

HÅRNMASTER GOLD HOUSE RULES - SKILLS

By Bill Gant, November 2001

❑ TRUNCATING HIGH OML'S

It is possible for a starting character with very high attributes to begin play with excessively high Mastery Levels. This tends to occur most with Physical & Combat Skills. 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

Original OML	Truncated OML
83-84	77
85-86	78
87-88	79
89-90	80
91-94	81
95-98	82

Original OML	Truncated OML
99-102	83
103-106	84
107-110	85
111-114	86
115-118	87
119-120	88

For example, a starting PC, Dursten Panthor, has an opening Dodge skill of ML 95 (his Skill Base is 19!), and decides to put in an Option Point to boost the skill even further. This means that the character will be able to begin play in a campaign with a Dodge ML of 114! Using the table above, Dursten's actual starting ML is reduced to 86 – still very high, but not excessively so.

OML truncation only applies to **starting** characters. It does not affect in-game skill development, although other limitations may apply. For example, if Dursten were to pick up a Club for the first time during the game, and if he had a Clubs Skill Base of 18, he could open the skill at (SB4 × 18 =) ML 72. If he is already a veteran (SI8+) with another melee weapon, he could open it at SB5 instead, or ML 90! However, since Dursten has no actual combat experience with the weapon, the GM should not allow it to be opened at any higher than ML 70.

❑ SKILL BASE ATTRIBUTES – EYE

Although most skills do need eyesight to use optimally, there are some skills where EYE is so important that it really should be included in the calculation of the Skill Base. Change the attributes of the following skills to include EYE: **Slings** (*Dex Eye Tch*); **Astrology** (*Eye Int Aur*); **Fletching** (*Dex Eye Tch*); **Glassworking** (*Dex Eye Tch*); **Herblore** (*Eye Smt Tch*); and **Physician** (*Eye Tch Int*).

❑ SKILL DEVELOPMENT - STRESSFUL/BONUS EXPERIENCE

In addition to *Skill Maintenance Points* (SMPs) being earned for a skill through practice, study, training and instruction, the GM may award bonus SMPs when skills are employed in dangerous or special situations. Success or failure in using the skill has little bearing since people learn at least as much from failure as from success, assuming they survive the experience. Only the GM can decide what situations qualify for stressful/bonus experience; this will vary by skill and circumstance.

When a character earns stressful/bonus experience, the player should pencil a tick next to the appropriate skill. At the end of the game month, the tick is converted into **1d10 SMPs** that can be used to develop the skill - the normal monthly accumulation of SMPs can be added to this value to further increase the chance of development.

Note that a skill may earn multiple ticks throughout the month; 3 ticks would convert into 3d10 SMPs. As with all SMPs, stressful/bonus SMPs cannot be accumulated from month to month - they must all be spent at the end of each game month or they will be lost.