

HOW DOES HMA DIFFER FROM HM3?

Bill Gant, Jan 2005 (edited Feb 2009)

HârnMaster Advanced (HMA) is a hybrid system that I have developed for my personal campaigns. It uses the HârnMaster Third Edition (HM3) roleplaying system as its base, but replaces some of the rules with those from HârnMaster Gold v2.1 (HMg) and my own house rules.

So how does HMA differ from HM3? Read on...

Attributes

- ~~Stamina~~ is now called *Endurance* (END), which is what the attribute was called in the original HârnMaster (HM1).
- The HM3 *Endurance* attribute (average of STR, STA and WIL) has been deleted as it has been superseded by **is equal to one fifth of Condition ML**.

Skills

- *Condition* is now a compulsory automatic skill.
- *Dodge* now has a Sunsign modifier (from HMg).
- *Dodge* OML is SB×4, not SB×5. However, note that *Dodge* is now an improvable skill.
- *Initiative* now has a Sunsign modifier (from HMg).
- *Mobility* skill has been added, with a Sunsign modifier (from HMg). The *Move* attribute is one-fifth *Mobility* ML, rounded off to the nearest integer.
- For all skills except *Condition* and *Mobility*, the maximum ML attainable is the lower of SB×10 and 100+SB.
- *Condition* and *Mobility* can only be developed to the lower of SB×7 and 100+SB - you can only develop your body so much...
- *Condition* cannot fall below SB×3.
- Psionic talents and Shek-Pvar spells can drop to a minimum of SB×1.
- All other skills can drop to a minimum of OML.
- New skills have been added: *Arcane Discipline* and *Arcane Lore*. These skills have been added as some of the Shek-Pvar rules are drawn from HMg.

Combat

- The Melee Attack and Missile Attack matrices have been modified. See the HMA GM Screen for details.
- Injury breakpoints on the Injury Table differ according to the impact aspect. See the HMA GM Screen for details.
- ~~Shock, Fumble, Stumble and Weapon Damage rolls are made on 1d100 and the results checked against tables. See the HMA GM Screen for details.~~
- ~~Kill rolls are made on 1d100 against Condition ML, reduced by 5 times the 'K' value (e.g. K4 = Condition ML - 20). The character dies on any MF/CF result. If the roll succeeds, a Shock roll is required to remain conscious.~~

Weapons

- Weapon Attack and Defence Classes are from HMg and opposing weapons are compared on a matrix to determine which combatant receives a bonus. *Dodge* has a Defence Class rating of 3. See the HMA GM Screen for details.
- *Axe* has been split into *Axe* (OML SB3) and *Battleaxe* (OML SB2).
- *Bow* has been split into *Bow* and *Crossbow* (OML SB2 and SB3 respectively).
- *Sword* has been split into *Longsword* and *Shortsword* (both OML SB3).
- Weapon data is mostly from HMg, including Strength requirements. However, some data is from HM3 (e.g. *Flail* impact values).
- *Bow* and *Crossbow* data have been expanded to include even more powerful missile weapons.
- New weapons have been added: *Bill*, *Pickaxe* and *Pitchfork* (arm the peasants!).

Armour

- APVs for each aspect (Blunt, Edge, etc) of layered armour use the following method of calculation:
$$APV = \sqrt{((\text{Layer } 1)^2 + (\text{Layer } 2)^2 + (\text{Layer } 3)^2 + \dots + (\text{Layer } n)^2)}$$
rounded up to the nearest integer.
- Armour attributes (price, weight, APVs) may differ from HM3 and is generally more 'balanced'.
- Body parts percentages are from HMg and may differ from HM3.

Injuries & Healing

- Healing Rolls are made against a multiple of ~~Endurance~~ *Stamina*. For example, a H5 injury will heal at ~~END~~ $\times 5$ *STA* $\times 5$.
- 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.
- HR can be increased to a maximum of H6; thereafter, every increase of 1 point reduces Injury Level by 1.

Fatigue & Encumbrance

- Fatigue Rate (the number of rounds of continuous strenuous activity to accumulate 1 Fatigue Level) is calculated as follows:
$$FR = (\text{END} \times 30) / \text{Load} \text{ (or } 30, \text{ whichever is less.)}$$
- Fatigue Level Recovery (the number of minutes of continuous rest to reduce Fatigue by 1 FL) is calculated as follows:
$$\text{FL Recovery} = 30 / \text{END} \text{ (or } 1, \text{ whichever is greater.)}$$
- Encumbrance Penalty is calculated as follows:
$$EP = (\text{Load} - (2 \times \text{STR})) / \text{END}, \text{ rounded off to the nearest integer.}$$