

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, Bronzsmith, 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.
	Pelehahn	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*

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* 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.