

HMC OPTIONAL RULES LIST

This is a list of all the optional rules in HMC. Check off only those optional rules in use in your Campaign and copy this page for your players.

CHARACTER OPTIONAL RULES			
Page		Optional Rule Name	Notes
Character 4	<input type="checkbox"/>	Family Development	_____
Character 5	<input type="checkbox"/>	Eldest Child	_____
Character 5	<input type="checkbox"/>	Small Clans	_____
Character 6	<input type="checkbox"/>	Additional Appearance	_____
Character 7	<input type="checkbox"/>	Key Attributes	_____
Character 9	<input type="checkbox"/>	Medical (1d100)	_____
Character 9	<input type="checkbox"/>	GM Option	_____
Character 11	<input type="checkbox"/>	Psyche (1d1000)	_____
Character 11	<input type="checkbox"/>	GM Option One	_____
Character 11	<input type="checkbox"/>	GM Option Two	_____
Character 11	<input type="checkbox"/>	GM Option Three	_____
Character 11	<input type="checkbox"/>	Sexuality	_____
Character 12	<input type="checkbox"/>	Multiple Worship	_____
Character 12	<input type="checkbox"/>	Godless Characters	_____
Character 19	<input type="checkbox"/>	Militia Skills	_____
Character 21	<input type="checkbox"/>	Random SBI	_____
Character 21	<input type="checkbox"/>	Opening New Skills	_____
Character 21	<input type="checkbox"/>	Skill Development Rolls	_____
Character 23	<input type="checkbox"/>	Character Point System	_____

SKILLS OPTIONAL RULES			
Page		Name	Notes
Skills 2	<input type="checkbox"/>	Specialties	_____
Skills 2	<input type="checkbox"/>	Multiple Specialties	_____
Skills 5	<input type="checkbox"/>	Skill Zones	_____
Skill 8	<input type="checkbox"/>	Skill Decline	_____
Skill 8	<input type="checkbox"/>	SMP Variant	_____
Skill 8	<input type="checkbox"/>	Improved SMP	_____
Skills 19	<input type="checkbox"/>	Combat Skills, Development Limitation: Option One	_____
Skills 19	<input type="checkbox"/>	Combat Skills, Development Limitation: Option Two	_____
Skills 19	<input type="checkbox"/>	Combat Skills, Development Limitation: Option Three	_____
Skills 19	<input type="checkbox"/>	Veteran Experience	_____
Skills 19	<input type="checkbox"/>	Unarmed Combat, Option One	_____
Skills 19	<input type="checkbox"/>	Unarmed Combat, Option Two	_____
Skills 24	<input type="checkbox"/>	Instant Rematch	_____

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PSIONICS OPTIONAL RULES

Page	Name	Notes
Psionics 3	<input type="checkbox"/> Extra Development	_____
Psionics 4	<input type="checkbox"/> Passive Triggering	_____
Psionics 4	<input type="checkbox"/> Joint Invocation	_____
Psionics 5	<input type="checkbox"/> Hex Variant 1	_____
Psionics 5	<input type="checkbox"/> Hex Variant 2	_____
Psionics 6	<input type="checkbox"/> Negation Variant	_____
Psionics 7	<input type="checkbox"/> Psychometry Variant 1	_____
Psionics 7	<input type="checkbox"/> Psychometry Variant 2	_____
Psionics 8	<input type="checkbox"/> Telekinesis Variant	_____
Psionics 8	<input type="checkbox"/> Telepathy Variant	_____
Psionics 8	<input type="checkbox"/> Charm	_____

COMBAT OPTIONAL RULES

Page	Name	Notes
Combat 5	<input type="checkbox"/> Armour Quality	_____
Combat 5	<input type="checkbox"/> Armour Damage	_____
Combat 5	<input type="checkbox"/> Armour Class	_____
Combat 6	<input type="checkbox"/> Long Reach	_____
Combat 6	<input type="checkbox"/> Reaction Zones	_____
Combat 7	<input type="checkbox"/> Surprise	_____
Combat 7	<input type="checkbox"/> Engage Initiative	_____
Combat 7	<input type="checkbox"/> Combat Fatigue	_____
Combat 7	<input type="checkbox"/> Combat Fatigue Variant One	_____
Combat 7	<input type="checkbox"/> Combat Fatigue Variant Two	_____
Combat 9	<input type="checkbox"/> Tangle Attacks	_____
Combat 10	<input type="checkbox"/> Grapple Defense	_____
Combat 10	<input type="checkbox"/> Missile Defense	_____
Combat 10	<input type="checkbox"/> Esoteric Defense	_____
Combat 10	<input type="checkbox"/> Opportunity Fire	_____
Combat 11	<input type="checkbox"/> Ignore Friends	_____
Combat 12	<input type="checkbox"/> Tactical Advantages	_____
Combat 12	<input type="checkbox"/> Weapon Damage	_____
Combat 12	<input type="checkbox"/> Body Blocks (variant)	_____
Combat 13	<input type="checkbox"/> Flammable Armour	_____
Combat 14	<input type="checkbox"/> Graphic Injuries	_____
Combat 14	<input type="checkbox"/> Knockbacks	_____
Combat 14	<input type="checkbox"/> Limb Injuries	_____
Combat 14	<input type="checkbox"/> Amputations	_____
Combat 14	<input type="checkbox"/> Bleeders	_____
Combat 15	<input type="checkbox"/> Catch Missile	_____
Combat 16	<input type="checkbox"/> Restricted Missile Ranges	_____
Combat 16	<input type="checkbox"/> Bows and Precipitation	_____
Combat 16	<input type="checkbox"/> Bows and Air Temperature	_____
Combat 17	<input type="checkbox"/> Body Blocks (Variant)	_____
Combat 17	<input type="checkbox"/> Wild Shot (Variant)	_____
Combat 17	<input type="checkbox"/> Zone Targeting	_____
Combat 17	<input type="checkbox"/> Random Aspect	_____

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COMBAT OPTIONAL RULES

Page		Name	Notes
Combat 18	<input type="checkbox"/>	Berserk (Variant)	_____
Combat 19	<input type="checkbox"/>	Quick Combat System	_____

PHYSICIAN OPTIONAL RULES

Page		Name	Notes
Physician 2	<input type="checkbox"/>	[1] Bloodloss (Optional)	_____
Physician 4	<input type="checkbox"/>	Spreading Infections	_____

TREASURE OPTIONAL RULES

Page		Name	Notes
Treasure 12	<input type="checkbox"/>	Multiple Attunements	_____
Treasure 13	<input type="checkbox"/>	Piety and Religious Artifacts	_____
Treasure 13	<input type="checkbox"/>	Option 1	_____
Treasure 13	<input type="checkbox"/>	Option 2	_____