4 and not d6. If the attacker knows martial arts then he/she will use full d6 when rolling for impact.

## ❑ FUMBLE/GROPE (SKILLS 21)

There are few changes to the Fumble and Grope rule in the HM3 system. A Fumble triggered by other means than on the Injury Table etc. use the following rule (plus the basic rules):

- Roll 3d6
- Add Physical Penalty divided by ten (10) (rounded down).

## ❑ SHOCK ROLL (SKILLS 22)

A standard Shock Roll triggered by invocations, spells, fear etc. is always 3d6 + PP/10 (rounded down).

Shock Rolls caused by injury on the Injury Table are explained in the combat section of these House Rules (*NOTE: A Psionic roll of MF of the user does not warrant a Shock Roll*).

## ❑ STUMBLE ROLL (SKILLS 22)

There are few changes to the Stumble rule in the HM3 system. A normal Stumble roll triggered by other means than the Injury Table etc. use the following rule (plus the basic rules):

- Roll 3d6
- Add Physical Penalty divided by ten (10) (rounded down).

*Note: The Physical Penalty will affect all Shock. Stumble and Fumble rolls no matter if they are generated on the Combat Tables or elsewhere. Always add PP/10 (rounded down) to all rolls.*

## ❑ SMASHING DOORS TEST...

A door or other inanimate object might from time to time be impossible to open with the lock picking skill and when that happens it might be the time to bring forth the good ol' cleaver (axe that is...). Doors etc. can be attacked in a bludgeon or hack fashion. The object is ignored (hopefully) and can be attacked twice per turn (includes a TA). Add 20-50 on the melee EML depending on size of object. An inanimate object has a Defense Factor (DF) that is equal to its longevity (or "Hit Points"). It also has an armour protection that must be exceeded. The object breaks when the DF reaches 0 (and below).

## ❑ HÅRMASTER ERRATA...

The following changes apply to the current text and rules found in HårnMaster.

- Unarmed open at SB x 3
- Folklore Specialties can be History, Folktales, Geography Lore etc.
- Rhetoric specialty can be Trade
- Singing Specialties can be Single Song, Quire, Duets etc.
- Veterans has Initiative ML90 (CHA 19)
- All soldier type occupations, combat priests etc. opens DODGE/5
- All archers opens Fletching/2
- Animalcraft are opened as separate skills (like Musician)
- Inkcraft opens DEX/EYE/INT, Skorur +2, Masara +1, SB x 1
- All occupations with Weatherlore/2 will open them with one SB higher
- Hunter/Trapper opens Survival/4 and Foraging/4
- Seaman opens Weatherlore/4
- Timberwright opens Woodcraft/2
- Woodcrafter opens Timbercraft/2

DOOR	DF	BLUNT	EDGE
Plain Wood	2d6*	15	13
Iron Bound	3d6*	16	16

\* Per inch of thickness



# HOUSE RULES 6

## COMBAT

### ☐ MANUFACTURE TIME (COMBAT 3)

The table to the right is a guide to how long it generally takes a Weaponcrafter to produce a weapon, assuming a 10-hour working day and that the materials needed for manufacture are readily available. Various factors – such as the crafting of a lighter or heavier version of a weapon – can significantly hasten or prolong the manufacturing time, but the following should provide a rough idea:

### ☐ BODY PARTS (COMBAT 4)

The following table shows the surface area of human body parts as a percentage of the whole. These percentages do *not* reflect the probability of a given part being struck in combat.

Skull	4%	Thorax	12%
Face	3%	Abdomen	12%
Neck	2%	Groin	1%
Both Shoulders	3%	Both Hips	9%
Both Upper Arms	6%	Both Thighs	14%
Both Elbows	2%	Both Knees	3%
Both Forearms	5%	Both Calves	12%
Both Hands	5%	Both Feet	7%

The Face location can be subdivided into Eyes (0.45%), Nose (0.45%), Ears (0.30%), Cheeks (1.05%), Mouth (0.30%) and Jaw (0.45%).

### ☐ ARMOUR WEIGHT AND PRICE (COMBAT 4)

Each material is rated for its relative weight and retail price:

MATERIAL	WEIGHT	PRICE	TIME
Cloth	0.10 lbs.	2d	1 hr
Quilt	0.30 lbs.	4d	4 hrs
Leather	0.20 lbs.	4d	2 hrs
Kurbul	0.25 lbs.	5d	5 hrs
Ring	0.40 lbs.	7d	9 hrs
Mail	0.50 lbs.	15d	13 hrs
Scale	0.70 lbs.	10d	20 hrs
Plate	0.80 lbs.	25d	30 hrs

The weight, asking price and approximate manufacture time of any piece of armour can be calculated by multiplying the weight/price factor of its material by the percentage of the body it covers. These weights, prices and times are taken from HM1.

WEAPON	TIME
Buckler	2 days
Knight Shield	5 days
Round Shield	3 days
Kite Shield	6 days
Tower Shield	8 days
Boss Gore	+1 day
Knife	4 hours
Dagger	2 days
Taburi	2 days
Keltan	3 days
Longknife	9 days
Shortsword	9 days
Mankar	8 days
Mang	9 days
Broadsword	14 days
Estoc	14 days
Falchion	11 days
Bastard Sword	16 days
Battlesword	20 days
Club	4 hours
Mace	7 days
Morningstar	3 days
Maul	8 hours
Sickle	6 hours
Shorkana	4 days
Hatchet	3 hours
Handaxe	6 days
Warhammer	7 days
Battleaxe	7 days
Nachakas	8 hours
Grainflail	4 hours
Ball & Chain	4 days
Warflail	5 days
Staff	2 days
Javelin	3 days
Spear	5 days
Trident	6 days
Lance	9 days
Falcastra	4 days
Glaive	3 days
Poleaxe	5 days
Pike	8 days
Net	4 days
Whip	6 hours
Isagra	2 days
Crossbow	4 days
Shortbow	2 days
Longbow	2 days
Blowgun	8 hours
Sling	4 hours
Staff Sling	6 hours



## □ ARMOUR TYPES (COMBAT 4)

CLOTH	WT	PR	COVERAGE
Cap/Hat	0.4	8	Sk
Hood	0.8	17	Sk Ears Nk
Tunic	4.4	88	Ua Sh Tx Ab Gr Hp
Tunic/Ls	5.1	102	Fo El Ua Sh Tx Ab Gr Hp
Tunic/Lg	6.6	132	Fo El Ua Sh Tx Ab Gr Hp Th
Surcoat	5.3	106	Sh Tx Ab Gr Hp Th
Robe	7.9	158	Tunic/Lg + Kn Ca
Leggings	4.4	88	Gr Hp Th Kn Ca Ft

QUILT	WT	PR	COVERAGE
Arming Cap	1.2	16	Sk
Cowl	2.6	35	Sk Jaw Ears Nk
Tunic	13.2	176	Ua Sh Tx Ab Gr Hp
Gambeson	19.8	264	Fo El Ua Sh Tx Ab Gr Hp Th
Leggings	13.2	176	Gr Hp Th Kn Ca Ft
Mittens	1.2	16	Ha

LEATHER	WT	PR	COVERAGE
Cap/Hat	0.8	16	Sk
Hood	1.7	33	Sk Ears Nk
Tunic	8.8	176	Ua Sh Tx Ab Gr Hp
Tunic/Ls	10.2	204	Fo El Ua Sh Tx Ab Gr Hp
Hauberk	13.2	264	Fo El Ua Sh Tx Ab Gr Hp Th
Leggings	8.8	176	Gr Hp Th Kn Ca Ft
Shoes	1.2	24	Ft
Calf Boots	3.2	64	Ca Ft
Knee Boots	3.8	76	Kn Ca Ft
Gauntlets	0.8	16	Ha

KIRBUL	WT	PR	COVERAGE
Half-Helm	1.0	20	Sk
Cuirass	6.0	120	Ch Bk
Ailettes/2	1.0	20	Sh
Rerebraces/2	1.5	30	Ua
Coudes/2	0.5	10	El
Vambraces/2	1.3	25	Fo
Kneecops/2	0.8	15	Kn
Greaves/2	2.5	50	Ca

RING	WT	PR	COVERAGE
Half-Helm	1.6	28	Sk
Nasal Helm	1.8	31	Sk Nose
Vest	11.2	196	Sh Tx Ab
Byrnie	17.6	308	Ua Sh Tx Ab Gr Hp
Hauberk/Sh	20.4	357	Fo El Ua Sh Tx Ab Gr Hp
Hauberk	26.4	462	Fo El Ua Sh Tx Ab Gr Hp Th
Leggings	17.6	308	Gr Hp Th Kn Ca Ft
Gauntlets	1.6	28	Ha



# HOUSE RULES 8

MAIL	WT	PR	COVERAGE
Coif	4.4	131	Sk Jaw Ears Nk
Vest	14.0	420	Sh Tx Ab
Byrnie	22.0	660	Ua Sh Tx Ab Gr Hp
Hauberk/Sh	25.5	765	Fo El Ua Sh Tx Ab Gr Hp
Hauberk	33.0	990	Fo El Ua Sh Tx Ab Gr Hp Th
Hauberk/Lg	34.5	1035	Hauberk + Kn
Chausses	21.5	645	Hp Th Kn Ca Ft
Mittens	2.0	60	Ha

SCALE	WT	PR	COVERAGE
Coif	6.1	88	Sk Jaw Ears Nk
Vest	19.6	280	Sh Tx Ab
Byrnie	30.8	440	Ua Sh Tx Ab Gr Hp
Hauberk/Ss	41.3	590	Ua Sh Tx Ab Gr Hp Th

PLATE	WT	PR	COVERAGE
Half-Helm	3.2	100	Sk
Nasal Helm	3.6	111	Sk Nose
3/4-Helm	5.4	168	Sk Fa (except Ears)
Great Helm	8.8	275	Sk Fa Nk
Breastplate	9.6	300	Ch
Backplate	9.6	300	Bk
Ailettes/2	3.2	100	Sh
Rerebraces/2	4.8	150	Ua
Coudes/2	1.6	50	El
Vambraces/2	4.0	125	Fo
Kneecops/2	2.4	75	Kn
Greaves/2	8.0	250	Ca

## □ NEW SKILLS FOR HÅRNMASTER...

The following skills may be added to the game to increase the options. Some of the occupations will include some of these skills.

- **DODGE** AGL/AGL/AGL Hir/Nad+1 SB x 4 PHY
- **Boardgame** EYE/INT/WIL Tai+2/Tar+1 SB x 2 COM
- **Gambling** DEX/EYE/WIL Tai+2/Tar+1 SB x 3 COM
- **Handsignal** DEX/EYE/INT Tai+1 SB x 2 COM
- **Lipreading** EYE/EYE/INT Tai+1 SB x 2 COM
- **Battlelore** STA/INT/WIL None SB x 1 C & L
- **Warfare** STA/INT/WIL Ang+2/Nad+1 SB x 1 C & L

These examples are some of the occupations that will have these skills.

- Lia-Kavair opens Gambling/4 and Handsignal/3.
- All soldiers (not militia) opens Warfare/1
- Knight, Patrician and Huscarl opens Warfare/2.
- Sindarin Knights Fighting Order Knights and High Guard Khuzdul opens Warfare/3
- All nobles opens Boardgame/3
- Save-K'nor priests opens Boardgame/4
- Thespian opens Gambling/4

## □ A/D CLASS (COMBAT 3)

The regular weapon Attack Class (WAC) and weapon Defense Class (WDC) add FIVE times the class to the ML. That is appropriate with the Encumbrance rules of HM 3<sup>rd</sup> edition but not with these house rules.

Instead of adding just the value of the Class to the ML use the classes as a bonus to the ML when they are needed. Subtract the attacker WAC with the defender WDC. With a surplus add the bonus to the attacker ML and with a deficit add the bonus to the defender ML.

*Note that Counterstrike is the only defense option that uses WAC instead of WDC. Also note that Dodge has A/D of 0/2 when used against melee attacks.*

## EXAMPLE...

*Alwyn the Knight is wielding a broadsword and swings at his opponent whom blocks with his roundshield. The WAC gives Alwyn a bonus of +15 (WAC 3 x 5) on EML but since his opponent is blocking with a shield that has a WDC of 4 (WDC 4 x 5), the opponent add a bonus of 5 (Alwyn's 15 - opponents 20) to his EML.*

## □ NEW SKILLS DETAILS...

**DODGE** is opened by all and can only be increased over ML70 with combat experience (but has no cap when creating a character from the start). *Specialties: None*

**Boardgame** is used whenever a character is involved in any type of board game. The players test the skill against each other. *Specialties: Chess, Nine-Men Morris etc.*

**Gambling** is a common pass-time occupation and using this skill will determine the result between gamblers. *Specialties: Cards, Sticks, Cheat Dice etc.*

**Handsignal** is used when communicating with the hands instead of language. This is often a secret skill. *Specialties: Deaf people, Lia-Kavair, Gargun etc.*

**Lipreading** is used when a character can not hear what another person says. It is often used by spies. *Specialties: None*

**Battlelore** is detailed in the Heroic Gaming document. *Specialties: None*

**Warfare** is used when leading men into battle. The result of using this skill will speed up combat for NPCs in a battle. *Specialties: Skirmish, Ambush, Large Battles etc*

## ❑ WEAPON DATA TABLE (COMBAT 3)

A few of the weapons listed on the Weapon Data Table are not appropriate on Hârn because of its status as a backwater region:

- Warhammer, Nachakas, Pike and Isagra.

These weapons have changed aspects as well:

- Falchion has only E6, WQ11 and an A/D of 2/1.
- Dagger has only P4.
- Battleaxe has only E8 and P5
- Crossbows opens at OML of SB3 as a separate bow skill
- Composite Bows has the range and impact of a Crossbow. It has WQ11, Weight 3, A/D = 5/5, B2, and Cost 72d. These are rare and mostly used by Khuzdul and some Tribesmen but also a few civilized humans use them.
- Broadsword B4, E6, P4, Bastardsword B5, E7, P5, Battlesword B6, E9, P6, all weigh +1 and has +1 on WQ

Exotic weapons on Hârn includes the Hartbow, Emelrene (and Shorkyne) Longbow and most Khuzan weapons. These are some basic modifications that are appropriate:

- The Khuzdul are better skilled than Humans and Sindarin and add +2 WQ, +1 on Edge and +1 on Point (+50% cost/each)
- Sindarin are better weaponcrafters than humans and add +1 on WQ and sometimes +1 on Edge (swords, daggers etc.)
- The Sindar Hartbow will add +10 on Bow EML (+50% cost)
- Emelrene Longbow will add +5 on Bow EML (+50% cost)

## ❑ ARMOUR QUALITY (COMBAT 5)

The armour quality is different from the original rules as presented on the new combat tables.

Exotic armours on Hârn are created by Khuzan weaponcrafters. These are some basic modifications that are appropriate:

- The Khuzdul always add one (1) point on AQ when creating armours of metal material (mail, scale etc.).
- The Khuzdul and the Sindarin makes lighter armour as well. Reduce weight by 10% or 20% (only for metal armours created by the Khuzdul) depending on mastery.

The cost of these armours are 50% more per AQ or 10% weight.

## ❑ COUNTERSTRIKE (COMBAT 10)

When a defender attempts the Counterstrike option, and is struck first and he either fails a Fumble, Stumble or a Shock Roll his blow will never land on his opponent. This makes the Counterstrike Defense option even more dangerous and increases the use of shields. This may not apply to a charge on horseback due to the speed.



### EXAMPLE...

*Alwyn knight is engaging a berserk tribesman who is wielding a heavy battle-axe. Alwyn wins the Initiative and attacks his opponent who chooses counterstrike as a defense option. The barbarian is struck first on the elbow and is unable to hold his battleaxe due to the pain (misses with his fumble roll).*

*Since the tribesman choose counter-strike and lost his axe in Alwyn's turn his attack never reached the knight even though he rolled a Marginal Success. This rule does not apply with Mounted Combat, which is faster.*

# HOUSE RULES 10

## ❑ PRONE (COMBAT 11)

The Prone rule on page 11 is in use when an opponent fails a Stumble and/or Shock Roll or is unaware of the attack (as sneaking up from behind) in the same turn. See example to the right. Unconscious targets are easy to hit; add fifty percent (50%) to attacking weapon EML or use an automatic 3d6 hit (dagger, sword etc. to the throat will add 1d6 to that damage). Look at the example to the right.

## ❑ FUMBLE AND STUMBLE (COMBAT 12)

Do not roll a regular Fumble or Stumble Roll when triggered by injury from the Injury Table. Instead roll the numbers of dice noted on the Injury Table plus PP/10 (rounded down). Look at the example to the right.

## ❑ WEAPON DAMAGE (COMBAT 12)

Weapon Damage is a real nifty rule. With the basic rules however the shields and weapons seem break like twigs and they burn holes in the purses of regular soldiers. How to handle this more playable look at the last page of these house rules.

## ❑ ONE HAND IMPACT (COMBAT 13)

When a two handed weapon (any weapon with minimum -5 on primary hand) is used with one hand the impact will be less than if it had been wielded with two hands. Remove one point (-1 B/E/P) of impact for each -10 (rounded up).

## ❑ SHOCK ROLL (COMBAT 14)

Do not roll a Shock Roll as presented in the basic rules. Instead roll the numbers presented on the Injury Table the same way as Fumble and Stumble (above).

## ❑ DODGE (COMBAT 15)

A target may only dodge a HV attack if he is aware of the attack and may only dodge one (1) arrow etc. per turn (no outnumbered penalty even if engaged). This also applies to some special LV missile weapons such as the Shorkana and Taburi.

## ❑ MOUNTED COMBAT (COMBAT 19)

Some modifications apply to the Mounted Combat Rules:

- Lance will give the rider ML +5 against opponents on foot
- Rider will have -1 on his Fumble Rolls

## EXAMPLE...

*Alwyn the Knight successfully lands a blow on his opponent's knee smashing it into pieces. The blow is so powerful that his enemy falls earning Alwyn a TA. In this TA Alwyn is rewarded with an EML bonus of 20 when attacking (in his turn) the falling opponent.*

## EXAMPLE...

*Alwyn the Knight is hit on his elbow and suffers a 17IP injury. He rolls a number of d6 + PP of 1 (17/10 = 1,7 rounded down to 1) against his dexterity.*

## ❑ GREAT HELMS...

Are a formidable defense (read: armour) for any knight on the battlefield. Unfortunately they tend to make it harder for the wearer to detect enemies penalizing the awareness skills (as noted earlier). They also reduce all weapon EMLs with five percent (5) because of the restricted vision.

## ❑ CRITICAL HITS...

Swords, Axes, Halberds etc. cause superior damage compared to other weapons when they strike an object (chair, being etc.) with the Edge aspect. HM 3<sup>rd</sup> ed. does not take this into account so whenever an edge weapon does not penetrate an armour protection recalculate the impact using the blunt values for both the weapon and the armour. See the new Combat Tables.

*☐ This also applies to natural weapons for larger beasts with claws (if they have a blunt damage else treat as half edge).*

## ❑ WRONG ASPECT...

Attacking using other aspects of a weapon than the highest one (e.g. using blunt aspect on a spear) will penalize the attacker with -5 on his EML.

## ❑ PRESS ATTACK...

Press is an attempt to push an opponent while maintaining a reasonable defensive posture with (any) weapon(s). The attacker simply pushes. Press ML is  $5 \times \text{STR}$  (subject to PP). Pressing always puts both contestants in CLOSE Mode.

## ❑ SPECIAL PENALTY (COMBAT 16)

Special Penalty is not only tangle, wrong hand modifiers etc. Some actions such as when the target is running or the target is engaged in combat (active) etc., does penalize the archer. Look at the example to the right.

ACTION	PENALTY
Target running horizontal	-15
Target running head/tail	-5
Target engaged in combat	-10
Attacker mounted (longbow)	-20
Dense forest (short range)	-10
Dense forest (medium range)	-20

## ❑ FIGHTING IN DARKNESS...

When fighting in darkness a character's weapon skill is often reduced so severe that it is almost impossible to strike an opponent. The available light is also a major factor. The following penalties when fighting in darkness applies (use GM discretion). Look at the example to the right.

DARKNESS	PENALTY
Total darkness	-50
Night	-
New Moon	-10
Half Moon	-20
Overcast	-30
Torch light (not lantern) etc.	-5
Point attack	-5

## ❑ PASSIVE COVER...

Sometimes an unaware target is lucky and the missile intended for his chest hits his shield that was slung over his shoulder. The table below deals with the chance of striking various **weapon** objects instead of the target (things he is wearing...). Roll only for the largest object (once). Look at the example to the right.

ITEM	%
KITE SHIELD (OR LARGER)	25
ROUNDSHIELD	20
KNIGHTSHIELD	15
BUCKLER	10
LARGE WEAPON	10
SMALL WEAPON	5

## EXAMPLE...

*Borok the Archer is firing at a handful of brigands in a dense forest from a medium range, keeping his master Alwyn the Knight's back clean from back-stabbing. His target is running against (head) Borok to take him out.*

*When Borok fires with his bow he will be penalized with -20 on his Bow ML because of the forest trees and bushes, plus an additional -5 penalty because his target is running towards him.*

## EXAMPLE...

*Gurin the Mercantylor was unable to avoid one of the thieves that have chased him and now he has to fight this thug. Because it is night with a half moon he is penalized with -20 on his Dagger ML. Because he is using point as an attack he is also penalized with an additional -5. Gurin is silently praying to Halea that his opponent also suffer from this predicament...*

## EXAMPLE...

*Large weapons are battleaxes, battlewords, mauls, lances etc.*

*Small weapons are broadswords, handaxes, spears, morning stars etc.*

*Daggers, shortwords etc. do not apply to the passive cover rule.*

*If the missile strikes a weapon (any or a buckler) roll against its WQ.*

## ❑ WILD MISSILE...

When an arrow or a bolt is fired and the result is WILD use the following table (1d6):

- 1 1d10 IP (E) on hand that pulls the bow
- 2-3 Bowstring snap automatically
- 4 Bow snap on CF (make a WQ roll)
- 5-6 Arrow is gone (nearby target?)...

Thrown weapons (and maybe slings) use the following table (1d6):

- 1 1d10 IP (B) on hand that throws
- 2-4 Weapon strikes hard surface (WQ)
- 5-6 Weapon is gone (nearby target?)...

Use GM discretion if the above is not appropriate (especially with thrown weapons).

# HOUSE RULES 12

## PHYSICIAN

### ☐ HEALING TABLES (PHYSICIAN 3)

Because these house rules use points instead of levels roll on the affected injury or blood loss each day instead of each fifth.

### ☐ PERMANENT REDUCTION (PHYSICIAN 3)

To increase the realism of the permanent reduction of attributes use the following formula:

- If an impact on the eye (on the Injury Table) results in a grievous wound with either Point or Edge, the eye is lost and can not be healed. See Medical (Character 9) for one-eyed characters.
- If an impact on the elbows, hands, knees and feet (on the Injury Table) results in a permanent reduction then the affected area is smashed and can not be fully healed. See Medical (Character 9) for deformed legs and arms.

### ☐ HEALING ROLLS (PHYSICIAN 4)

Because of the significance a physician can make, it is best to include some EML bonuses if treated by one as presented in the rules. Use the following table to change EML before the Healing Roll when there is no physician nearby:

ACTION	EML
Travelling, very cold etc.	-10
Resting in warm, clean place etc.	+5
People helping with comfort etc.	+10



### ☐ PRICES...

INJURY	PRICE
Blunt Minor	3d
Edge Minor	9d
Point Minor	6d
Blunt Serious	18d
Edge Serious	36d
Point Serious	18d
Blunt Grievous	120d
Edge Grievous	144d
Point Grievous	96d
Fire and Frost	½ Edge
Anesthetic	100d+
Staying at physician (night)	12d

*Anesthetic is needed when a surgery or amputation is the only option. If not used during these roll a Shock Roll (with one additional dice) plus Universal Penalty.*

*Multiple Price with Factor (according to the HamWorld Modules):*

PRICE	FACTOR
LOW	0.75
HIGH	1.25
HIGH +	1.50
VERY HIGH	1.75
VERY HIGH+	2.00

*This table can be used with all other franchises (not only physicians).*

### ☐ POISONS IN WOUNDS...

When a weapon coated with poison hits a target it needs to cause an injury for the poison to enter the bloodstream (IPs of 1 or 5, use GM discretion).

### ☐ GRAPPLING...

Instead of rolling 3d6 roll only 2d6 when grappling. This will reflect the fact that stronger characters will have an easier time with weaker opponents.

## BESTIARY

### ❑ LARGE CREATURES...

Some creatures are larger than human or most humanoids and therefore some special rules must apply to them. They suffer less from minor injuries and are often immune against a certain amount of pain. Most creatures are covered but the GM has to place new beasts to the categories that fits them best.

The creatures below are considered large creatures:

- Aklash, Bear, Warhorse, Ilme, Ogarna, V'hir, Wyvern etc.

The creatures below are considered gigantic creatures:

- Dragon, Hru, Sea Turtle, Whale etc.

The Injury Table's Effective Impact will change according to size of creature. Look at the example to the right.

- Large creatures reduce impact with 3
- Gigantic creatures reduce impact with 5

Larger and gigantic creatures do more damage than humanoids because of their size and strength.

- Large creatures add 1d6 to any physical impact
- Gigantic creatures add 2d6 to any physical impact

### ❑ CHANGED STATISTICS...

These statistics in the Bestiary page have changed:

- Aklash, Squeeze 60/9b, Claws 60/9e
- Bear, Claws 70/6be, Squeeze 60/10b
- Dragon, Breath 90 (1 FL not 2), Claws 80/12be, Bite 70/12p, Tail 60/8b
- Ilme, Bite 65/12p, Claws 60/10be
- Garguns has no natural armour

### ❑ SMALL CREATURES...

Smaller creatures like vlasta, terrier etc. move one step to the right on the injury table (e.g. 1+ is automatically +7 and so on) when struck by a humanoid creature (or larger).

*Note: a small creature will get -1d6 when rolling for impact. This means that if 1d6 impact is rolled only the creatures natural damage will count as impact (the dice is removed).*

### ❑ HALVED PENALTY...

Large and Gigantic Creatures have their Physical Penalties halved regarding ML.

*Note: Only normal Shock Roll applies.*

### EXAMPLE...

*An Aklash is struck on the head with a mace and receives an impact of 12. The Aklash has a natural armour of 10 for blunt damage and the total impact is 2 (12-10). On the new combat table that would mean an injury of 1d10 IPs. However since the Aklash is larger creature the total impact needs to be at least 4 (Injury Table of 1-3 for large creature) to create a damage that will affect the creature.*

### ❑ GAC AND FATIGUE...

The GAC mentioned in various Hårn publications is mentioned in different classes ranging from 1 to 4. These have the following fatigue rates depending on Endurance.

- GAC 0 = 1-2 FR
- GAC 1 = 3-4 FR
- GAC 2 = 5-6 FR
- GAC 3 = 7-8 FR

A few of these may be lower or higher if the Endurance is higher or lower. Add 1 or remove 1 (minimum 1 FP) from the above.

# HOUSE RULES 14

## WEAPONCRAFT HOUSE RULE

Weaponcrafters can not only create sturdier (WQ) weapons as presented in the basic HårnMaster Core rules system. They are also familiar with sharpening the weapons and arrow heads on both the Edge and Point aspects. The edge and point aspects can be sharpened up to +2, depending on the skill of the weaponcrafter and his success rolls (may be +2 E and P on the same weapon). Roll against ML the same way as when creating weapons of better quality (but count +1 E or P as at least +3 for the maker). A CF however does not only reduce the Edge and Point aspects (as presented in the PRODUCT QUALITY TABLE) but WQ will also loose 1d3 points.

Do not forget to include the **specialization**.

The price for each extra value is 50% more (and not 100%). Weaponcrafters “usually” only make better weapons for the nobility.

- ☐ Bows (together **with** arrows) of better quality may increase range depending on WQ:  
WQ +2      +5 Hexes  
WQ +4      +10 Hexes

## ARMOUR QUALITY

Maximum Armour Qualities for different Armour are not satisfactory with the basic rules. The Combat Tables has the values for armours taken from HM1. Superior armour is created when the roll of the weaponcrafter ends as at least +3 on the PRODUCT QUALITY TABLE (the price doubles). Inferior Armour is when the roll ends as -1 (the price is halved).

## WEAPON QUALITY

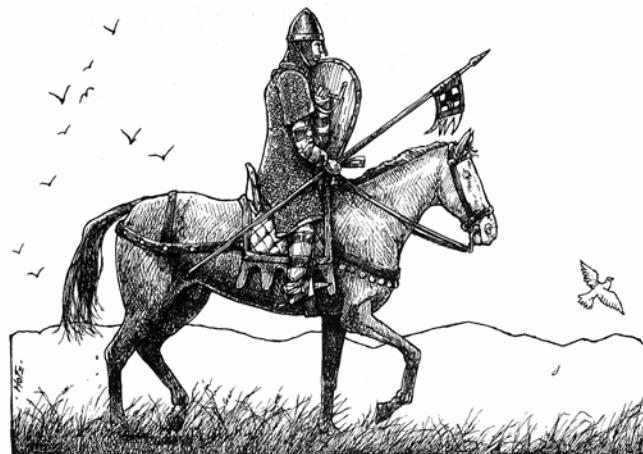
When a check against WQ is needed, roll against WQx5 with 1d100 (96-00 is always a miss). Compare the result on the table below:

- MS/CS      Weapon Intact
- MF          Weapon Loose 10%
- CF          Weapon Breaks

A weapon starts with 100% and when it reaches 0% it is broken.

A Weaponcrafter can repair damaged or broken weapons: to determine the price, calculate the damage as a percentage of the whole and add roughly 25%. The new weapon quality applies.

## STRENGTH HOUSE RULE



Using the original 1.25% or 0.75% heavy or light weapon is not appropriate if strength is to be fully maximized. Melee and throwing weapons are maximized with the following bonuses (bows use the negative numbers but not the positive, crossbows only need Strength 10 to be pulled):

STRENGTH	IMPACT
1-3	-6
4-6	-4
7-9	-2
10-12	0
13-15	+1
16-18	+2
19+	+3

Note that the impact may not be more than double for any weapon (example: dagger may only have the impact of 2B 4E 7P even if the STR bonus is +3).