

# HÂRNMASTER ADVANCED CHARACTER PROFILE - MANUAL

Version 1.5 By Bill Gant, January 2009

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

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

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

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## WHAT IS HMA?

HårnMaster Advanced is a hybrid system that I developed, which uses the HårnMaster Third Edition (HM3) system as its base but also incorporates some rules from HårnMaster Gold (HMg) and my own house rules.

The reason HMA exists is because while I like most aspects of HM3 and some of HMg, I'm not completely satisfied with either. My aim is to make HMA the best of both worlds, without taking away the 'feel' of a HårnMaster rules system.

## OVERVIEW

There are six Profiles in the HMA Character Profile:

- |                       |   |
|-----------------------|---|
| 1. Character Profile  | Maintains the character's attributes and skills.  |
| 2. Combat Profile     | Keeps track of your character's equipment load, injuries, penalties and weapons.  |
| 3. Armour Profile     | Keeps track of your character's armour. Users of the <i>HMA Armour Profiles</i> will find this Profile familiar.  |
| 4. Friends & Enemies  | Records your character's contacts.  |
| 5. Animals Profile    | Keeps track of your character's pets and steeds. Currently, this Profile can keep track of dogs, horses and birds of various types.                               |
| 6. Invocation Profile | For priest characters, maintains a list of invocations. This Profile also includes space for a religious calendar so your character should never miss mass again! |
| 7. Spell Profile      | For Shek-Pvar characters, maintains a list of spells of all convocations.   |
| 8. Notes              | For recording miscellaneous notes.  |

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

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

## BEFORE YOU BEGIN...

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

### ENABLE MACROS!

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

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

When you next open the HMA Character Profile, a security warning will appear in Excel and you will be asked whether to enable or disable macros. Select *Enable Macros*.

For Excel 2007 and later, a security warning will appear stating that macros have been disabled. Click on the *Options...* button and then check the radio button *Enable this content*.

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

## USING THE HMA CHARACTER PROFILE

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

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

## CLEARING PROFILES

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

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

## 1. CHARACTER PROFILE

HÂRNMASTER ADVANCED

CHARACTER PROFILE

Player Name:

NPC

Character Name:

LERUDUS ASH-K'VEEN

Occupation/Title:

Savoryan Satia Mavari

Clear Profile

BIRTH/FAMILY		APPEARANCE		PHYSICAL	PERSONALITY		
<b>SPECIES</b> Human	<b>SEX</b> Male	<b>HEIGHT</b> 63"	<b>FRAME</b> Light	<b>WEIGHT</b> 120 lbs	<b>STRENGTH</b> 10	<b>INTELLIGENCE</b> 14 Clever	<b>AURA</b> 16
<b>BIRTHDATE</b> 9 Savor 694	<b>SUNSIGN</b> Tai	<b>SIZE FACTOR</b> 0.9	<b>COMELINESS</b> 10 Average	<b>STAMINA</b> 12	<b>DEXTERITY</b> 14	<b>WILL</b> 13 SMPs: 39	<b>MORALITY</b> 14 Principled
<b>BIRTHPLACE</b> Yael, MELDERYN	<b>CULTURE</b> Feudal	<b>COMPLEXION</b> Medium	<b>OTHER</b>	<b>AGILITY</b> 09	<b>PSYCHE</b> Autophobia: aversion to solitude (Moderate: WIL x 3)		
<b>SIBLING RANK</b> 5th of 6	<b>SOCIAL CLASS</b> Guildsman	<b>HAIR COLOUR</b> Black	<b>EYE COLOUR</b> Brown	<b>EYESIGHT</b> 12	<b>HEARING</b> 11	<b>DEITY/RELIGION</b> Peoni	<b>PIETY</b> 51
<b>PARENT OCC.</b> Innkeeper	<b>FILIATION</b> Offspring	<b>MEDICAL</b> Small birthmark on left cheek.	<b>SMELL</b> 10	<b>VOICE</b> 12 Average	<b>NOTES</b> Lerudus is intelligent, friendly, helpful and quite personable.		
<b>CLANHEAD</b> Father	<b>ESTRANGEMENT</b> 42 Average	<b>Weight Gain / Loss (%)</b>					

[illegible]

## **PLAYER NAME**

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

## **CHARACTER NAME**

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

## **OCCUPATION/TITLE**

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

## **BLANK BOX**

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

## **BIRTH/FAMILY ATTRIBUTES**

### **Species**

The character’s species. Click on this cell and a list appears – Human, Sindarin or Khuzdul. Actually, you can type in whatever species the GM allows (e.g. Aenarin, Ivashu) as it doesn’t affect the rest of the HMA Character Profile.

### **Sex**

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

### **Birthdate**

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

### **Sunsign**

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

### **Birthplace**

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

### **Culture**

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

**Social Class**

The character's class as defined by his or her culture. Click on this cell and a list appears – Slave, Serf, Freeman (Unguilded), Guildsman and Noble. Or, type in some other social class that is relevant to the character.

**Sibling Rank**

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

**Filiation**

The relationship the character has with his or her parents (e.g. Offspring). Input any relevant information here as well (e.g. Father absent).

**Parent Occ.**

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

**Estrangement**

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

**Clanhead**

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

**APPEARANCE ATTRIBUTES****Height**

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

**Frame**

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

**Weight**

The character's weight in pounds is automatically generated according to his or her Height and Frame.

**Size Factor**

The overall size of the character, for the purpose of determining the weight and price of clothing and armour. This is automatically generated according to Weight.

**Comeliness**

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

**Complexion**

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

**Hair Colour**

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

**Eye Colour**

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

**Other**

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

**Medical**

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

**Weight Gain/Loss (%)**

If the character's weight is above or below optimal (e.g. due to obesity or starvation), enter the adjustment as a percentage here. Otherwise, leave blank or type in 0.

**PHYSICAL ATTRIBUTES****Strength**

The character's Strength (STR) key attribute.

**Stamina**

The character's Stamina (STA) key attribute.

**Dexterity**

The character's Dexterity (DEX) key attribute.

**Agility**

The character's Agility (AGL) key attribute.

**Eyesight**

How well the character can see in daylight.

**Hearing**

How well the character can hear under optimal conditions.

**Smell**

The character's sense of taste and smell.

**Voice**

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

**PERSONALITY ATTRIBUTES****Intelligence**

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

**Aura**

The character's Aura (AUR) key attribute.

**Will**

The character's Will (WIL) key attribute. Enter only the value; the number of Skill Maintenance Points available each month ( $WIL \times 3$ ) is automatically calculated in the cell next to it.

**Morality**

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

**Psyche**

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

**Deity/Religion**

The character's deity or religion. Click on this cell and a list appears, showing the ten major deities and also the Hârníc tribal religions. If the desired religion is not listed, select Other. If the character worships no god, then select None.

**Piety**

The current number of Piety Points. The PP total relative to Ritual Mastery Level will determine whether the character has Divine Grace – if Unworthy (PP is less than Ritual ML), this appears in the cell next to it.

**Notes**

Enter any personality notes here.

**SKILLS**

The skill name, Skill Base (SB) and Mastery Level (ML) are listed in these tables. SB is automatically calculated according to the character's attributes and Sunsign. All skills except *Condition* and *Mobility* (a new skill – OML SB5) have a development limit equal to the lesser of  $SB \times 10$  and  $100 + SB$ . *Condition* and *Mobility* cannot exceed  $SB \times 7$  or  $100 + SB$ , whichever is less – you can only push your body so far. If the ML is greater than this limit, the value will appear in red italics.



## **Physical**

Automatic Physical skills are already listed. Clicking on a blank Skill cell will reveal a list that shows other Physical skills. *Dodge* (OML SB4) and *Mobility* are new skills, and *Condition* is a compulsory Automatic skill. Enter the current ML for each open skill.

## **Combat**

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

## **Communication**

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

## **Languages/Scripts**

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

## **Craft/Lore**

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

## **Psionics**

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

## **Shek-Pvar**

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

## **Specialties**

List all Specialties here. Clicking on a blank Specialty cell will show a long (but not exhaustive) list of the most common Specialties available. More specialties can be added in the Data sheet. Specialties are listed in the format "[Skill] Specialty" to clearly show to which skill the Specialty belongs. Enter the current ML for each open Specialty. Note that a Specialty can only be opened when the basic skill reaches or exceeds ML 40.

## 2. COMBAT PROFILE

<b>HÂRNMASTER ADVANCED</b> <b>COMBAT PROFILE</b>	<a href="#">Clear Profile</a> Character Name: <b>LERUDUS ASH-K'VEEN</b>
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LOAD SUMMARY			COMBAT STATS		INJURIES		
ITEM (☑ = Carried)	WEIGHT	NOTES	INITIATIVE EML	41	LOCATION / INJURY	HR	IL
WEAPONS (TOTAL)	10.0 lbs		CONDITION EML	55	R. Knee, Bruise	H6	1
ARMOUR (TOTAL)	25.5 lbs		DODGE EML	30			
Letter	0.1 lbs	A letter of introduction from the Sibyl Seryel of Melderyn	STR	10			
Map	0.1 lbs	A poetic map of Harbaal and points east	END	12			
Travel pack	15.0 lbs	Backpack, blanket, eating utensils, razor, sack	DEX	14			
Miscellaneous	1.5 lbs	Leather scabbard & sheath, belt, purse	AGL	9			
Wineskin	5.0 lbs	Half-full of cheap wine	EFFECTIVE MOVE	n/a			
Flute	1.0 lbs	Weight includes leather cover	FATIGUE RATE	8 mds			
Blue russet cloak	4.0 lbs		FL RECOVERY	3 mins			
			SPECIAL PENALTIES				
180d	0.7 lbs	Melderyni coinage	PENALTY SUMMARY				
LOAD (lbs.)		62.8 lbs	A. INJURY PENALTY	1	UNIVERSAL (A+B)	1	
			B. FATIGUE PENALTY		PHYSICAL (A+B+C)	5	
			C. ENCUMBRANCE	4			
			ENC = (LOAD - (2 x STR)) / STA				

ML PENALTY	PHYSICAL & COMBAT SKILLS, SPELLS	Afoot	Mounted	COMMUNICATION, CRAFT/LORE SKILLS, PSIONICS	Afoot	Mounted	STATUS	Afoot	Mounted
		-25	-15		-5	-5		○	●

SET	WEAPON	TYPE	WGT	☑ WQ	A / D	Pr	Se	B	E	P	EML	NOTES	PRICE	
<input type="checkbox"/>	Spear	-	5.0	☑	11	4 / 2	10	20	4	-	7	42	No Pr penalty in mtd charge. Missile wpn.	60d
<input type="checkbox"/>	Shortsword	-	2.0	☑	12	2 / 1	-	10	2	4	4	49		90d
<input type="checkbox"/>	Keltan	-	2.0	☑	12	1 / 2	-	05	2	0	3	46		36d
<input type="checkbox"/>	Knife	-	1.0	☑	10	1 / 0	-	05	0	1	4	46	Tool.	6d
<input type="checkbox"/>	Hand / Forearm	-	-	☑	-	0 / 3	-	05	0	-	-	18		
<input type="checkbox"/>				☐										
<input type="checkbox"/>				☐										
			10.0											192d

MISSILE WEAPON	TYPE	SHORT Hexes / Imp EML +0	MEDIUM Hexes / Imp EML -20	LONG Hexes / Imp EML -40	EXTREME Hexes / Imp EML -80	AMMO	OTHER COMBAT NOTES
Spear	-	6 / 7p	12 / 6p	24 / 5p	48 / 4p		Lerudus will only enter combat as a last resort. Although he is a competent Savoryan Shek-Pvar, his fighting skills are mediocre at best.
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		

## CHARACTER NAME

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

## LOAD SUMMARY

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

### Weapons (Total)

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

### Armour (Total)

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

### Load (lbs.)

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

## COMBAT STATS

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

### Initiative EML

The character's effective *Initiative* skill. The Effective Mastery Level (EML) is equal to the character's *Initiative* ML, reduced by the **Physical Penalty** for being either Afoot or Mounted, depending on the Status selected (see below). Normally, EML has an upper limit of 95 but higher numbers can appear here to accommodate special penalties.

### Condition EML

The character's effective *Condition* skill. The EML is equal to the character's *Condition* ML, reduced by the **Universal Penalty** for being either Afoot or Mounted, depending on the Status selected (see below). Normally, EML has an upper limit of 95 but higher numbers can appear here to accommodate special penalties.

### Dodge EML

The character's effective *Dodge* skill. The EML is equal to the character's *Dodge* ML, reduced by the **Physical Penalty** for being either Afoot or Mounted, depending on the Status selected (see below). Normally, EML has an upper limit of 95 but higher numbers can appear here to accommodate special penalties.

### STR

The character's Strength attribute, repeated here for convenience from the Character Profile.

## **END**

The character's Endurance (END) attribute, which is equal to one fifth of *Condition* ML.

## **DEX**

The character's Dexterity attribute, repeated here for convenience from the Character Profile.

## **AGL**

The character's Agility attribute, repeated here for convenience from the Character Profile.

## **Effective Move**

The character's normal (Single) Movement rate, in 5-foot hexes per round. Move is equal to one-fifth the character's Mobility ML, rounded to the nearest integer. Effective Move is this value reduced by Physical Penalty. The minimum Effective Move is 1 (unless the GM rules otherwise). The formula:

$$\text{Effective Move} = (\text{Mobility ML} / 5) - \text{PP}$$

If the character's Status (see below) is Mounted, use the steed's Move instead (refer to the Animals Profile).

## **Fatigue Rate**

Fatigue Rate (FR) is a measure of how quickly the character tires when performing strenuous activity (such as fighting in battle). It indicates the number of 10-second rounds of strenuous activity for the character to accumulate 1 Fatigue Level (FL). Characters with low STA and high Load will find themselves becoming fatigued very quickly. The formula:

$$\text{FR} = ((\text{STA} \times 30) / (\text{Load} - (2 \times \text{STR})))$$

The maximum FR is 30 rounds (5 minutes) and the minimum is 1 round.

## **FL Recovery**

FL Recovery is a measure of how many minutes the character must rest in order to reduce his or her Fatigue penalty by 1 FL. Characters with high STA will recover quickly. The formula:

$$\text{FL Recovery} = (30 / \text{STA})$$

The minimum FL Recovery is 1 minute.

## **SPECIAL PENALTIES**

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

## **INJURIES**

Record wounds, Bloodloss and Fatigue here. The total Injury and Fatigue Levels are added to determine Universal Penalty, and combined with Encumbrance to determine Physical Penalty.

## **Location / Injury**

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

## **Tally**

Healing Rolls are made daily in HMA, with the Target Level being equal to the character's  $STA \times \text{Healing Rate (HR)}$ . For example, a character with STA 12 and a wound with an HR of H5 will need to roll equal to or better than  $(12 \times 5 =) 60$  to achieve a success. A tally (e.g. "+") is kept of the number of successes achieved – MS counts as one success; CS counts as two. Once the tally reaches 5 successes, the injury is reduced by 1 Injury Level (IL). If the wound still exists, clear the tally and start again.

## **HR**

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

## **IL**

Enter the current Injury Level, Bloodloss Level or Fatigue Level as appropriate. Each Level translates to a 5-point penalty from all skills.

## **PENALTY SUMMARY**

The Penalties area does not have any input cells. It simply shows the Universal and Physical Penalties and the values that are used to derive them.

### **A. Injury Penalty**

The total number of ILs and Bloodloss Levels (BLs) accumulated.

### **B. Fatigue Penalty**

The total number of FLs accumulated.

### **C. Encumbrance**

The character's Encumbrance Penalty (EP). In HMA, EP is calculated as follows:

$$EP = (\text{Load} - (2 \times \text{STR})) / \text{STA}$$

The minimum EP is zero. The formula  $(n \times \text{STR})$  is also known as the Load Rating: for humanoids,  $n = 2$ . For birds in flight,  $n = 0$ . For most quadrupeds (e.g. dogs),  $n = 4$  but for beasts of burden (including horses),  $n = 8$ .

### **Universal (A+B)**

The character's Universal Penalty (UP). It is the sum of total ILs and FLs.

### **Physical (A+B+C)**

The character's Physical Penalty (PP). It is the sum of UP and EP.

## **ML PENALTY**

The ML Penalty tables calculate what penalties (if any) are applicable to each type of skill.

## Physical & Combat Skills, Spells

The PP applied to ML for these skill types. The penalty may differ according to whether the character is on foot or mounted. The formulas:

$$\text{Afoot} = A + B + C$$

$$\text{Mounted} = A + ((B + C) / 2)$$

## Communication, Craft/Lore Skills, Psionics

The UP applied to ML for these skill types. The penalty may differ according to whether the character is on foot or mounted. The formulas:

$$\text{Afoot} = A + B$$

$$\text{Mounted} = A + (B / 2)$$

## Status

An indicator showing whether the character is Afoot (i.e. on foot) or Mounted. The default is Afoot, which means that the character is affected by full UP and full PP as applicable. Click the radio button to select Mounted Status if the character is riding a steed.

## WEAPON DATA

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

### Set

After selecting a weapon and Type, click this button to populate the row to the right with the default values and notes for that weapon. Replace values to customise each weapon (e.g. to record a different WQ). Note that clicking the button permanently overwrites any existing data.

### Weapon

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

### Type

The weapon's weight class. Clicking on a cell will reveal a list of all available weight classes (a dash ("-") indicates the default weight class; "lgt" indicates a light version and "hvy" a heavy version) for the selected weapon. For bows and crossbows, the list shows the draw weights (in pounds) appropriate to the character's Strength and skill. If no weapon has been selected, no weight classes will appear.

### WGT

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



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

**WQ**

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

**A / D**

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

**Pr**

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

**Se**

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

**B**

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

**E**

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

**P**

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

**EML**

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

**Notes**

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

For crossbows, the required spanning tool appears here, but is not automatically added to equipment.

**Price [*not printed*]**

The approximate price of the weapon, affected by actual WQ. Actual prices may vary by vendor, so use these prices as a guide only.

**MISSILE DATA**

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

**Missile Weapon**

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

**Type**

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

**Short**

The range and base impact (and aspect) for the selected missile weapon and type at Short Range are automatically listed here.

**Medium**

The range and base impact (and aspect) for the selected missile weapon and type at Medium Range are automatically listed here.

**Long**

The range and base impact (and aspect) for the selected missile weapon and type at Long Range are automatically listed here.

**Extreme**

The range and base impact (and aspect) for the selected missile weapon and type at Extreme Range are automatically listed here.

**Ammo**

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

**OTHER COMBAT NOTES**

Enter anything else that might be relevant to combat here.



### 3. ARMOUR PROFILE


[illegible]

**NOTES :**

Lerudus only wears armour when travelling through potentially dangerous areas (such as on the Genin Trail through Pagaelin lands).


### LIGHT ARMOUR

	B	E	P	F
Skull	9	11	9	7
Eyes	-	-	-	-
Nose	-	-	-	-
Ears	5	2	1	4
Cheeks	-	-	-	-
Mouth	-	-	-	-
Jaw	5	2	1	4
Neck	5	2	1	4



	B	E	P	F
Shoulders	6	3	2	5
Upper Arms	6	3	2	5
Elbows	1	1	1	1
Forearms	1	1	1	1
Hands	-	-	-	-

	B	E	P	F
ax - Front	6	3	2	5
ax - Back	6	3	2	5
n - Front	6	3	2	5
n - Back	6	3	2	5
Hips	6	3	2	5
Groin	6	3	2	5



	B	E	P	F
Thighs	6	3	2	5
Knees	1	2	1	2
Calves	1	1	1	1
Feet	2	4	3	4

## **CHARACTER NAME**

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

## **ARMOUR TABLE**

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

### **Colour**

The dye or colour of the garment or item of armour. Click on the list box and a list of dyes and colours will appear. The colours are grouped in approximate ranking of value – undyed is the cheapest; Tazach Purple is by far the most expensive. Generally, only Cloth is dyed, but it is conceivable for Leather and Quilt to also be coloured. Note that many societies place restrictions on the use of certain colours.

### **Armour / Clothing**

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

### **AQ**

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

### **EQ**

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

### **SIZE**

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

### **TH**

The Thickness of the selected armour or clothing. The default value is +0%. Armour – usually metallic armour – can be made up to 30% thinner or thicker. Thinner armour is lighter and

therefore costs more – there is also a possibility that AQ will be reduced. The opposite is true for thicker armour. Note that attempting to enter a value beyond  $\pm 30\%$  will result in an error message.

### **WT**

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

### **Worn ☒**

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

### **Coverage**

The body locations covered by the selected armour or clothing are automatically determined. Some headwear covers parts but not all of the Face – the specific sub-locations protected will be shown. Full-face helmets provide limited protection to the Eyes; although they can defend against Blunt and Edge strikes, they are completely vulnerable to Point and Fire/Frost strikes.

### **Price [*not printed*]**

The approximate price of each item of clothing or armour, affected by AQ, EQ, Size and TH. Actual prices may vary by vendor so use these prices only as a guide.

### **Total**

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

## **APV TABLES**

The APV Tables show the level of protection against each of the four impact aspects (Blunt, Edge, Point and Fire/Frost) in each location. The values are automatically generated using the data in the Armour Table. APVs for layered armour are calculated differently in HMA from HM3:

$$APV = (L1^2 + L2^2 + L3^2 + \dots + Ln^2)^{0.5}$$

Round *up* to the nearest integer. That is, for each impact aspect, take the square root of the sum of the squares of the APVs of the layers covering a location ( $Ln$  = Layer  $n$ ), and round up to the nearest whole number. Since impact in HarnMaster is not linear (doubling the weight of a sword does not double its impact), this method of generating armour values is actually fairer than HM3's method.

### **GAC Image**

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

## NOTES

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

## PROFILE PRESETS [*Sidebar/Add-In Tab*]

On the right-hand edge of Excel's window is a button entitled *HMA Armour Profiles*. Clicking on this button will reveal a list of over 75 preset armour profiles, ranging from simple clothing to heavy armour. Clicking on a profile will automatically populate the Armour Table and APV Tables, overwriting any existing data. Note that this action cannot be undone. Preset profiles can then be customised.

## 4. FRIENDS & ENEMIES

<b>HÂRNMASTER ADVANCED</b> <span style="float: right; font-size: small;">Clear Profile</span>
<b>FRIENDS &amp; ENEMIES</b> <span style="float: right;">Character Name: <b>LERUDUS ASH-K'VEEN</b></span>

NAME	RELATIONSHIP	LOYALTY
Seryel of Melderyn	Close Friend	83%
<b>NOTES</b> Viran of Savorya and my former master while studying in Cherafir. After all these years, she is still a mystery.		
Bradlak of Dymethar	Friend	59%
<b>NOTES</b> A yeoman's son, sent by the Sibyl Seryel on a mission to aid a group of adventurers in recovering a lost artifact. Met in the village near Ercamber manor, in the kingdom of Kaldor.		
Arnak of Ash-K'veen	Best Friend	90%
<b>NOTES</b> My first cousin on my father's side and childhood friend. Arnak is a Shenava of Odivshe, having studied at the Chantry in Chyrefal.		

NAME	RELATIONSHIP	LOYALTY
Menteri Da	Unfriendly	13%
<b>NOTES</b> Intimidating priestess of Agrik, a towering giantess bulging with muscles. Certainly not someone to mess with. Encountered in Golotha in the kingdom of Rethem trying to capture the same thief for different reasons. We did not part on the best of terms.		
Raxxtrak of clan Kurhdin	Acquaintance	40%
<b>NOTES</b> Khuzdul warrior from the kingdom of Azadmere, on a personal quest to right some wrong (he wouldn't elaborate). Met with a party of unusual travellers at Trobridge Inn. Very skilled with his battleaxe.		
<b>NOTES</b>		

NAME	RELATIONSHIP	LOYALTY
<b>NOTES</b>		
<b>NOTES</b>		
<b>NOTES</b>		

NAME	RELATIONSHIP	LOYALTY
<b>NOTES</b>		
<b>NOTES</b>		
<b>NOTES</b>		

**NAME**

The name of the contact.

**RELATIONSHIP**

Select from the drop-down list what kind of relationship the character has with the contact, ranging from best friend to enemy.

**LOYALTY**

Input the Loyalty score for the contact, if known. Similar to the character's Estrangement score with his/her clan, the Loyalty score is a relative measure of the character's standing with the contact. The score helps to determine how likely the contact will be to render assistance when asked.

**Notes**

Enter some details about the contact, his/her profession, perhaps where the character and the contact met and under what circumstances, etc.

Note that there are two pages available for contacts; this can be extended further if necessary.

## 5. ANIMALS PROFILE

<b>HÄRNMASTER ADVANCED</b> <b>ANIMALS PROFILE</b>	<a href="#">Clear Profile</a> Character Name: <b>LERUDUS ASH-K'VEEN</b>
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### PETS / STEEDS

<b>NAME</b> TANTIVYR											INI	END	MOV	FLY	DGE			RIDE				
SET	BREED/TYPE	STR	STA	AGL	EYE	HRG	SML	INT	AUR	WIL	55	18	20	-	48	EFFECTIVE	44	B4	E3	P1	F3	
	Lankum	32	10	12	16	18	20	4	7	11	55	18	20	-	48							

LOAD (☑ = Carried)	WEIGHT	LOAD NOTES	LOCATION / INJURY	HR	IL	INJURY PENALTY
Rider <input checked="" type="checkbox"/>	182.8 lbs					FATIGUE PENALTY
Riding gear <input checked="" type="checkbox"/>	40.0 lbs	Riding saddle, bridle & bit, blanket, saddlebags				ENCUMBRANCE <small>ENC - (LOAD - LOAD RATING) / STA</small>
Other equipment <input checked="" type="checkbox"/>	16.0 lbs	Travel pack, flute				PHYSICAL PENALTY
LOAD (lbs.)		238.8 lbs	LOAD RATING		256 lbs	SKILLS (ML)
						Trample 60/8b, Bite 48/3p, Jumping 72, Awareness 72, Stealth 56

NOTES	Tantivyr is a typical riding horse. He is not trained for combat.	BLOODLOSS	H6	FATIGUE (FR: 30 rounds)
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<b>NAME</b>											INI	END	MOV	FLY	DGE			RIDE				
SET	BREED/TYPE	STR	STA	AGL	EYE	HRG	SML	INT	AUR	WIL						EFFECTIVE		B4	E3	P1	F3	

LOAD (☑ = Carried)	WEIGHT	LOAD NOTES	LOCATION / INJURY	HR	IL	INJURY PENALTY
Rider <input type="checkbox"/>						FATIGUE PENALTY
<input type="checkbox"/>						ENCUMBRANCE <small>ENC - (LOAD - LOAD RATING) / STA</small>
<input type="checkbox"/>						PHYSICAL PENALTY
LOAD (lbs.)			LOAD RATING			SKILLS (ML)

NOTES		BLOODLOSS	H6	FATIGUE
-------	--	-----------	----	---------

<b>NAME</b>											INI	END	MOV	FLY	DGE			RIDE				
SET	BREED/TYPE	STR	STA	AGL	EYE	HRG	SML	INT	AUR	WIL						EFFECTIVE		B4	E3	P1	F3	

LOAD (☑ = Carried)	WEIGHT	LOAD NOTES	LOCATION / INJURY	HR	IL	INJURY PENALTY
Rider <input type="checkbox"/>						FATIGUE PENALTY
<input type="checkbox"/>						ENCUMBRANCE <small>ENC - (LOAD - LOAD RATING) / STA</small>
<input type="checkbox"/>						PHYSICAL PENALTY
LOAD (lbs.)			LOAD RATING			SKILLS (ML)

NOTES		BLOODLOSS	H6	FATIGUE
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## **CHARACTER NAME**

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

## **PETS / STEEDS**

Three separate profiles are available for the character's horses, dogs and/or birds.

### **Name**

Enter the name of the animal here.

## **ATTRIBUTES**

### **Set**

Once a Breed/Type of animal has been selected, click this button to populate the profile with the default attributes and skills for that animal. The values can be overwritten to customise each beast. Note that clicking the button will permanently overwrite any existing data.

### **Breed/Type**

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

### **STR**

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

### **STA**

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

### **AGL**

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

### **EYE**

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

### **HRG**

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

### **SML**

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



**INT**

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

**AUR**

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

**WIL**

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

**INI**

The Initiative ML of the animal(s). The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked. Initiative EML is automatically generated underneath this stat, which is INI less 5 times Physical Penalty.

**END**

The Endurance attribute of the animal(s), which is equal to  $(STR+STA+WIL)/3$ . The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked. Effective END is automatically generated underneath this stat, which is END less UP.

**MOV**

The Single-Move rate of the animal(s), in hexes per round. This is equal to *half* the listed MOV in HM3 Bestiary articles. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked. Effective MOV is automatically generated beneath this stat, which is MOV less PP.

**FLY**

The Flying Move rate of the animal(s), in hexes per round. The default value for the selected Breed/Type is automatically entered into this cell if the Set button is clicked. Effective FLY is automatically generated beneath this stat, which is FLY less 10 times PP.

**DGE**

The *Dodge* ML of the animal(s). The default value for the selected Breed/Type (generally, AGL x 5) is automatically entered into this cell if the Set button is clicked. *Dodge* EML is automatically generated underneath this stat, which is DGE less 5 times Physical Penalty.

**Ride EML**

An automatically generated score; if the animal is ridden (and able to be ridden!), the character's ability to ride it is equal to the average of the animal's INI EML and the character's Riding EML. This assumes that the character and the animal have some degree of familiarity; otherwise, the GM may impose a -5 Special Penalty (at least).

**Armour**

The armour protective values for each aspect. The eyes usually have no natural protection. The default values for the selected Breed/Type are automatically entered into this cell if the Set button is clicked.

## **LOAD TABLE**

### **Load**

Any equipment assigned to the animal(s) is listed here.

### **Rider**

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

### **(☒ = Carried)**

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

### **Weight**

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

### **Load Notes**

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

### **Load (lbs.)**

The total weight of all carried items.

## **LOAD RATING**

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

## **NOTES**

Enter any general notes about the animal(s) here.

## **INJURIES TABLE**

Record wounds, Bloodloss and Fatigue in this area. The total levels are combined with Encumbrance to determine Physical Penalty.

### **Location / Injury**

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

### **Tally**

As with the Tally in the Combat Profile, use these boxes to keep track of the number of successful Healing Rolls – once the tally reaches 5 successes, the injury is reduced by 1 IL. If the wound still exists, clear the tally and start again.

### **HR**

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

**IL**

Enter the current IL, BL or FL as appropriate. Each Level translates to a 5-point penalty from all skills.

**FR**

The animal's Fatigue Rate is determined by the following formula:

$$\text{FR} = ((\text{STA} \times 30) / (\text{Load} - \text{Load Rating}))$$

The maximum FR is 30 rounds (5 minutes) and the minimum is 1 round.

**PENALTY TABLE**

The Penalty Table does not have any input cells. It simply shows the Physical Penalties and the values that are used to derive them.

**Injury Penalty**

The animal's IP, which is the sum of current ILs and BLs.

**Fatigue Penalty**

The animal's FP, which is the number of FLs accumulated.

**Encumbrance**

The animal's EP under the current Load less the Load Rating. See the Combat Profile for details on calculating EP.

**Physical Penalty**

The animal's PP. It is the sum of IP, FP and EP.

**SKILLS (ML)**

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

## 6. INVOCATION PROFILE

HÂRNMASTER ADVANCED

INVOCATION PROFILE

Character Name: LERUDUS ASH-K'VEEN

Clear Profile

DEITY / RELIGION	PEONI	RITUAL ML	13	PIETY POINTS	51	PIETY ADJ.	<input checked="" type="checkbox"/>
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[illegible][illegible]

QUESTS / PILGRIMAGES

OTHER NOTES	

## **CHARACTER NAME**

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

## **DEITY / RELIGION**

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

## **RITUAL ML**

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

## **PIETY POINTS**

The character's current tally of Piety Points will automatically appear on this Profile if it has been generated in the Character Profile. If Piety Points is less than Ritual ML, the word "Unworthy!" will appear above this value. Unworthy characters should make every effort to regain Divine Grace as a matter of priority – otherwise, bad things may happen...

## **PIETY ADJ.**

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

## **INVOCATIONS**

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

### **Invocation**

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

### **Circle**

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

### **SB [*Hidden*]**

The SB for each invocation, which is equal to Ritual SB. This column has been included solely to facilitate an optional rule (not used in HMA) where each invocation is treated as a separate skill. *Unhide* column [Z] to show the SBs for each invocation.

### **ML**

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

## **RELIGIOUS CALENDAR**

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

### **Day**

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

### **Month**

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

### **Event**

Enter the name of the religious event here.

### **Description**

Enter a brief description of the religious event here.

## **QUESTS/PILGRIMAGES**

Enter any notes about holy quests or pilgrimages here.

## **OTHER NOTES**

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

## 7. SPELL PROFILE

HÂRNMASTER ADVANCED  
**SPELL PROFILE**

Character Name: **LERUDUS ASH-K'VEEN**

Clear Profile

PRIMARY CONVOCATION
SAVORYA

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

[illegible][illegible]

ODIVSHE

[illegible]NEUTRAL[illegible]

LYAHVI

[illegible]FYVRIA[illegible]

JMORVI
--------

[illegible]PELEAHN[illegible]

## **CHARACTER NAME**

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

## **PRIMARY CONVOCATION**

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

### **Spell Name**

Enter the name of each spell here.

### **CL**

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

### **SB**

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

### **ML**

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

## **NEUTRAL CONVOCATION**

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

## **SECONDARY CONVOCATIONS**

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

## **TERTIARY CONVOCATIONS**

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

## **DIAMETRIC CONVOCATION**

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



## 8. NOTES

HÄRNMASTER ADVANCED		Clear Profile
<b>NOTES</b>	Character Name: <b>LERUDUS ASH-K'VEEN</b>	

No.	NOTES
1	Seryel will likely communicate with the PCs by sending her former apprentice, Lerudus, a Savoryan Shek-Pvar of moderate ability. He may accompany the group if the GM feels they need help or guidance to complete a quest.

## CHARACTER NAME

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

## No.

Input a reference number here.

## NOTES

Insert whatever notes you wish. The table can be used to capture additional information about carried equipment, or used to jot down notes about a mission, task or perhaps obligations (e.g. money or favours owed, etc). The table by default does not perform any calculations or link to the Profile sheets, although it can be set up to do so.

The table is intended to be fully customisable, so merged cells can be split and re-merged in different configurations to suit individual taste/needs. (Note that the sheet must first be *Unprotected* to customise the table – see *Tweaking the HMA Character Profile*, below.)

## TWEAKING THE HMA CHARACTER PROFILE

I recognise that not everyone uses the same HårnMaster rules, so you may wish to tinker with the HMA Character Profile to better suit your system. In fact I encourage this! However, do bear in mind that changes in one part of the HMA Character Profile can impact other parts.

### PROTECTED PROFILES

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

To *Unprotect* a Profile, follow these steps:

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

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

### HIDDEN COLUMNS/ROWS

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

### DATA SHEETS

The *Weapons*, *Missiles*, *Armour* and *Beasts* data sheets contain tables that are shaded in every other row. These tables are designed to be expanded by you. Tweaking the values in these tables will generally not have an adverse effect on the functionality of the HMA Character Profile.

The other data sheets (*Data*, *WpnData* and *BeastData*) contain a lot of formulas. Take care when making changes to these sheets as they can impact the functionality of the HMA Character Profile. However, there is no problem in adding new specialties to the list in *Data*.

### VISUAL BASIC PROGRAMS

Advanced Excel users may also wish to make changes to the custom macros that were written in Visual Basic. You will need to use the Visual Basic Editor.

Take extra care when making changes to the programming, as they can cause havoc to the functionality of the HMA Character Profile!