

HÂRNMASTER GOLD HOUSE RULES - CHARACTER

By Bill Gant, December 2001

❑ DEAD PLAYER CHARACTERS: NEXT GENERATION BONUS

When a Player Character dies, the usual practice is for the player to roll up a new character. However, whether the departed PC was in a state of *Divine Grace* at the time of death may provide a bonus during the next character's generation.

- If the departed PC had Divine Grace with his/her deity (i.e. Piety Points at least equalled Ritual ML), then the next character generated by the player will be granted a *Next Generation Bonus*.
- If the departed PC was godless or died out of Divine Grace, a Next Generation Bonus can still be obtained if he or she wins at least **3** Mental Conflicts during his/her *Death Journey*, or is claimed by a servant of the PC's deity (whichever is first).

The Next Generation Bonus adds and discards one extra d6 when the player generates the new character's **Endurance** attribute. For example, if the normal method of generating Endurance is to roll 5d6 and discard the lowest 2 dice, the Next Generation Bonus will increase this to a roll of 6d6 with the lowest 3 dice being discarded.

❑ *Next Generation Bonus to Other Attributes*: Endurance is the most important of all the Key Attributes, hence the Next Generation Bonus applies to this attribute by default. However, if the player wishes for another attribute to receive the bonus instead (e.g. Aura), then it may be allowed at GM discretion.

❑ HEROIC PLAYER CHARACTERS

Many GMs (and nearly all players) believe that PCs should form an elite within the fantasy environment and should enjoy an advantage in character generation.

ATTRIBUTES

Option A: Roll 5d6 for each key attribute and discard the two lowest dice. Any score that is less than 8 is automatically raised to 8. Non-key attributes are generated on 3d6 as normal.

Option B: Roll 4d6 for all key and non-key attributes. If any key attribute has a score of less than 8, it is automatically raised to 8.

Attributes are generated in turn as follows: CML; **STR**; **END**; **DEX**; **AGL**; SPD; EYE; HRG; SMT; TCH; VOI; **INT**; **AUR**; **WIL**. Attributes in bold and italics are key attributes.

Any attribute can be increased by sacrificing points from other attributes. To raise an attribute by 1 point, 2 points must be deducted from another attribute. However, points cannot be deducted from an attribute with a score of 9 or less. No attribute can be increased above 18 (before racial modifiers, etc).

PARENT OCCUPATION

Parent Occupation has a strong influence on a PC's career path, at least initially. To improve a PC's chances of being well-born, roll for Parent Occupation 5 times. The player may choose the result that he or she likes best.

If all 5 Parent Occupation rolls result in "Unfree" or "Freeman" occupations, the player can either choose the best from among them, or discard those results and continue rolling until the first non-Unfree and non-Freeman result is achieved. This result will be the Parent Occupation (no choice).

❑ ROLEPLAY INCENTIVE POINT (RIP) SYSTEM

The purpose of HårnMaster is to provide a set of commonsense rules that help Player Characters realistically interact with their game environment and other characters. However, the main purpose of the game is to gain maximum enjoyment through *roleplaying*. Rules should not get in the way of roleplaying – rather, they should facilitate it.

The ***Roleplay Incentive Point (RIP)*** system is a way of promoting excellent roleplay in a game. The GM rewards players who add value to the game through outstanding roleplaying, by granting a RIP when appropriate. The PC can later use his/her RIP(s) to perform feats that are worthy of heroes.

Using a RIP: A RIP is used to boost the success level of a 1d100 roll by one level (e.g. MS to CS). The RIP must be spent *before* rolling the dice, so the player must decide whether a situation truly warrants the use of a hard-earned RIP. More than one RIP may be used on the same roll to ensure success (e.g. 1 RIP would boost a MF to MS, but 2 RIPs would boost it to CS).

If a RIP is spent and a Critical Success is rolled, the RIP is effectively wasted: there is no higher success level than CS.

Note that RIPs can be accumulated and spent at any time. However, they cannot be spent on other players' dice rolls, nor can they be used to boost non-1d100 rolls, or for making calls for Divine Intervention.

The difficulty associated with earning a RIP is proportionate to the player's roleplaying ability. It should be relatively easy for a new player who has trouble 'getting into character' to earn a RIP for simply roleplaying well, whereas a veteran role-player would have to contribute to developing the plot as well as give an outstanding roleplaying performance to earn a RIP.

❑ ***Overabundant RIPs:*** The GM should be careful not to award RIPs lightly. If PCs accumulate too many RIPs and begin to unbalance the game, there are a number of countermeasures that the GM can use to regain balance. Examples include: awarding RIPs to important NPCs (a key villain might have a few RIPs up his/her sleeve); placing the PCs in overwhelmingly dangerous situations where they are practically forced to spend RIPs to survive; and penalising poor roleplaying by subtracting RIPs from players (i.e. strip the RIPs).