

Version 1.4

This document contains a collection of HårnMaster Advanced (HMA) rules that are intended to be used together with HårnMaster 3rd Edition (HM3). Some of these rules expand on existing rules; others replace them. All rules marked with are optional.



CHARACTER 7 STRENGTH – Extended Table

Modify the Strength attribute for weight as follows. Modified Strength should never be allowed to fall below one (1).

| Weight | |
|--------|---------|
| -5 | 21-55 |
| -4 | 56-85 |
| -3 | 86-110 |
| -2 | 111-130 |
| -1 | 131-145 |
| +0 | 146-155 |
| +1 | 156-170 |
| +2 | 171-190 |
| +3 | 191-215 |
| +4 | 216-245 |
| +5 | 246-280 |
| +6 | 281-320 |

CHARACTER 16 Truncated OML

It is technically possible for a starting character with very high attributes to begin play with excessively high Mastery Levels. To help balance the game, if the OML of any skill other than a Script or Language exceeds 70, it should be truncated as follows:

| Original OML | Truncated OML |
|--------------|---------------|
| 71-72 | 71 |
| 73-74 | 72 |
| 75-76 | 73 |
| 77-78 | 74 |
| 79-80 | 75 |
| 81-82 | 76 |
| 83-84 | 77 |
| 85-86 | 78 |
| 87-88 | 79 |
| 89-90 | 80 |
| 91-94 | 81 |
| 95-98 | 82 |
| 99-102 | 83 |
| 103-106 | 84 |
| 107-110 | 85 |
| 111-114 | 86 |
| 115-118 | 87 |
| 119-120 | 88 |

OML truncation *only* applies to starting characters. It does not affect in-game skill development.

CHARACTER 21

Character Design

Set all attributes to eight (8) plus/minus any applicable modifiers (e.g. for gender, species, etc). Use a pool of 50 Character Points (CPs) to increase attributes as desired. No attribute may be increased beyond species maximum.

The CP cost for increasing a 3d6 attribute (prior to applicable modifiers such as for gender, species, etc) depends on whether it is a key attribute:

| Desired Base Score | CP Cost (Key Attribute) | CP Cost (Other Attribute) |
|--------------------|-------------------------|---------------------------|
| <8 | -1 per point below 8 | -1 per point below 8 |
| 8 | 0 | 0 |
| 9 | 1 | 1 |
| 10 | 2 | 2 |
| 11 | 3 | 3 |
| 12 | 4 | 4 |
| 13 | 5 | 5 |
| 14 | 6 | 6 |
| 15 | 7 | 7 |
| 16 | 9 | 8 |
| 17 | 12 | 9 |
| 18 | 16 | 10 |

Notes:

Key Attributes (7): STR STA DEX AGL INT AUR WIL

Other Attributes (5): CML EYE HRG SML VOI

For example, a player is assigning points to AURA for a human female character. The attribute begins with a score of

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8 and the player decides to spend 12 CPs to increase it to 17. The +2 bonus to AUR for human females is added after spending the CPs; hence the character has an AUR of 19.

If an attribute is reduced below 8, the CP pool increases by one point for each point below eight.

Height

Players choose one of three height averages: Short (-3), Average (+0), or Tall (+3). Generate height normally, except the modifier for Short is 2d6+2 and Tall is 2d6+12 (Average is 4d6).

SKILLS 1

Maximum ML

The maximum ML for a skill is the lower of SBx10 and 100+SB. The only exceptions to this are CONDITION and MOBILITY, both of which have a maximum ML of the lower of SBx7 and 100+SB.

For example, a character with SB 16 in *Longswords* can develop it to ML116, while a character with only SB 8 can develop it to a maximum of 80.

SKILLS 3 – SKILLS TABLE

AUTOMATIC SKILLS: The skills listed in CAPITAL letters are automatic skills.

| | SKILL | ATTRIBUTES | SUNSIGN | OML | SPECIALTIES |
|----------|-------------|-------------|------------------|------|--|
| PHYSICAL | Acrobatics | STR AGL AGL | Nad+2; Hir+1 | SBx2 | <i>Balancing, Bars, Rings, Trapeze, Tumbling, Vaulting.</i> |
| | CLIMBING | STR DEX AGL | Ula/Ara+2 | SBx4 | <i>None.</i> |
| | CONDITION | STR STA WIL | Ula/Lad+1 | SBx5 | <i>None.</i> |
| | Dancing | DEX AGL AGL | Tar+2; Hir/Tai+1 | SBx2 | <i>Different styles may be treated as specialties.</i> |
| | DODGE | AGL AGL AGL | Hir/Tar/Tai+1 | SBx4 | <i>None.</i> |
| | JUMPING | STR AGL AGL | Nad/Hir+2 | SBx4 | <i>High Jump, Long Jump, etc.</i> |
| | Legerdemain | DEX DEX WIL | Tar/Tai/Sko+2 | SBx1 | <i>Purse-cutting, Prestidigitation, etc.</i> |
| | MOBILITY | AGL AGL AGL | Hir/Tar+1 | SBx5 | <i>None.</i> |
| | Riding | DEX AGL WIL | Ula/Ara+1 | SBx1 | <i>Horse, Pony, etc.</i> |
| | Skiing | STR DEX AGL | Mas+2; Sko/Lad+1 | SBx1 | <i>None.</i> |
| | STEALTH | AGL HRG WIL | Hir/Tar/Tai+2 | SBx3 | <i>None.</i> |
| | Swimming | STA DEX AGL | Mas/Lad+3; Sko+1 | SBx1 | <i>Different styles/strokes may be treated as specialties.</i> |
| | THROWING | STR DEX EYE | Hir+2; Nad/Tar+1 | SBx4 | <i>None.</i> |

| | | | | | |
|---------------|--------------------|-------------|------------------|---------|--|
| COMMUNICATION | Acting | AGL VOI INT | Tar/Tai+1 | SBx2 | <i>Different styles may be treated as specialties.</i> |
| | AWARENESS | EYE HRG SML | Hir/Tar+2 | SBx4 | <i>None.</i> |
| | INTRIGUE | INT AUR WIL | Tar/Tai/Sko+1 | SBx3 | <i>None.</i> |
| | Language - Foreign | VOI INT WIL | Tai+1 | SBx1-2 | <i>Each Language is a separate skill.</i> |
| | LANGUAGE - NATIVE | VOI INT WIL | Tai+1 | Base+SB | <i>None.</i> |
| | Lovecraft | CML AGL VOI | Ang/Mas+1 | SBx3 | <i>Seduction, etc.</i> |
| | Mental Conflict | AUR WIL WIL | None | SBx3 | <i>None.</i> |
| | Musician | DEX HRG HRG | Ang/Mas+1 | SBx1 | <i>Each instrument is a specialty or separate skill.</i> |
| | ORATORY | CML VOI INT | Tar+1 | SBx2 | <i>None.</i> |
| | RHETORIC | VOI INT WIL | Tar/Tai/Sko+1 | SBx3 | <i>Command, Diplomacy, Interrogation, Intimidation, etc.</i> |
| | Ritual - Adaenum | DEX VOI INT | Lad+2; Hir/Sko+1 | SBx1 | <i>None.</i> |
| | Ritual - Agrik | STR VOI INT | Nad+2; Ahn/Ang+1 | SBx1 | <i>Liturgy, Scriptor, Theology.</i> |
| | Ritual - Anoa | VOI INT AUR | Sko+2; Tai/Ula+1 | SBx1 | <i>None.</i> |
| | Ritual - Bujoc | VOI INT AUR | None | SBx1 | <i>None.</i> |
| | Ritual - Chelni | VOI INT AUR | Ahn+2; Fen/Tai+1 | SBx1 | <i>None.</i> |
| | Ritual - Chymak | DEX VOI INT | Lad+2; Fen/Sko+1 | SBx1 | <i>None.</i> |
| | Ritual - Equani | VOI INT AUR | Ara+2; Ang/Fen+1 | SBx1 | <i>None.</i> |
| | Ritual - Gozyda | VOI INT WIL | Ahn+2; Tai/Tar+1 | SBx1 | <i>None.</i> |
| | Ritual - Halea | CML VOI INT | Tar+2; Hir/Mas+1 | SBx1 | <i>Liturgy, Scriptor, Theology.</i> |
| | Ritual - Ilvir | VOI INT AUR | Sko+2; Tai/Ula+1 | SBx1 | <i>Liturgy, Scriptor, Theology.</i> |
| | Ritual - Kabloqui | VOI INT AUR | Ara+2; Ang/Fen+1 | SBx1 | <i>None.</i> |
| | Ritual - Kamaki | DEX VOI INT | Lad+2; Ahn/Ula+1 | SBx1 | <i>None.</i> |

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| SKILL | ATTRIBUTES | SUNSIGN | OML | SPECIALTIES |
|---------------------|-------------|------------------|-------|---|
| Ritual - Kath | VOI INT AUR | Hir+2; Ahn/Ula+1 | SBx1 | None. |
| Ritual - Kubora | VOI INT AUR | Ara+2; Ula/Tar+1 | SBx1 | None. |
| Ritual - Larani | VOI INT WIL | Ang+2; Ahn/Fen+1 | SBx1 | Liturgy, Scriptor, Theology. |
| Ritual - Morgath | VOI INT WIL | Lad+2; Ahn/Mas+1 | SBx1 | Liturgy, Scriptor, Theology. |
| Ritual - Naveh | VOI INT WIL | Mas+2; Sko/Tar+1 | SBx1 | Liturgy, Scriptor, Theology. |
| Ritual - Pagaelin | VOI INT AUR | None | SBx1 | None. |
| Ritual - Peoni | DEX VOI INT | Ara+2; Ula/Ahn+1 | SBx1 | Liturgy, Scriptor, Theology. |
| Ritual - Sarajin | STR VOI INT | Fen+2; Ara/Lad+1 | SBx1 | Liturgy, Scriptor, Theology. |
| Ritual - Save-K'nor | VOI INT INT | Tai+2; Tar/Sko+1 | SBx1 | Liturgy, Scriptor, Theology. |
| Ritual - Siem | VOI INT AUR | Hir+2; Ula/Fen+1 | SBx1 | Liturgy, Scriptor, Theology. |
| Ritual - Solori | VOI VOI INT | Ang+2; Nad/Tai+1 | SBx1 | None. |
| Ritual - Taelda | VOI INT AUR | Ula+2; Hir/Tai+1 | SBx1 | None. |
| Ritual - Tulwyn | STR VOI INT | Hir+2; Ang/Sko+1 | SBx1 | None. |
| Ritual - Urdu | VOI INT AUR | Ara+2; Mas/Tai+1 | SBx1 | None. |
| Ritual - Ymodi | VOI INT AUR | None | SBx1 | None. |
| Scripts | DEX EYE INT | Tar/Tai+1 | 70+SB | Each Script is a separate skill. |
| SINGING | HRG VOI VOI | Mas+1 | SBx3 | Different styles may be treated as specialties. |

| | | | | | |
|---------|-------------|-----------------------------|-------------------|---|---|
| COMBAT | Axes | STR DEX DEX | Fen/Ahn/Ang+1 | SBx3 | Handaxe, Hatchet, Shorkana, Sickle. |
| | Battleaxes | STR STR DEX | Fen/Ahn/Ang/Nad+1 | SBx2 | Battleaxe, Pickaxe, Warhammer. |
| | Blowguns | STA DEX EYE | Hir+2; Nad/Tar+1 | SBx3 | Blowgun. |
| | Bows | STR DEX EYE | Nad/Hir/Tar+1 | SBx2 | Hartbow, Longbow, Shortbow. |
| | Clubs | STR STR DEX | Ula/Ara+1 | SBx3 | Club, Mace, Maul, Morningstar, Stick. |
| | Crossbows | DEX DEX EYE | Hir/Ula/Fen+1 | SBx3 | Heavy Crossbow, Light Crossbow, Siege Crossbow. |
| | Daggers | DEX DEX EYE | Ang/Nad+2 | SBx3 | Dagger, Keltan, Knife, Taburi |
| | Flails | DEX DEX DEX | Nad/Hir/Tar+1 | SBx1 | Ball & Chain, Grainflail, Nachakas, Warflail. |
| | INITIATIVE | AGL WIL WIL | Ahn/Ang/Nad+1 | SBx4 | None. |
| | Longswords | STR STR DEX | Ang+3; Ahn/Nad+1 | SBx3 | Bastard Sword, Battlesword, Broadsword, Estoc, Mang. |
| | Nets | DEX DEX EYE | Sko/Mas/Lad+1 | SBx1 | Blanket, Cloak, Net, etc. |
| | Polearms | STR STR DEX | Ara/Ang+1 | SBx2 | Bill, Falcastra, Glaive, Jousting Pole, Lance, Pike, Poleaxe. |
| | Shields | STR DEX DEX | Ula/Lad/Mas+1 | SBx3 | Buckler, Kite, Knight (Heater), Round, Tower Shield. |
| | Shortswords | STR DEX DEX | Ang+3; Ahn/Nad+1 | SBx3 | Falchion, Longknife, Mankar, Shortsword. |
| | Slings | DEX DEX EYE | Nad/Hir/Tar+1 | SBx1 | Sling, Staffsling. |
| | Spears | STR DEX DEX | Ula/Ara/Fen+1 | SBx3 | Javelin, Pitchfork, Spear, Staff, Trident. |
| UNARMED | STR DEX AGL | Ula/Mas/Lad+2; Ahn/Nad+1 | SBx3 | Classical Wrestling, Kamtola, Sashata, etc. | |
| Whips | DEX DEX EYE | Hir/Nad+1 | SBx1 | Isagara, Whip. | |

| | | | | | |
|--------------|-------------------|-------------|------------------|---|---|
| CRAFT / LORE | Agriculture | STR STA WIL | Ula/Ara+2 | SBx2 | Different crops may be treated as specialties. |
| | Alchemy | SML INT AUR | Sko+3; Tai/Mas+2 | SBx1 | Dyecraft, Inkcrafft, etc. Each Menstrum (recipe) is a discrete skill. |
| | Animalcraft | AGL VOI WIL | Ula/Ara+1 | SBx1 | Birdcraft, Cattlecraft, Dogcraft, Horsecraft, Ivashucraft, Oxcraft, Pigcraft, Ratcraft, Sheepcraft, Wolfcraft, etc. |
| | Arcane Discipline | INT AUR WIL | None | SBx2 | Alchemy, Magic, etc. |
| | Arcane Lore | INT INT WIL | None | SBx2 | Alchemy, Magic, etc. |
| | Astrology | EYE INT AUR | Tar+1 | SBx1 | Astromancy, Astronomy, etc. |
| | Brewing | DEX SML SML | Sko+3; Tai/Mas+2 | SBx2 | Ale / Beer, Brandy, Cider, Mead, Wine, etc. |
| | Ceramics | DEX DEX EYE | Ula/Ara+2 | SBx2 | Different artistic styles may be considered specialties. |
| | Cookery | DEX SML SML | Sko+1 | SBx3 | Cultural, religious and regional specialties. |
| | Drawing | DEX EYE EYE | Sko/Tai+1 | SBx2 | Cartography, Painting, Sketching, etc. |
| | Embalming | DEX EYE SML | Ula/Sko+1 | SBx1 | Cultural, religious and regional specialties. |
| | Engineering | DEX INT INT | Ula/Ara+2; Fen+1 | SBx1 | Fortifications, Gates, Large Engines, Mills, Sapping, Siege Engines, etc. |
| Fishing | DEX EYE WIL | Mas/Lad+2 | SBx3 | Hook & Line, Net-Fishing, Spear-Fishing, etc. | |

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| SKILL | ATTRIBUTES | SUNSIGN | OML | SPECIALTIES |
|--------------|-------------|----------------------|------|--|
| Fletching | DEX DEX EYE | Hir+2; Nad/Tar+1 | SBx1 | <i>Bowyer, Fletcher.</i> |
| Folklore | VOI INT INT | Tai+2 | SBx3 | <i>Cultural and/or regional specialties.</i> |
| Foraging | DEX SML INT | Ula/Ara+2 | SBx3 | <i>Different climate/terrain types may be considered specialties.</i> |
| Glasswork | DEX EYE WIL | Fen+2 | SBx1 | <i>Different styles may be considered artistic specialties.</i> |
| Heraldry | DEX EYE WIL | Tai/Sko+1 | SBx1 | <i>Cultural and/or regional specialties.</i> |
| Herblore | EYE SML INT | Ula+3; Ara+2 | SBx1 | <i>Food Crop, Medicinal, Poisons, etc.</i> |
| Hidework | DEX SML WIL | Ula/Ara+1 | SBx1 | <i>Curing / Tanning, Furrier, Leatherworking, Parchment, Stitching, Taxidermy, Tooling, Vellum, etc.</i> |
| Jewelcraft | DEX EYE WIL | Fen+3; Ara/Tar+1 | SBx1 | <i>Designer, Gemcutter, Goldsmith, Silversmith, etc.</i> |
| Law | VOI INT WIL | Tar/Tai+1 | SBx1 | <i>Cultural and/or regional specialties.</i> |
| Lockcraft | DEX EYE WIL | Fen+1 | SBx1 | <i>Lockmaker, Lockpicker, Fine Mechanics, etc.</i> |
| Masonry | STR DEX INT | Ula/Ara+2 | SBx1 | <i>Architect, Builder, Construction, Quarrying, Sculptor, Stonecarving, Stonecutter, Stonelaying, etc.</i> |
| Mathematics | INT INT WIL | Tai+3; Tar/Sko+1 | SBx1 | <i>Accountancy, Algebra, Bookkeeping, Geometry, etc.</i> |
| Mercantilism | EYE INT INT | Tar/Tai+2; Sko+1 | SBx1 | <i>Each trade is a discrete skill (e.g. Cloth, Hides, Metalware, Pottery, etc.), each with their own specialties (e.g. Cotton, Linen, Silk, Wool, etc.).</i> |
| Metalcraft | STR DEX WIL | Fen+3; Ahn/Ang+1 | SBx1 | <i>Blacksmith, Brass-smith, Bronzesmith, Coppersmith, Lead-Smith, Pewter-Smith, Tinsmith, etc.</i> |
| Milling | STR DEX SML | Ula+1 | SBx2 | <i>Baking, Cereal Milling, Fulling, Crushing etc.</i> |
| Mining | STR EYE INT | Ula/Ara+2; Fen+1 | SBx1 | <i>Geology, Mineralogy, Prospecting, etc.</i> |
| Perfumery | SML SML INT | Hir/Tar/Sko+1 | SBx1 | <i>Incense, Perfume, Scented Oils, Soap, etc.</i> |
| Physician | DEX EYE INT | Mas+2; Tai/Sko+1 | SBx1 | <i>Homeopathy, Medicine, Surgery, Torture, etc.</i> |
| Piloting | DEX EYE INT | Lad+3 Mas+1 | SBx1 | <i>Sea Navigation, Sailing, Specific Waterways, etc.</i> |
| Runecraft | INT AUR AUR | Tai+2; Sko+1 | SBx1 | <i>Regional styles may be specialties.</i> |
| Seamanship | STR DEX AGL | Lad+3; Sko/Mas+1 | SBx2 | <i>Rowing, Sailing (small boats), Sculling, etc.</i> |
| Shipwright | STR DEX INT | Lad+3; Mas+1 | SBx1 | <i>Naval Architecture, Sailmaking, etc.</i> |
| Survival | STR DEX INT | Ula+2; Ara+1 | SBx3 | <i>Different climate/terrain types may be considered specialties.</i> |
| Tarotry | INT AUR WIL | Tar/Tai+2; Hir/Sko+1 | SBx1 | <i>Regional styles may be considered specialties.</i> |
| Textilecraft | DEX DEX EYE | Ula/Ara+1 | SBx2 | <i>Embroidery, Needlework, Sewing, Spinning, Tailoring, Tentmaking, Weaving, etc.</i> |
| Timbercraft | STR DEX AGL | Ula+3; Ara+1 | SBx2 | <i>Cutting, Felling, Tree Care, etc.</i> |
| Tracking | EYE SML WIL | Ula/Ara+3 | SBx2 | <i>Specialist for any race or creature type.</i> |
| Trapping | DEX AGL EYE | Ula/Ara+2 | SBx2 | <i>Different creature types may be specialties.</i> |
| Weaponcraft | STR DEX WIL | Fen+3; Ahn/Ang+1 | SBx1 | <i>Weapon Group (e.g. Swordsmith) or Armour type (e.g. Mailcraft).</i> |
| Weatherlore | EYE SML INT | Hir/Tar/Mas/Lad+1 | SBx3 | <i>Different climate types may be specialties.</i> |
| Woodcraft | DEX DEX WIL | Ula+2; Ara/Lad+1 | SBx2 | <i>Cabinetry, Carpentry, Carving, Cooper, Thatching, Toy-maker, Wheelwright</i> |

| | | | | | |
|-------------|------------------|-------------|---------------|--------------|--------------|
| PSIONICS | Amplification | AUR AUR WIL | Fen/Ang+1 | SBx1 | <i>None.</i> |
| | Charm | AUR AUR WIL | Nad/Tar/Tai+1 | SBx1 | <i>None.</i> |
| | Clairvoyance | AUR AUR WIL | Tai+1 | SBx1 | <i>None.</i> |
| | Disembodiment | AUR AUR WIL | Hir/Nad+1 | SBx1 | <i>None.</i> |
| | Extratemporality | AUR AUR WIL | Hir/Had/Tai+1 | SBx1 | <i>None.</i> |
| | Healing | AUR AUR WIL | Mas/Sko+1 | SBx1 | <i>None.</i> |
| | Hex | AUR AUR WIL | Ahn+1 | SBx1 | <i>None.</i> |
| | Medium | AUR AUR WIL | Tai+1 | SBx1 | <i>None.</i> |
| | Mental Bolt | AUR AUR WIL | Ahn+1 | SBx1 | <i>None.</i> |
| | Negation | AUR AUR WIL | Fen+1 | SBx1 | <i>None.</i> |
| | Prescience | AUR AUR WIL | Tai/Tar+1 | SBx1 | <i>None.</i> |
| | Psychometry | AUR AUR WIL | Tai/Mas+1 | SBx1 | <i>None.</i> |
| | Pyrokinesis | AUR AUR WIL | Ang/Ahn/Nad+1 | SBx1 | <i>None.</i> |
| Sensitivity | AUR AUR WIL | Tar/Tai+1 | SBx1 | <i>None.</i> | |

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| SKILL | ATTRIBUTES | SUNSIGN | OML | SPECIALTIES |
|---------------|-------------|---------------|------|-------------|
| Telekinesis | AUR AUR WIL | Nad/Ahn+1 | SBx1 | None. |
| Telepathy | AUR AUR WIL | Tar/Tai/Sko+1 | SBx1 | None. |
| Transference | AUR AUR WIL | Tar/Tai+1 | SBx1 | None. |
| Transmutation | AUR AUR WIL | Tar/Tai+1 | SBx1 | None. |

| SHEK-PVAR | LYAHVI | INT AUR AUR | Hir+3; Nad/Tar+2; Ang/Tai+1; Ahn/Sko+0; Fen/Mas-1; Ara/Lad-2; Ula-3 | SBx1 | None. |
|-----------|---------|-------------|---|------|-------|
| | PELEAHN | INT AUR AUR | Ang+3; Ahn/Nad+2; Fen/Hir+1; Ara/Tar+0; Ula/Tai-1; Sko/Lad-2; Mas-3 | SBx1 | None. |
| | JMORVI | INT AUR AUR | Fen+3; Ara/Ahn+2; Ula/Ang+1; Nad/Lad+0; Hir/Mas-1; Tar/Sko-2; Tai-3 | SBx1 | None. |
| | FYVRIA | INT AUR AUR | Ula+3; Ara/Lad+2; Fen/Mas+1; Ahn/Sko+0; Ang/Tai-1; Nad/Tar-2; Hir-3 | SBx1 | None. |
| | ODIVSHE | INT AUR AUR | Mas+3; Sko/Lad+2; Ula/Tai+1; Ara/Tar+0; Fen/Hir-1; Ahn/Nad-2; Ang-3 | SBx1 | None. |
| | SAVORYA | INT AUR AUR | Tai+3; Tar/Sko+2; Hir/Mas+1; Nad/Lad+0; Ula/Ang- 1; Ara/Ahn-2; Fen-3 | SBx1 | None. |
| | Neutral | INT AUR AUR | None | SBx1 | None. |

New Skills

The following describes new skills used in HMA that are not included in HM3:

Physical Skills

MOBILITY: Automatic skill; this represents a character's base movement speed. The number of hexes that a character can move in combat is equal to *Move*, which is one fifth of Mobility ML less Physical Penalty.

Riding: Formerly a Combat skill, Riding is now considered a Physical skill.

Combat Skills

Axes / Battleaxes: The *Axe* skill is now split into two separate skills. *Axes* (OML SBx3) is the ability to use substantially one-handed unidirectional and/or bi-directional swung weapons. *Battleaxes* (OML SBx2) is the ability to use large (hand-and-a-half or two-handed) unidirectional and/or bi-directional swung weapons.

Bows / Crossbows: The *Bow* skill is now split into two separate skills. *Bows* (OML SBx2) is the ability to use normal bows. *Crossbows* (OML SBx3) is the ability to use crossbows.

Shortswords / Longswords: The *Sword* skill is now split into two separate skills. *Shortswords* (OML SBx3) is

the ability to use shorter bladed swords. *Longswords* (OML SBx3) is the ability to use long-bladed swords.

Craft / Lore Skills

Arcane Discipline: An occupational 'meta' skill for all Shek-Pvar, opened at OML SBx2. This is the ability to effectively focus one's being. It is not the exclusive preserve of mages, but the Shek-Pvar practice a unique style, and it is an essential skill for spell research. To open *Arcane Discipline*, the student must study meditation and meditate on various arcane principles under a qualified teacher (*Arcane Discipline* SI 5+) for approximately (25-SB)x120 hours.

To become a Gray Mage, a Shek-Pvar must attain *Arcane Discipline* ML of 101+.

Arcane Discipline is tested whenever a character attempts to research and learn a new spell. Note that HårnMaster Advanced treats each spell as a *separate skill* (see: SHEK-PVAR 24). Each time a character opens a new spell, he is awarded one *Arcane Discipline* development roll per Complexity Level.

Replace the definition of base RTL (see: SHEK-PVAR 12) with the following:

Base RTL: The base Research Target Level (RTL) for learning a spell is *Arcane Discipline* ML minus five

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times the spell's Complexity Level. Add to this *Arcane Lore* SI and the object spell's Skill Base.

For example, Caswalon attempts to research a II level spell. His *Arcane Discipline* ML is 48 and *Arcane Lore* ML is 53 (SI 5). His Skill Base of the object spell is 12. Therefore, his base RTL is $48 - (5 \times 2) + 5 + 12 = 55$. His RTL is further affected by external factors such as environment and time penalties, mentor bonus, etc.

Arcane Lore: An occupational 'meta' skill for all Shek-Pvar, opened at OML SBx2. This represents general grasp of knowledge associated with the various arcane arts (including but not limited to magic, arcane philosophy, astrology and alchemy). Someone with *Arcane Lore* has a broad understanding of esoteric matters, and a somewhat more detailed knowledge of his particular area of specialty. *Arcane Lore* is typically acquired and developed through teachers and the study of written works.

To become a Gray Mage, a Shek-Pvar must attain *Arcane Lore* ML of 101+.

Arcane Lore is tested whenever a character examines a written work, artefact or esoteric problem, to identify its nature. The skill may be developed whenever the character opens a new spell, studies a substantive scholarly work, or undertakes a reasonable period of study (120+ hours) under a qualified teacher or through research.

Spell Detection: If an observer detects a spell-casting attempt (see: SHEK-PVAR 20), he may test *Arcane Lore* ML to see whether he identifies the specific type of spell being cast. If the observer knows a similar spell, he may automatically identify its nature.

The following table indicates the research capabilities of mages based on their mastery of *Arcane Lore*:

| ML | Lore | RESEARCH | |
|------|--|------------|------------|
| | | Assisted | Unassisted |
| 26+ | Understands principles of Primary convocation | P, N | None |
| 61+ | Understands principles of Secondary convocations | P, S, N | P |
| 81+ | Understands principles of Tertiary convocations | P, S, T, N | P, S |
| 91+ | Understands principles of Diametric convocations | All | P, S, T |
| 101+ | Not yet converted to Gray Mage | All | P, S, T, D |
| 101+ | Has converted to Gray Mage | All | All |

Notes:

P, S, T, D, N: Primary, Secondary, Tertiary, Diametric and Neutral convocations

Assisted Research: Indicates that the student can research spells of these convocations, but only with the assistance of an appropriate mentor or written work (at GM discretion).

Unassisted Research: Indicates that the student can research spells of these convocations without mentors or written works (GM discretion).

Mercantilism: The ability to analyse the quality and value of merchandise. There is a separate skill for each type of merchandise, such as cloth, metalware, hides and pottery. A *Mercantilism* skill in a specific commodity is referred to as *Trade (Commodity)*, such as *Trade Cloth*, *Trade Wine*, etc. In addition, each of these skills is usually broken down into specialties. For example *Trade Pottery* could be broken down further into clay utensils, ceramics and glazes. [See the *HårnMaster Mercantylism* article by Roy Denton for more information, available from www.lythia.com]

Trapping: A skill used to set traps and check them.

Traps are suitable for small mammals (not larger than a fox or badger). It takes one daylight watch to deploy/harvest a one-mile trapline.

The trapper sets out a trapline and then checks it every few days.

CS 1d6 pelts per mile of trapline.

MS 1d2 pelts per mile of trapline.

MF No pelts.

CF Traps destroyed by animals, gargun or rivals.

For every day that a trapline goes unchecked, there is a 20% chance that local predators will get to the trapped animals first – the remains are worthless as pelts (see: BARBARIANS 6).

SKILLS 6

Encumbrance Penalty

Encumbrance Penalty (EP) is the effect of *Load* on a character's physical activities. It is calculated as follows:

$$EP = (\text{Load} - (\text{Load Rating})) / \text{STA}$$

The minimum EP is zero. *Load Rating* is defined by the formula ($n \times \text{STR}$): 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), $n = 8$.

For example, Dran has 9 STR and 13 STA, and is carrying a Load of 30 lbs. His EP is therefore 1 (i.e. -5 EML penalty to physical skills).

SKILLS 21-22

Searching

Characters often search walls, floors, ceilings and trunks for hidden doors, compartments, panels or alcoves. In general, such things may be hidden in either of two ways:

Mechanically Hidden

These features are secreted or disguised by means of mundane craft(s). They include secret compartments in trunks, doors hidden in walls, and the like. In general, they involve some kind of delicate mechanism whose trigger is carefully secreted.

The trigger mechanism for a hidden door does not have to be on, or even particularly near the door. Perhaps pulling a torch bracket in a particular way will open a door halfway across the room, or even in another room. Such mechanisms should be carefully thought out by the GM, since players have a habit of examining them to see how they work.

In most cases, the roll to find a mechanically hidden feature is made against a multiple of EYE (by sight) or DEX (by feel). Results will depend on the sophistication of the craftsman who installed it. Alternately, characters may roll against LOCKCRAFT (if open). Device triggers may be found by trial and error if the character is searching in the right place. Often, finding the trigger will automatically activate it.

Magically Hidden

Some features will be hidden by means of illusion spells to prevent their discovery. The presence of such spells may be (passively) determined by means of the psionic talent SENSITIVITY, or by other specialised means. Rarely, however, will the passive talent indicate the precise location of a feature, and an active search of some kind will be required to find it.

If a magically hidden feature is suspected, characters may actively search for it by rolling 1d100 against AURx1. The psionic talent SENSITIVITY may also be (actively) used. Of course, all spells designed to hide features are likely to

include some protection against discovery by divination talents and spells. The GM handles this at his discretion, but generally the effect will be to reduce EMLs of searching spells or talents and in some cases a CS roll may be necessary to discover the feature.

Once the feature is identified, it may or may not be necessary to dispel the magic in order to access it. Sometimes a magically hidden door may be opened and passed through without breaking the spell; sometimes the spell has to be removed.

Time to Search

Searching is most easily handled in one minute ticks. In this period, it is assumed that most characters can examine a simple area of approximately 100 square feet. If the surface being examined is decorated, convoluted, dirty (they often are), poorly lit, etc, this area can be reduced, or the EML for searching reduced. It is of course possible to search the same area more than once.

Players should **not** be told what attribute/talent is being tested, since this might alert them to the nature of the feature. The GM should also roll dice when there is nothing to be found as a diversionary tactic.

Brute Force & Ignorance (BF&I)

PCs seem to consider brute force and ignorance to be the ideal solution to a wide variety of problems. Sometimes they are right. The application of sufficient force is indeed capable of solving certain kinds of problem. Things break, don't they? A common application of BF&I is to break down doors which have not yielded to more gentle persuasion. After twenty minutes of unsuccessful lockpicking, the most accomplished master thief has been heard to remark, "smash the *#*% sucker in..."

Inanimate objects may be attacked with weapons in an attempt to hack or bludgeon them into submission. An attack against a door can be made in the same manner as an attack against a person. Hopefully, the door will select an IGNORE defence. It will also yield an automatic Tactical Advantage; in other words, the Attacker may strike twice per ten-second round; two Attackers might be able to strike four times. CF will cause a FUMBLE Roll and a *Weapon Damage* check for the attacking weapon.

An object attacked in this way will be (secretly) assessed a *Damage Factor* (DF) by the GM. When the cumulative damage inflicted exceeds DF the object is effectively destroyed. Doors generally have enough mass/inertia to have what amounts to Armour Protection; only damage in excess of its AP, rated for Edge and Blunt, is counted against the total. The following table is an example for doors; other objects can be handled at GM discretion.

| DOOR | Blunt | Edge | DF |
|------------|-------|------|------|
| Plain wood | 15 | 13 | 2d6* |
| Iron bound | 16 | 16 | 3d6* |

HMA RULEBOOK 8

* per inch of thickness.

BF&I generally causes a lot of noise and this will undoubtedly attract the attention of any animal or person within earshot. For as long as the noise continues, and probably for a few minutes thereafter, the chance of a random encounter should be (at least) doubled.

COMBAT 2 ENDURANCE

ENDURANCE (END) is equal to one fifth of CONDITION ML, rounded off to nearest integer:

$$\text{END} = (\text{CONDITION ML} / 5)$$

For example, a character with a CONDITION ML of 77 has an ENDURANCE score of 15. If the ML is developed up to 78, END becomes 16.

END is affected by **Universal Penalty**.

Weapon Class

(Note that this replaces the HM3 rule for AML and DML calculation.)

Weapons perform differently on attack and defence, and have been given an Attack and Defence class as noted on the *Weapon Data Table* (see below). If a weapon is being used to Attack or Counterstrike, the ATTACK class is used. When a weapon is used to Block, its DEFENCE class is used.

Note: GRAPPLE has an Attack class of 0. DODGE has a Defence class of 0 (*Duck & Weave* – remain in hex) or 3 (*Evasion* – defender **must** move 1 hex out of all Engagement Zones).

Weapon Attack/Defence class may be modified as follows: cross-index the attacker's Attack class and the defender's Defence class on the *Weapon Comparison Table*.

WEAPON COMPARISON TABLE

| | | Defending Weapon | | | | | Shield Class | | | | |
|---------------|---|------------------|-----|-----|-----|-----|--------------|-----|-----|-----|-----|
| | | 0 | 1 | 2 | 3 | 4 | 5 | B | H/R | K | T |
| Attacking Wpn | 0 | • | D05 | D10 | D15 | D20 | D25 | D15 | D10 | D05 | • |
| | 1 | A05 | • | D05 | D10 | D15 | D20 | D20 | D15 | D10 | D05 |
| | 2 | A10 | A05 | • | D05 | D10 | D15 | D15 | D20 | D15 | D10 |
| | 3 | A15 | A10 | A05 | • | D05 | D10 | D10 | D15 | D20 | D15 |
| | 4 | A20 | A15 | A10 | A05 | • | D05 | D05 | D10 | D15 | D20 |
| | 5 | A25 | A20 | A15 | A10 | A05 | • | • | D05 | D10 | D15 |

The results are:

- neither the attacker's nor defender's EML is adjusted;
- A attacker increases EML by the number given;
- D defender increases EML by the number given.

For example, a teamster is attacked by a Tulwyn warrior while travelling with a caravan on the Salt Route. The bar-

barian attacks with a spear (Attack class 4). The teamster attempts to Dodge (*Evasion* – Defence class 3). Therefore, according to the *Weapon Comparison Table*, the Tulwyn warrior gains a +5 ML bonus to his attack (A05).

Open/Close Mode

A battlesword is superior to a dagger when fighting outdoors, but in a narrow passageway or crowded melee, it may become a liability.

A character significantly obstructed by an adjacent wall, tree, friendly character, etc., is in *Close Mode*. The relevance of an obstruction is a matter of GM discretion. If the obstruction is, for example, behind one of the characters, it may not interfere with action. On the other hand, an obstruction which is adjacent to both the attacker and defender is usually relevant. *Close Mode* tends to affect melee weapons that are **swung**, rather than thrust.

When a weapon is used to **Attack** in *Close Mode*, subtract the normal Attack class from 5: hence a Broadsword (normally class 3) becomes a class 2, and a Sickle (normally Class 1) becomes class 4.

For example, in a fierce battle at close quarters at the entrance to a keep, an invading knight swings his battleaxe (Attack class 4) at a man-at-arms, who is Blocking with a round shield (Defence class R). The GM declares that the knight is in *Close Mode*. According to the *Weapon Comparison Table*, in Open Mode a Battleaxe vs. Round Shield would yield a +10 ML bonus to the man-at-arms (defender); but in *Close Mode* the defender receives a +15 bonus instead because the battleaxe's effective Attack class has dropped to 1.

The *Close Mode* penalty does not apply to defending weapons, unless they are being used to Counterstrike.

If a character is impeded only by friendly characters, he has the option to Attack or Counterstrike in Open Mode; if, however, he does so, a MISS result has a 30% chance of striking a friend located in a hex adjacent to the target. The friendly target defends against the attack at 50% ML (see COMBAT 12).

COMBAT 3 – WEAPON DATA TABLE

| WEAPON | SKILL | OML | WT | WQ | A/D | HM | B | E | P | PRICE |
|-----------------|-------------|------|----|----|-----|-------|---|---|-----|-------|
| Hand/Forearm | Unarmed | SBx3 | • | • | 0/3 | --/05 | 0 | • | • | n/a |
| Foot/Leg/Knee | Unarmed | SBx3 | • | • | 1/1 | --/05 | 1 | • | • | n/a |
| Headbutt | Unarmed | SBx3 | • | • | 0/0 | n/a | 1 | • | • | n/a |
| Bite | Unarmed | SBx3 | • | • | 0/0 | n/a | • | 0 | • | n/a |
| *Fighting Claw | Unarmed | SBx3 | Tr | 9 | 1/2 | --/05 | • | 1 | • | 12d |
| Buckler | Shields | SBx3 | 3 | 12 | 1/B | --/-- | 1 | • | (2) | 24d |
| † Knight Shield | Shields | SBx3 | 5 | 13 | 1/H | --/-- | 2 | • | (3) | 60d |
| Round Shield | Shields | SBx3 | 6 | 13 | 1/R | --/-- | 2 | • | (3) | 42d |
| † Kite Shield | Shields | SBx3 | 7 | 14 | 1/K | --/-- | 3 | • | (3) | 72d |
| Tower Shield | Shields | SBx3 | 8 | 14 | 1/T | --/-- | 3 | • | (3) | 96d |
| # Knife | Daggers | SBx3 | 1 | 10 | 1/0 | --/05 | 0 | 1 | 4 | M/6d |
| Dagger | Daggers | SBx3 | 1 | 11 | 1/1 | --/05 | 1 | 2 | 5 | 24d |
| ▲ Taburi | Daggers | SBx3 | 1 | 10 | 1/0 | --/05 | 0 | • | 4 | 20d |
| Keltan | Daggers | SBx3 | 2 | 12 | 1/2 | --/05 | 2 | 0 | 3 | 36d |
| Longknife (S) | Shortswords | SBx3 | 1 | 12 | 2/2 | --/05 | 1 | 3 | 5 | 96d |
| Shortsword | Shortswords | SBx3 | 2 | 12 | 2/1 | --/10 | 2 | 4 | 4 | 90d |
| Mankar (G) | Shortswords | SBx3 | 2 | 11 | 2/1 | --/10 | 2 | 5 | 0 | 84d |
| Falchion | Shortswords | SBx3 | 4 | 12 | 3/1 | --/15 | 4 | 6 | 1 | 120d |
| Mang (G) | Longswords | SBx3 | 3 | 11 | 3/2 | 05/20 | 3 | 6 | 0 | 110d |
| † Broadsword | Longswords | SBx3 | 3 | 12 | 3/2 | --/15 | 3 | 5 | 3 | 150d |
| † Estoc | Longswords | SBx3 | 3 | 11 | 3/2 | --/15 | 3 | 0 | 6 | 150d |
| † Bastard Sword | Longswords | SBx3 | 5 | 12 | 4/2 | 10/20 | 4 | 7 | 4 | 180d |
| † Battlesword | Longswords | SBx3 | 8 | 13 | 5/2 | 20/30 | 5 | 8 | 4 | 230d |
| # Stick (2') | Clubs | SBx3 | 2 | 9 | 2/1 | --/05 | 2 | • | (2) | n/a |
| # Club | Clubs | SBx3 | 3 | 10 | 3/1 | --/10 | 4 | • | (3) | W/12d |
| † Mace | Clubs | SBx3 | 4 | 11 | 3/1 | --/10 | 6 | • | • | 84d |
| Morningstar | Clubs | SBx3 | 5 | 11 | 4/1 | 10/20 | 0 | • | 5 | 48d |
| # Maul | Clubs | SBx3 | 7 | 9 | 4/1 | 20/30 | 7 | • | • | W/24d |
| # Sickle | Axes | SBx3 | 1 | 9 | 1/1 | --/05 | 1 | 4 | 3 | M/10d |
| ▲ Shorkana | Axes | SBx3 | 2 | 10 | 1/1 | --/10 | 3 | 5 | • | 48d |
| # Billhook | Axes | SBx3 | 2 | 9 | 1/1 | --/10 | 3 | 4 | • | M/12d |
| # Hatchet | Axes | SBx3 | 2 | 9 | 1/1 | --/10 | 3 | 4 | • | M/12d |
| Handaxe | Axes | SBx3 | 3 | 11 | 2/1 | --/10 | 4 | 6 | (4) | 72d |
| † Battleaxe | Battleaxes | SBx2 | 6 | 12 | 4/2 | 15/25 | 6 | 9 | (6) | 100d |
| Pickaxe | Battleaxes | SBx2 | 7 | 9 | 4/2 | 20/30 | 5 | • | 7 | M/15d |
| † Warhammer | Battleaxes | SBx2 | 5 | 12 | 3/1 | 05/15 | 6 | • | (5) | 90d |
| *Nachakas | Flails | SBx1 | 1 | 10 | 3/2 | --/05 | 4 | • | • | 12d |
| # Grainflail | Flails | SBx1 | 2 | 9 | 4/1 | --/10 | 5 | • | • | W/12d |
| † Ball & Chain | Flails | SBx1 | 4 | 12 | 4/2 | --/15 | 8 | • | (6) | 60d |
| Warflail | Flails | SBx1 | 5 | 11 | 5/2 | 20/30 | 9 | • | (6) | 60d |
| # Staff | Spears | SBx3 | 4 | 11 | 4/3 | 10/20 | 4 | • | • | W/36d |
| ▲ Javelin | Spears | SBx3 | 3 | 10 | 3/1 | --/15 | 2 | • | 6 | 48d |
| ▲ Spear (6') | Spears | SBx3 | 5 | 11 | 4/2 | 10/20 | 4 | • | 7 | 60d |
| # Pitchfork | Spears | SBx3 | 5 | 9 | 4/3 | 10/20 | 3 | • | 4 | W/8d |
| Trident | Spears | SBx3 | 6 | 12 | 4/3 | 10/20 | 4 | • | 5 | 72d |
| † Lance (10') | Polearms | SBx2 | 8 | 11 | 5/1 | 15/25 | 4 | • | 8 | 120d |
| Glaive | Polearms | SBx2 | 8 | 11 | 5/2 | 20/35 | 6 | 7 | 6 | 84d |
| Bill | Polearms | SBx2 | 8 | 12 | 5/2 | 20/35 | 6 | 7 | (6) | 84d |
| † Jousting Pole | Polearms | SBx2 | 8 | 8 | 5/1 | 15/25 | 3 | • | • | 40d |
| † Poleaxe (10') | Polearms | SBx2 | 8 | 11 | 5/1 | 20/35 | 6 | 9 | (6) | 96d |
| # Falcastra | Polearms | SBx2 | 7 | 9 | 4/1 | 20/35 | 3 | 5 | 6 | M/60d |
| *Pike (12') (L) | Polearms | SBx2 | 12 | 12 | 5/1 | 25/40 | 4 | • | 8 | 96d |

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| WEAPON | SKILL | OML | WT | WQ | A/D | HM | B | E | P | PRICE |
|----------------------|-----------|------|----|----|-----|-------|---|---|-----|-------|
| Net | Nets | SBx1 | 4 | 9 | 4/0 | 05/10 | 2 | • | (1) | 48d |
| Whip | Whips | SBx1 | 2 | 9 | 5/1 | --/10 | 2 | 1 | • | H/12d |
| *Isagara (L) | Whips | SBx1 | 4 | 11 | 5/1 | --/10 | 3 | 3 | • | H/20d |
| ▲*Crossbow, 80 lbs | Crossbows | SBx3 | 5 | 10 | 1/1 | n/a | 3 | • | • | 60d |
| ▲Shortbow, 60 lbs | Bows | SBx2 | 1 | 10 | 1/1 | n/a | 1 | • | • | F/24d |
| ▲Longbow, 80 lbs | Bows | SBx2 | 2 | 11 | 1/1 | n/a | 2 | • | • | F/36d |
| ▲Hartbow, 90 lbs (S) | Bows | SBx2 | 1 | 13 | 1/1 | n/a | 1 | • | • | F/96d |
| ▲*Blowgun | Blowguns | SBx3 | 1 | 8 | 1/1 | n/a | 1 | • | • | 12d |
| ▲#Sling | Slings | SBx1 | Tr | 9 | n/a | --/35 | • | • | • | H/6d |
| ▲Staff Sling | Slings | SBx1 | 1 | 10 | 1/0 | 20/40 | 1 | • | • | W/12d |

WEAPON: Some weapons are restricted by region, race, and custom.

- † Chivalric (noble) Weapon.
- # Tool/Peasant Weapon.
- ▲ Also missile weapon. Data given here is for use as *Melee* weapon. Data for use as *Missile* weapon is given below.
- * Rare Weapon (on Hårn).
- (G) Gargun Weapon.
- (S) Sindarin Weapon.
- (L) Long Weapon. Attacks at one hex range and cannot Attack adjacent enemy.

MISSILE DATA TABLE

| Weapon | Short EML +0 | Medium EML -20 | Long EML -40 | Extreme EML -80 |
|-----------------|-----------------|-------------------|-----------------|--------------------|
| Shortbow, 40lb | 20 / 4 | 40 / 3 | 80 / 2 | 160 / 2 |
| Shortbow, 60lb | 20 / 6 | 40 / 5 | 80 / 4 | 160 / 3 |
| Longbow, 80lb | 25 / 8 | 50 / 7 | 100 / 6 | 200 / 5 |
| Longbow, 100lb | 25 / 10 | 50 / 9 | 100 / 8 | 200 / 7 |
| Hartbow, 90lb | 30 / 9 | 60 / 8 | 120 / 7 | 240 / 6 |
| Hartbow, 120lb | 30 / 12 | 60 / 11 | 120 / 10 | 240 / 8 |
| Crossbow, 80lb | 20 / 7 | 40 / 6 | 80 / 5 | 160 / 4 |
| Crossbow, 140lb | 25 / 11 | 50 / 10 | 100 / 9 | 200 / 8 |
| Staff Sling | 25 / 5 | 50 / 4 | 100 / 3 | 200 / 3 |
| Sling | 15 / 4 | 30 / 3 | 60 / 2 | 120 / 2 |
| Javelin † | 8 / 6 | 16 / 5 | 32 / 4 | 64 / 3 |
| Spear † | 6 / 7 | 12 / 6 | 24 / 5 | 48 / 4 |
| Blowgun | 5 / 0 | 10 / 0 | 20 / 0 | 40 / 0 |
| Taburi † | 4 / 4 | 8 / 3 | 16 / 2 | 32 / 2 |
| Shorkana † | 3 / 5 | 6 / 4 | 12 / 3 | 24 / 2 |
| Melee Weapon † | 2 / 100% | 4 / 100% | 8 / 50% | 16 / 50% |

† Throwing Weapon (Low Velocity)

SKILL: Combat Skill to use this weapon.

OML: Opening Mastery Level for this weapon, noted as a multiple of the character's Skill Base (see: SKILLS 2).

WT: Weight of the weapon in pounds. Trace (Tr) items (arrows, slingstones, etc) are presumed to weigh 0.1 lbs each.

WQ: Weapons are rated for quality. Sturdy all-metal weapons like swords have higher ratings than hafted weapons like spears. Weapon Quality (WQ) is used to test if a weapon breaks in certain combat situations. Higher quality weapons cost more. See: *Price* below.

A/D: Weapons may give bonuses to combat skills based on their effectiveness to attack or defend. The first number is the weapon's Attack Class; the second is its Defence Class. The A/D values are compared against an opposing weapon to determine who receives an Attack or Defence bonus. See: *Weapon Class* above.

HM: Hand Mode penalties. The first value is the penalty for wielding the weapon in the primary hand (right hand for most); the second value applies to using the weapon in the secondary (off-) hand. There is no bonus for two-handed use – note that some weapons, such as Blowguns and Bows, can only be used two-handed.

B/E/P: The base impact (damage) of a weapon when it strikes. Weapons may have impact ratings for two or more *Aspects*: Blunt (B), Edge (E) and Point (P). A • rating indicates the weapon does not have this Aspect. A zero (0) rating means the weapon has the Aspect, but impact is +0. Point Aspects in brackets are optional: if chosen, reduce WQ by one (1).

PRICE: The retail price for average quality weapons. Higher quality weapons roughly double in price for each +1 WQ. The source for weapons is a Weaponcrafter, except F (Fletcher), H (Hideworker), M (Metalsmith) or W (Woodcrafter). Characters with related skills can make/repair their own weapons, but rarely with WQs as high as listed.

CUSTOM WEAPONS: Weapons weighing 3 or more pounds may exist in a *Light* (25% less weight) or *Heavy* (25% more weight) version. Modify weapon weights and impacts for weight class and user Strength:

| Strength | Light | Average | Heavy |
|----------|-------|---------|-------|
| 01-05 | 60% | 80% | 100% |
| 06-08 | 70% | 90% | 110% |
| 09-12 | 80% | 100% | 120% |
| 13-15 | 90% | 110% | 130% |
| 16+ | 100% | 120% | 140% |

- ☐ **Heavy Short Swords:** Weapons weighing 2 pounds may exist in a *Heavy* version (but not *Light*).

COMBAT 5

Armour Protective Values

The Armour Protective Value (APV) Table below shows the level of protection against each of the four impact aspects (Blunt, Edge, Point and Fire/Frost).

| ARMOUR | WT | PR | B | E | P | F |
|--------------|----|------|---|----|---|---|
| Leather/Hide | 18 | 300 | 1 | 3 | 2 | 3 |
| Quilt | 25 | 400 | 5 | 2 | 1 | 4 |
| Kurbul | 22 | 500 | 4 | 4 | 3 | 3 |
| Ring | 38 | 700 | 3 | 6 | 3 | 3 |
| Mail | 50 | 1500 | 2 | 8 | 6 | 1 |
| Scale | 63 | 1000 | 5 | 9 | 4 | 4 |
| Plate | 70 | 2000 | 7 | 10 | 8 | 5 |

| GARMENT | WT | PR | B | E | P | F |
|------------------------|----|------|----|----|---|---|
| Cloth – Linen | 4 | 100 | 0 | ½ | 0 | ½ |
| Cloth – Buckram | 5 | 120 | ½ | 1 | ½ | 1 |
| Cloth – Serge | 7 | 150 | ½ | 1 | ½ | 1 |
| Cloth – Russet | 7 | 300 | ½ | 1 | ½ | 1 |
| Cloth – Worsted | 8 | 450 | ½ | 1 | ½ | 1 |
| Cloth – Emelrene Linen | 3 | 700 | 0 | ½ | 0 | ½ |
| Cloth – Silk | 6 | 900 | ½ | 1 | ½ | 1 |
| Fur – Beaver | 17 | 450 | 3½ | 1½ | 1 | 4 |
| Fur – Sealskin | 13 | 500 | 3 | 1½ | 1 | 4 |
| Fur – Ermine | 13 | 1000 | 3 | 1½ | 1 | 5 |

WT is the weight of the material in pounds, and PR is the price in pence, for each percentage of the body covered:

| | | | |
|-----------------|----|-------------|-----|
| Skull | 4% | Thorax | 12% |
| Face/Eyes | 3% | Abdomen | 12% |
| Neck | 2% | Both Hips | 9% |
| Both Shoulders | 3% | Groin | 1% |
| 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% |

- ❑ **Cloth is Cloth:** If using generic Cloth instead of specific materials, use serge cloth as the base for weight, price and protective values.

Compound Layers

For layered armour, add together the squares of the protective values for each aspect. Then take the square root of the total, rounding up. The formula is as follows:

$$APV = (\text{Layer } 1^2 + \text{Layer } 2^2 + \dots + \text{Layer } n^2)^{0.5}$$

Round **up** to the nearest integer. Since impact in HårnMaster is not linear (doubling the weight of a sword does not double its impact), this method of generating armour values is fairer than HM3's method.

COMBAT 6

❑ Movement Fatigue

A Fatigue penalty may apply for extended character movement. See *Combat Fatigue* below for a definition of FR.

| Speed | Hexes | FR |
|--------|----------|----------|
| Walk | Move / 2 | FR × 100 |
| Jog | Move | FR × 1 |
| Run | Move × 2 | FR × 0.4 |
| Sprint | Move × 3 | FR × 0.2 |

Move is equal to (Mobility ML / 5), less Physical Penalty (PP).

For example, Nerel sprints after a pickpocket through the streets of Tashal. Her Mobility ML is 75, PP is 2 and FR is 13. Her effective Move is therefore 13; she can sprint up to 39 hexes in each round. However, she will accumulate 1 Fatigue Level after 3 rounds of sprinting, which will slow her down.

COMBAT 7

Combat Fatigue

Combat Fatigue is already allowed for in the Encumbrance Penalty and may generally be ignored. However, extended strenuous activity (such as fighting in a lengthy battle) can impact physical skills.

Fatigue Rate

Fatigue Rate (FR) is a measure of how quickly the character tires through prolonged physical exertion. 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:

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

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

For example, Esoard has 13 STR and 12 STA, and is carrying a Load of 50 lbs. His FR would therefore be 15 rounds (i.e. accumulate 1 FL after 15 rounds of strenuous activity).

- ❑ **Maximum FR:** Instead of using a fixed limit of 30, the maximum FR is equal to (STA × 3) rounds.

FL Recovery

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

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

The minimum FL Recovery is 1 minute. For example, Esoard's FL Recovery is 3 minutes (i.e. recover 1 FL after 3 minutes of rest).

COMBAT 8

Grapple Attack

Any attempt to grapple, hold, or wrestle with one engaged opponent using UNARMED Combat as a skill. The Attacker moves into the opponent's hex before attempting a Grapple. The Defender may counter with any Defence (including Grapple).

Grappling assumes that both hands are being used; if using only one hand, reduce UNARMED ML by -20.

The Attack is resolved as follows: if the grappler achieves any "strike" result (e.g. A★1), a hold on the opponent has been gained. Each character then immediately makes a *Hold Contest* roll:

$$3d6 + STR - \text{Physical Penalty}$$

The grappler adds any A★ or B★ dice to his roll; if the opponent makes a Grapple defence, he can add any D★ or B★ dice to his own roll.

A wrestler who exceeds his opponent's *Hold Contest* score by at least five (5) points is assumed to have thrown the other to the ground – the opponent is rendered prone and suffers 1d6 blunt impact to a random (Mid Zone) location. Otherwise, the hold is broken and the attacker withdraws into an adjacent hex.

For example, Grondal makes a Grapple attack against Huren, who attempts to Dodge. Grondal achieves CS and Huren only MF: an A★2 result. Thus, Grondal adds 5d6 to his effective Strength, whereas Huren adds only 3d6. Grondal's total score is 31; Huren scores 28. Since Grondal's score is less than 5 points higher than Huren's, the hold is broken.

If a character exceeds his opponent's *Hold Contest* score by at least ten (10) points, the opponent suffers 2d6 blunt impact (instead of 1d6) to a random location from being thrown.

Alternative Hold Exploitation

Instead of attempting to throw an opponent, a successful grappler may make one of the following actions immediately upon gaining a hold:

1. **STRIKE:** Instead of making a *Hold Contest* roll, the grappler attacks the opponent with a free hand, weapon, foot, knee, headbutt, etc. The strike attempt is resolved normally, but in *Close Mode*. A Tangle penalty (see COMBAT 9) may apply to a held character making a Counterstrike or Defence attempt (GM discretion). If the attacker misses or is hurt, the hold is broken and he withdraws into an adjacent hex; otherwise, the characters remain grappled in the same hex and the turn ends.
2. **SQUEEZE:** An attempt to damage the anatomy being held by twisting or squeezing. The opponent suffers 1d6 Blunt impact to the held location if the attacker's *Hold Contest* score is higher by at least 5 points; increase impact to 2d6 if the score is higher

by at least 10 points or 3d6 if the score is higher by at least 15 points. As long as the *Hold Contest* score is higher than the opponent's, the characters remain grappled in the same hex and the turn ends; otherwise, the hold is broken and the attacker withdraws into an adjacent hex.

3. **TAKE:** A character with a hold on an item held by an opponent attempts to pull it away (win sole possession). The character is successful if the *Hold Contest* score is higher than the opponent's by at least 5 points, or by at least 10 points if the opponent is gripping the item in both hands. As long as the *Hold Contest* score is higher than the opponent's, the characters remain grappled in the same hex and the turn ends; otherwise, the hold is broken and the attacker withdraws into an adjacent hex.
4. **MAINTAIN:** A character with a hold simply maintains the hold and the turn ends.
5. **BREAK HOLD:** A held character makes a *Hold Contest* roll in the following turn. If the score is higher than the opponent's the character breaks free and gains a **Tactical Advantage**. Otherwise, the characters remain grappled in the same hex and the turn ends.

□ Unarmed Impact

Increase the base impact values for unarmed strikes (only) by +1 for characters with STR 16+:

| WEAPON | 01-15 | 16+ |
|---------------|-------|-----|
| Hand/Forearm | 0b | 1b |
| Foot/Leg/Knee | 1b | 2b |
| Headbutt | 1b | 2b |
| Bite | 0e | 1e |
| Fighting Claw | 1e | 2e |

COMBAT 12

Weapon Damage

A successful Block may cause damage to the weapons involved and this is an advantage to characters bearing higher quality weapons.

Weapon Damage checks occur when a BLOCK is generated by the MELEE ATTACK table, or when a weapon strikes a hard object such as a stone wall. The weapon with the **lowest** WQ must check for damage first; if both weapons have equal WQs, the Attacker checks first. The second weapon checks only if the first weapon is undamaged.

A *Weapon Damage* check is made by rolling 3d6 against WQ. If the number generated exceeds WQ, the attacker gains a **Tactical Advantage** and the weapon is damaged or is (functionally) destroyed, depending on by how much WQ was exceeded:

| 3d6 > WQ | EFFECT |
|------------------|-----------|
| By 1 to 3 points | WQ -1 |
| By 4+ points | Destroyed |

Destroyed weapons may turn into other types of weapon: a Spear may become a Staff or Stick; a Battlesword may become a Shortsword with no point, and so on.

NOTE: the WQ of weapons on the WEAPON DATA table is for basic “off-the-shelf” weapons. Professional soldiers arm themselves with higher quality weapons whenever possible.

Repairing Damaged Weapons

Weapons may be repaired by a craftsman who is able to make them. The quality of the repair work is dependent upon the craftsman’s skill. Roll against the weaponcrafter’s SI on the PRODUCT QUALITY TABLE (see SKILLS 20) and apply the modifier to the weapon type’s typical WQ. The weapon’s new WQ is the lower of this value and its original WQ.

For example, a fine Broadsword with WQ 15 is badly damaged in battle; the current WQ is 12. A master weaponcrafter with SI 9 attempts to repair the weapon and rolls MS. According to the PRODUCT QUALITY TABLE, the result is +2 above a typical Broadsword’s WQ of 12. Therefore, the weaponcrafter is only able to restore the sword to WQ 14. The owner will need to take the weapon to a superior swordsmith to fully restore it.

COMBAT 13

Combat Tables

See the HMA GM SCREEN for new Melee Attack and Missile Attack matrices.

Note that the injury break points on the Injury Table now differ according to the impact aspect:

| EFFECTIVE IMPACT | | | | | ASPECT |
|------------------|----|-----|-----|-----|--------|
| 1+ | 7+ | 13+ | 19+ | 25+ | BLUNT |
| 1+ | 5+ | 9+ | 13+ | 17+ | EDGE |
| 1+ | 6+ | 11+ | 16+ | 21+ | POINT |
| 1+ | 8+ | 15+ | 22+ | 29+ | FIRE |

Therefore, an Effective Impact of 9 to 12 from an edged weapon inflicts the equivalent level of injury as an Effective Impact of 11 to 15 from a pointed weapon, or 13 to 18 from a blunt weapon.

Eye Strikes

For strikes to the Eye, use the Skull location to determine injury.

COMBAT 14

Shock Rolls

Each time a character takes a new injury, roll 1d6 for each level of severity of the wound:

| INJURY | SHOCK ROLL |
|--------|------------|
| M1 | 1d6 |
| S2 | 2d6 |
| S3 | 3d6 |
| G4 | 4d6 |
| G5 | 5d6 |

Universal Penalty is added to this roll, but do **not** include the new injury that triggered the Shock Roll.

If the total exceeds ENDURANCE by **1 to 3 points**, the character is *Stunned* from the trauma or pain. A *Stunned* character is temporarily blinded by the pain. The opponent gains a **Tactical Advantage** (TA) and the character’s next action (only) must be IGNORE or PASS. Thereafter, the character may act normally.

If the total exceeds ENDURANCE by **4 or more points**, the character is rendered unconscious. An unconscious character falls prone and the opponent gains a **TA**.

Any action that the character was performing at the time of being *Stunned* or knocked unconscious (e.g. casting a spell) aborts/fails critically.

☐ **Knockout Punches:** Increase the Shock Roll by +1d6 for **blunt** strikes to the *Skull* and *Face* (only).

Regaining Consciousness

An unconscious character tests CONDITION EML on each subsequent **Turn**. **Universal Penalty** applies, which includes the new injury’s IL. If someone attempts to revive the character (water, slapping the face, medicinal tonic, etc.) the EML may be increased at GM discretion. An attempt to regain consciousness is resolved with the Consciousness Recovery Table.

| CONSCIOUSNESS RECOVERY TABLE | |
|------------------------------|--|
| CS | Character is conscious (not in SHOCK) |
| MS | Character is conscious and in SHOCK |
| MF | Character remains unconscious (roll again next Turn) |
| CF | Character falls into a comatose state & is in SHOCK |

A comatose character remains unconscious indefinitely until he has recovered from Shock (or dies).

Shock: Symptoms & Effects

Characters in Shock display a variety of symptoms including pallor, cold sweats, weakness, and nausea. They are often incoherent and may gaze helplessly at their injuries. Shock prevents virtually all skills, spells and talents. Characters in Shock may REST, or be led away, but can (if their injuries allow) make a half-move if they pass an INITIATIVE test (modified for current injuries). In all cases, the only defence they can offer is IGNORE. Recovery from Shock takes awhile. See: Shock Recovery (PHYSICIAN 3).

Shock Rolls from Fatigue

If a Shock Roll is forced by fatigue (e.g. F3 from a miscast spell), use the same number of dice as the Fatigue Level (i.e. F3 = roll 3d6). **Universal Penalty** is added to this roll, but do **not** include the new fatigue that triggered the Shock Roll.

HMA RULEBOOK 14

If a Shock Roll is required but the number of dice to use is not specified, assume it is 3d6.

Fumble Rolls

A Fumble Roll is made to determine whether a character has dropped an item (or items) in his hand/etc, or failed to execute a feat of manual dexterity (gripe). Fumble Rolls may be triggered by the Attack Tables (e.g. AF), by injuries, or ordered by the GM at any time. Unless forced by injury (see below), a Fumble Roll is resolved by rolling 3d6 against DEXTERITY.

If a Fumble Roll is forced by injury, roll 1d6 for each level of severity of the wound:

| INJURY | FUMBLE ROLL |
|--------|-------------|
| M1 | 1d6 |
| S2 | 2d6 |
| S3 | 3d6 |

Note that a G4/G5 injury disables the limb; this causes an automatic fumble.

The character's **Physical Penalty** may be added to a Fumble Roll at GM discretion, but do **not** include the new injury that triggered this roll. Fumble Rolls should be modified (-2) when the item is held in two hands. If the item is tied on, as is the case with many shields, apply a -5 modifier to the roll. If the (modified) result exceeds DEX, a fumble has occurred.

In combat, a fumble results in the opponent gaining a **Tactical Advantage**.

If an item is dropped, roll 1d10: a number 1–6 indicates the item falls in an adjacent hex (1=N, 2=NE, 3=SE, 4=S, 5=SW and 6=NW); a roll of 7–10 indicates the item has fallen in the same hex.

Stumble Rolls

A Stumble Roll is made to determine whether a character has fallen prone. It may be triggered by the Attack Tables (e.g. DS), by an injury, or ordered by the GM at any time. Unless forced by injury (see below), a Stumble Roll is resolved by rolling 3d6 against AGILITY.

If a Stumble Roll is forced by injury, roll 1d6 for each level of severity of the wound:

| INJURY | STUMBLE ROLL |
|--------|--------------|
| M1 | 1d6 |
| S2 | 2d6 |
| S3 | 3d6 |

Note that a G4/G5 injury disables the limb; this causes an automatic stumble.

The character's **Physical Penalty** is *always* added to a Stumble Roll, but do **not** include the new injury that triggered this roll. Other modifiers may also be necessary (see *Stumble Modifiers* below). A (modified) result exceeding AGL is a stumble – the character falls prone. Depending on his velocity, a character may, at GM discretion, land in an adjacent hex.

In combat, a stumble results in the opponent gaining a **Tactical Advantage**.

Stumble Modifiers

- Character: Running (+1); Moving Backwards (+2)
- Lighting: Poor (+1) / Darkness (+2)
- Obstructions: Light (+1) / Heavy (+2)

Note: Light obstructions are low bushes or furniture, prone bodies, etc. Heavy obstructions are low walls, tables, large piles of rubble, etc. Stumble Roll modifiers are cumulative.

1D100 ALTERNATIVE SYSTEM

The following optional system replaces the d6 method of resolving Weapon Damage, Shock Rolls, Fumble/Stumble Rolls and Kill Rolls (see COMBAT 12-14).

Weapon Damage (1d100)

Instead of rolling 3d6 for *Weapon Damage* checks, roll 1d100 and consult the following table:

| WEAPON DAMAGE ROLLS | | | |
|---------------------|----------|-------|----------|
| 1d100 | Superior | Even | Inferior |
| CS | • | • | • |
| MS | • | • | • |
| MF | -1 | -1 | Break |
| CF | -1 | Break | Break |

- **No Effect.** The weapon remains intact.
 - 1 **Weapon Damaged.** The weapon is damaged; reduce WQ by 1.
 - Break Weapon Broken.** The weapon breaks. At GM discretion, it might still be usable in a different form (e.g. a broken spear may still be used as a staff or stick, etc).
- ☐ **Uneven WQ:** If the WQs of the clashing weapons are five (5) or more points apart, there is a significantly greater likelihood of the weaker weapon breaking.

Superior: Roll on this column if the weapon's current WQ is 5+ points greater than the opposing weapon's WQ (e.g. WQ 14 vs. WQ 9).

Even (Default): Roll on this column if both weapons' current WQ values are within 4 points of each other (e.g. WQ 13 vs. WQ 12), or the weapon is blocking a missile that inflicts 5+ Impact.

Inferior: Roll on this column if the weapon's current WQ is 5+ points lower than the opposing weapon's WQ (e.g. WQ 9 vs. WQ 14).

Shock Rolls (1d100)

Instead of using d6, Shock Rolls are made by rolling 1d100 against CONDITION EML. Reduce EML by the new injury before making the roll. Shock Rolls must be made any time a character sustains an injury (in any location), and when forced by fatigue.

| SHOCK ROLLS FROM INJURY | | | |
|-------------------------|------|---------|---------|
| 1d100 | M1 | S2 / S3 | G4 / G5 |
| CS | Zero | • | • |
| MS | • | • | OTA |
| MF | OTA | Stun | KO |
| CF | Stun | KO | KO |

- Zero** *Zero Injury.* The character is wounded but not affected by the pain – otherwise treat as *No Effect* below. Record the (0 IL) wound only for the purpose of checking for infection (applies to cuts and stabs only). Any Fumble/Stumble Roll that is required is negated.
- No Effect.* The character is wounded but is not *Stunned* or *Knocked Out* by the injury. Other injury effects (e.g. Fumble) can still apply.
- OTA** *Opponent's Tactical Advantage.* The character is not *Stunned* or *Knocked Out*, but is momentarily disoriented from the blow. The opponent gains a TA, against which the character can defend normally.
- Stun** *Stunned.* The character is temporarily blinded by the pain. The opponent gains a TA, and the character's next action (only) must be IGNORE or PASS.
- KO** *Knocked Out.* The character is rendered unconscious and falls prone, and the opponent gains a TA. During combat, the character remains unconscious until a successful Shock Roll is made (one roll per Round, starting in the following Round). If the character regains consciousness, a second roll must be made against CONDITION EML – if this second roll fails, the character is in Shock.

Shock Rolls from Fatigue

If a Shock Roll is forced by fatigue (e.g. F3 from a miscast spell), use the same column as the equivalent injury (i.e. F3 = roll on the S3 column). Subtract the Fatigue Levels from Condition before making the roll.

Broken Concentration

If a character is *Stunned* or *Knocked Out*, any activity that was being carried out at the time fails critically (e.g. while casting a spell). With an OTA result, the activity may continue but at a distraction penalty at GM discretion.

Fumble Rolls (1d100)

Instead of using d6, Fumble Rolls are made by rolling 1d100 against DEXx5 less Physical Penalty. If an item is held in two hands, increase the Target Level by +10; if

held/strapped on (as is the case with many shields), increase TL by +25.

Always make a Fumble Roll *after* the Shock Roll (if applicable).

| FUMBLE ROLLS FROM INJURY | | | |
|--------------------------|--------|---------|---------|
| 1d100 | M1 | S2 / S3 | G4 / G5 |
| CS | • | • | OTA |
| MS | • | • | Fumble |
| MF | OTA | Fumble | Fumble |
| CF | Fumble | Fumble | Fumble |

- No Effect.* The character is wounded but does not Fumble.
- OTA** *Opponent's Tactical Advantage.* The character does not Fumble, but is momentarily thrown off-balance. The opponent gains a TA, against which the character can defend normally. Note that any G4+ strike disables the injured limb.
- Fumble** The character drops the item held. The opponent gains a TA, against which the character can defend normally.

Fumble Rolls not from Injury

Use the middle (S2 / S3) column as the default column.

Stumble Rolls (1d100)

Instead of using d6, Stumble Rolls are made by rolling 1d100 against AGLx5 less Physical Penalty. Modify the Stumble Roll by any situational modifiers:

- Character: Running (-5); Moving Backwards (-10)
- Lighting: Poor (-5) / Darkness (-10)
- Obstructions: Light (-5) / Heavy (-10)

Note: Light obstructions are low bushes or furniture, prone bodies, etc. Heavy obstructions are low walls, tables, large piles of rubble, etc. Stumble Roll modifiers are cumulative.

Always make a Stumble Roll *after* the Shock Roll (if applicable).

| STUMBLE ROLLS FROM INJURY | | | |
|---------------------------|---------|---------|---------|
| 1d100 | M1 | S2 / S3 | G4 / G5 |
| CS | • | • | OTA |
| MS | • | • | Stumble |
| MF | OTA | Stumble | Stumble |
| CF | Stumble | Stumble | Stumble |

- No Effect.* The character is wounded but does not Stumble.
- OTA** *Opponent's Tactical Advantage.* The character does not Stumble, but is momentarily thrown off-balance. The opponent gains a TA, against which the character can defend normally. Note that any G4+ strike disables the injured limb.

HMA RULEBOOK 16

StumbleThe character falls prone. The opponent gains a TA, against which the character can defend normally.

Stumble Rolls not from Injury

Use the middle (S2 / S3) column as the default column.

❑ Exhaustion

A character is *Exhausted* when Universal Penalty exceeds CONDITION SI. Shift the effects of the Shock, Fumble and/or Stumble Roll by one column to the right.

For example, Gannill has a CONDITION ML of 80; therefore his SI is 8. During a prolonged battle, he suffers numerous minor and serious injuries – combined with fatigue, his Universal Penalty is 9. As this is more than his CONDITION SI, he becomes *Exhausted*.

❑ Kill Rolls (1d100)

Instead of using d6, Kill Rolls are made on 1d100 against CONDITION ML, reduced by 5 times the 'K' value (e.g. K4 = ML -20). The character dies on any MF/CF result. If the roll succeeds, a Shock Roll is required to remain conscious.

Note that Kill Rolls are **never** affected by Universal or Physical Penalty.

COMBAT 15-17

Missile Combat

Replace these rules with HMA MISSILE COMBAT.

COMBAT 20

Steed Movement

The maximum distance covered by a horse (or any quadruped) moving at a GALLOP (i.e. top speed) is equal to MOVx4, not MOVx3. Note, however, that the MOVE values for beasts have been halved (see BESTIARY below).

PSIONICS 5-8

Additional Talents

Two new talents are described below. Both are very rare (requiring a roll of 00 on the Talent Generation table).

Amplification (F2)

15-SI Secs

A talent which does nothing itself, but which increases the power and effect(s) of other talents, spells or esoteric phenomena in the user's vicinity (within about 20 feet). The effect is unpredictable at best, wild at worst. Amplification does not increase the ML/TL of a phenomenon, but once the

event is happening, it can be used to increase its power and effect. With CS, the user may be generally aware of 'amplifiable' phenomena in his vicinity, but not of their nature.

The user can also specify a single event to amplify (touching a companion who is casting a spell, for example, to increase the power of the spell).

Psionic Episodes: Dizziness, blurred vision, and/or feelings of surplus energy. In the dormant stage, the talent may self-trigger in the presence of esoteric phenomena, causing unexpected results.

Misfire (CF): The object event misfires; automatic Psionic Blindness is also common for the user.

Extratemporality (F2)

15-SI Secs

The ability to "step outside of time". This talent is triggered by extreme stress. Its effect is that the character's surroundings seem to slow down. This gives the character time to think and, with CS, limited time to act. In a combat situation, CS might generate a Tactical Advantage with a +50 EML bonus. With MS, the effect might include a "moment of clarity", a profound understanding to the present situation (possibly involving advice from the GM).

Psionic Episodes: Blackouts, profound quiescence, vivid dreams of past (and sometimes future) experiences (being "unstuck in time"); altered mental states including a feeling that one does not "belong".

Misfire (CF): Weakness, dizziness, extreme disorientation, temporary loss of motor function and/or cognitive facility, shock/coma.

PHYSICIAN 2

Healing Rolls

Healing Rolls are made against a multiple of STAMINA. For example, a H5 injury will heal at STA×5.

Healing Rolls are made *daily* and a tally is kept. MS counts as one success and CS as two successes. Once the tally reaches 5 successes, the injury is reduced by 1 IL.

BESTIARY 1

MOVE

Treat the listed MOVE distances as being equal to MOVx2. For MOVx1 distances, halve the values, rounding up. Therefore, a horse with a MOVE of 45 can TROT (single-move) 23 hexes, which is the equivalent of about 14km/h.